1 wxErlang User's Guide

The wxErlang application is an api for writing graphical user interfaces with wxWidgets.

1.1 wx the erlang binding of wxWidgets

The wx application is an erlang binding of wxWidgets. This document describes the erlang mapping to wxWidgets and it's implementation. It is not a complete users guide to wxWidgets. If you need that, you will have to read the wxWidgets documentation instead. wx tries to keep a one-to-one mapping with the original API so that the original documentation and examples shall be as easy as possible to use.

wxErlang examples and test suite can be found in the erlang src release. They can also provide some help on how to use the API.

This is currently a very brief introduction to wx. The application is still under development, which means the interface may change, and the test suite currently have a poor coverage ratio.

1.1.1 Contents

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1.1.2 Introduction

The original wxWidgets is an object-oriented (C++) API and that is reflected in the erlang mapping. In most cases each class in wxWidgets is represented as a module in erlang. This gives the wx application a huge interface, spread over several modules, and it all starts with the wx module. The wx module contains functions to create and destroy the GUI, i.e. wx:new/0, wx:destroy/0, and some other useful functions.

Objects or object references in wx should be seen as erlang processes rather than erlang terms. When you operate on them they can change state, e.g. they are not functional objects as erlang terms are. Each object has a type or rather a class, which is manipulated with the corresponding module or by sub-classes of that object. Type checking is done so that a module only operates on it's objects or inherited classes.

An object is created with new and destroyed with destroy. Most functions in the classes are named the same as their C++ counterpart, except that for convenience, in erlang they start with a lowercase letter and the first argument is the object reference. Optional arguments are last and expressed as tagged tuples in any order.

For example the wxWindow C++ class is implemented in the wxWindow erlang module and the member wxWindow::CenterOnParent is thus wxWindow:centerOnParent. The following C++ code:

```cpp
wxWindow MyWin = new wxWindow();
MyWin.CenterOnParent(wxVERTICAL);
...
delete MyWin;
```

would in erlang look like:
### 1.1 wx the erlang binding of wxWidgets

When you are reading wxWidgets documentation or the examples, you will notice that some of the most basic classes are missing in `wx`, they are directly mapped to corresponding erlang terms:

- **wxPoint** is represented by `{Xcoord,Ycoord}`
- **wxSize** is represented by `{Width,Height}`
- **wxRect** is represented by `{Xcoord,Ycoord,Width,Height}`
- **wxColour** is represented by `{Red,Green,Blue,[Alpha]}`
- **wxPoint** is represented by `{Xcoord,Ycoord}`
- **wxString** is represented by `unicode:charlist()`
- **wxGBPosition** is represented by `{Row,Column}`
- **wxGBSpan** is represented by `{RowSpan,ColumnSPan}`
- **wxGridCellCoords** is represented by `{Row,Column}`

In the places where the erlang API differs from the original one it should be obvious from the erlang documentation which representation has been used. E.g. the C++ arrays and/or lists are sometimes represented as erlang lists and sometimes as tuples.

Colours are represented with `{Red,Green,Blue,[Alpha]}`, the Alpha value is optional when used as an argument to functions, but it will always be returned from `wx` functions.

Defines, enumerations and global variables exists in `wx.hrl` as defines. Most of these defines are constants but not all. Some are platform dependent and therefore the global variables must be instantiated during runtime. These will be acquired from the driver with a call, so not all defines can be used in matching statements. Class local enumerations will be prefixed with the class name and a underscore as in `ClassName_Enum`.

Additionally some global functions, i.e. non-class functions, exist in the `wx_misc` module.

**wxErlang** is implemented as a (threaded) driver and a rather direct interface to the C++ API, with the drawback that if the erlang programmer does an error, it might crash the emulator.

Since the driver is threaded it requires a `smp` enabled emulator, that provides a thread safe interface to the driver.

### 1.1.3 Multiple processes and memory handling

The intention is that each erlang application calls `wx:new()` once to setup it's GUI which creates an environment and a memory mapping. To be able to use `wx` from several processes in your application, you must share the environment. You can get the active environment with `wx:get_env/0` and set it in the new processes with `wx:set_env/1`. Two processes or applications which have both called `wx:new()` will not be able use each others objects.

When `wx:destroy/0` is invoked or when all processes in the application have died, the memory is deleted and all windows created by that application are closed.
1.1 wx the erlang binding of wxWidgets

The wx application never cleans or garbage collects memory as long as the user application is alive. Most of the objects are deleted when a window is closed, or at least all the objects which have a parent argument that is non null. By using wxCLASS:destroy/1 when possible you can avoid an increasing memory usage. This is especially important when wxWidgets assumes or recommends that you (or rather the C++ programmer) have allocated the object on the stack since that will never be done in the erlang binding. For example wxDC class or its sub-classes or wSizerFlags. Currently the dialogs show modal function freezes wxWidgets until the dialog is closed. That is intended but in erlang where you can have several GUI applications running at the same time it causes trouble. This will hopefully be fixed in future wxWidgets releases.

1.1.4 Event Handling

Event handling in wx differs most from the original API. You must specify every event you want to handle in wxWidgets, that is the same in the erlang binding but you can choose to receive the events as messages or handle them with callback funs.

Otherwise the event subscription is handled as wxWidgets dynamic event-handler connection. You subscribe to events of a certain type from objects with an ID or within a range of IDs. The callback fun is optional, if not supplied the event will be sent to the process that called connect/2. Thus, a handler is a callback fun or a process which will receive an event message.

Events are handled in order from bottom to top, in the widgets hierarchy, by the last subscribed handler first. Depending on if wxEvent:skip() is called the event will be handled by the other handler(s) afterwards. Most of the events have default event handler(s) installed.

Message events looks like #wx{id=integer(), obj=wx:wxObject(), userData=term(), event=Rec }. The id is the identifier of the object that received the event. The obj field contains the object that you used connect on. The userData field contains a user supplied term, this is an option to connect. And the event field contains a record with event type dependent information. The first element in the event record is always the type you subscribed to. For example if you subscribed to key_up events you will receive the #wx{event=Event} where Event will be a wxKey event record where Event#wxKey.type = key_up.

In wxWidgets the developer has to call wxEvent:skip() if he wants the event to be processed by other handlers. You can do the same in wx if you use callbacks. If you want the event as messages you just don’t supply a callback and you can set the skip option in connect call to true or false, the default it is false. True means that you get the message but let the subsequent handlers also handle the event. If you want to change this behavior dynamically you must use callbacks and call wxEvent:skip().

Callback event handling is done by using the optional callback fun/2 when attaching the handler. The fun(#wx{},wxObject()) must take two arguments where the first is the same as with message events described above and the second is an object reference to the actual event object. With the event object you can call wxEvent:skip() and access all the data. When using callbacks you must call wxEvent:skip() by yourself if you want any of the events to be forwarded to the following handlers. The actual event objects are deleted after the fun returns.

The callbacks are always invoked by another process and have exclusive usage of the GUI when invoked. This means that a callback fun can not use the process dictionary and should not make calls to other processes. Calls to another process inside a callback fun may cause a deadlock if the other process is waiting on completion of his call to the GUI.

1.1.5 Acknowledgments

Mats-Ola Persson wrote the initial wxWidgets binding as part of his master thesis. The current version is a total re-write but many ideas have been reused. The reason for the re-write was mostly due to the limited requirements he had been given by us.

Also thanks to the wxWidgets team that develops and supports it so we have something to use.
2 Reference Manual

The **wxErlang** application is an api for writing graphical user interfaces with wxWidgets.
WX

Erlang module

A port of wxWidgets.
This is the base api of wxWidgets. This module contains functions for starting and stopping the wx-server, as well as other utility functions.

wxWidgets is object oriented, and not functional. Thus, in wxErlang a module represents a class, and the object created by this class has an own type, wxCLASS(). This module represents the base class, and all other wxMODULE's are sub-classes of this class.

Objects of a class are created with wxCLASS:new(...) and destroyed with wxCLASS:destroy(). Member functions are called with wxCLASS:member(Object, ...) instead of as in C++ Object::member(...).

Sub class modules inherit (non static) functions from their parents. The inherited functions are not documented in the sub-classes.

This erlang port of wxWidgets tries to be a one-to-one mapping with the original wxWidgets library. Some things are different though, as the optional arguments use property lists and can be in any order. The main difference is the event handling which is different from the original library. See wxEvtHandler.

The following classes are implemented directly as erlang types:
wxPoint={x,y}, wxSize={w,h}, wxRect={x,y,w,h}, wxColour={r,g,b,[a]}, wxString=unicode:chardata(),
wxGBPosition={r,c}, wxGBSpan={rs,cs}, wxGridCellCoords={r,c}.

wxWidgets uses a process specific environment, which is created by wx:new/0. To be able to use the environment from other processes, call get_env/0 to retrieve the environment and set_env/1 to assign the environment in the other process.

Global (classless) functions are located in the wx_misc module.

DATA TYPES
wx_colour() = [R::byte(), G::byte(), B::byte()] | wx_colour4()
wx_colour4() = [R::byte(), G::byte(), B::byte(), A::byte()]
wx_datetime() = [{Year::integer(), Month::integer(), Day::integer()}, {Hour::integer(), Minute::integer(), Second::integer()}]

In Local Timezone
wx_enum() = integer()

Constant defined in wx.hrl
wx_env() = #wx_env{}

Opaque process environment
wx_memory() = binary() | #wx_mem{}

Opaque memory reference
wx_object() = #wx_ref{}

Opaque object reference
wx_wxHtmlLinkInfo() = #wxHtmlLinkInfo{href=unicode:chardata(), target=unicode:chardata()}
wx_wxMouseState() = #wxMouseState{x=integer(), y=integer(), leftDown=boolean(), middleDown=boolean(),
rightDown=boolean(), controlDown=boolean(), shiftDown=boolean(), altDown=boolean(), metaDown=boolean(),
cmdDown=boolean()}

See #wxMouseState{} defined in wx.hrl

Exports

parent_class(X1) -> term()

new() -> wx_object()
Starts a wx server.

ew(Options::[Option]) -> wx_object()
Types:
  Option = {debug, list() | atom()} | {silent_start, boolean()}
Starts a wx server. Option may be {debug, Level}, see debug/1. Or {silent_start, Bool}, which causes error messages
at startup to be suppressed. The latter can be used as a silent test of whether wx is properly installed or not.

destroy() -> ok
Stops a wx server.

get_env() -> wx_env()
Gets this process's current wx environment. Can be sent to other processes to allow them use this process wx
environment.
 See also: set_env/1.

set_env(Wx_env::wx_env()) -> ok
Sets the process wx environment, allows this process to use another process wx environment.

null() -> wx_object()
Returns the null object

is_null(Wx_ref::wx_object()) -> boolean()
Returns true if object is null, false otherwise

equal(Wx_ref::wx_object(), X2::wx_object()) -> boolean()
Returns true if both arguments references the same object, false otherwise

getObjectType(Wx_ref::wx_object()) -> atom()
Returns the object type
typeCast(Old::wx_object(), NewType::atom()) -> wx_object()
Casts the object to class NewType. It is needed when using functions like wxWindow:findWindow/2, which returns a generic wxObject type.

batch(Fun::function()) -> term()
Batches all wx commands used in the fun. Improves performance of the command processing by grabbing the wxWidgets thread so that no event processing will be done before the complete batch of commands is invoked.
See also: foldl/3, foldr/3, foreach/2, map/2.

foreach(Fun::function(), List::list()) -> ok
Behaves like lists:foreach/2 but batches wx commands. See batch/1.

map(Fun::function(), List::list()) -> list()
Behaves like lists:map/2 but batches wx commands. See batch/1.

foldl(Fun::function(), Acc::term(), List::list()) -> term()
Behaves like lists:foldl/3 but batches wx commands. See batch/1.

foldr(Fun::function(), Acc::term(), List::list()) -> term()
Behaves like lists:foldr/3 but batches wx commands. See batch/1.

create_memory(Size::integer()) -> wx_memory()
Creates a memory area (of Size in bytes) which can be used by an external library (i.e. opengl). It is up to the client to keep a reference to this object so it does not get garbage collected by erlang while still in use by the external library. This is far from erlang's intentional usage and can crash the erlang emulator. Use it carefully.

get_memory_bin(Wx_mem::wx_memory()) -> binary()
Returns the memory area as a binary.

retain_memory(Wx_mem::wx_memory()) -> ok
Saves the memory from deletion until release_memory/1 is called. If release_memory/1 is not called the memory will not be garbage collected.

release_memory(Wx_mem::wx_memory()) -> ok

debug(Debug::Level | [Level]) -> ok
Types:
   Level = none | verbose | trace | driver | integer()
Sets debug level. If debug level is 'verbose' or 'trace' each call is printed on console. If Level is 'driver' each allocated object and deletion is printed on the console.

demo() -> ok | {error, atom()}
Starts a wxErlang demo if examples directory exists and is compiled.
wx_object

Erlang module

wx_object - Generic wx object behaviour

This is a behaviour module that can be used for "sub classing" wx objects. It works like a regular gen_server module and creates a server per object.

NOTE: Currently no form of inheritance is implemented.

The user module should export:

*init*(Args) should return

{wxObject, State} | {wxObject, State, Timeout} | ignore | {stop, Reason}

Asynchronous window event handling:

handle_event(#wx{}, State) should return

{noreply, State} | {noreply, State, Timeout} | {stop, Reason, State}

The user module can export the following callback functions:

handle_call(Msg, {From, Tag}, State) should return

{reply, Reply, State} | {reply, Reply, State, Timeout} | {noreply, State} | {noreply, State, Timeout} | {stop, Reason, Reply, State}

handle_cast(Msg, State) should return

{noreply, State} | {noreply, State, Timeout} | {stop, Reason, State}

If the above are not exported but called, the wx_object process will crash. The user module can also export:

Info is message e.g. {'EXIT', P, R}, {nodedown, N}, ...

handle_info(Info, State) should return ...

{noreply, State} | {noreply, State, Timeout} | {stop, Reason, State}

If a message is sent to the wx_object process when handle_info is not exported, the message will be dropped and ignored.

When stop is returned in one of the functions above with Reason = normal | shutdown | Term, terminate(State) is called. It lets the user module clean up, it is always called when server terminates or when wx_object() in the driver is deleted. If the Parent process terminates the Module:terminate/2 function is called.

terminate(Reason, State)

Example:
-module(myDialog).
-export([new/2, show/1, destroy/1]).  %% API
-export([init/1, handle_call/3, handle_event/2,
handle_info/2, code_change/3, terminate/2]).
new/2, showModal/1, destroy/1].  %% Callbacks

%% Client API
new(Parent, Msg) ->
    wx_object:start(?MODULE, [Parent,Id], []).

show(Dialog) ->
    wx_object:call(Dialog, show_modal).

destroy(Dialog) ->
    wx_object:call(Dialog, destroy).

%% Server Implementation ala gen_server
init([Parent, Str]) ->
    Dialog = wxDialog:new(Parent, 42, "Testing", []), ...
    wxDialog:connect(Dialog, command_button_clicked),
    {Dialog, MyState}.

handle_call(show, _From, State) ->
    wxDialog:show(State#state.win),
    {reply, ok, State};
    ...
handle_event(#wx{}, State) ->
    io:format("Users clicked button~n",[]),
    {noreply, State};
    ...

Exports

start(Name, Mod, Args, Options) -> wxWindow:wxWindow() | {error, term()}
Types:
    Name = {local, atom()}
    Mod = atom()
    Args = term()
    Flag = trace | log | {logfile, string()} | statistics | debug
    Options = [{timeout, timeout()} | {debug, [Flag]}]
Starts a generic wx_object server and invokes Mod:init(Args) in the new process.

start_link(Mod, Args, Options) -> wxWindow:wxWindow() | {error, term()}
Types:
    Mod = atom()
    Args = term()
    Flag = trace | log | {logfile, string()} | statistics | debug
    Options = [{timeout, timeout()} | {debug, [Flag]}]
Starts a generic wx_object server and invokes Mod:init(Args) in the new process.

start_link(Name, Mod, Args, Options) -> wxWindow:wxWindow() | {error, term()}
Types:
Name = {local, atom()}
Mod = atom()
Args = term()
Flag = trace | log | {logfile, string()} | statistics | debug
Options = [{timeout, timeout()} | {debug, [Flag]}]

Starts a generic wx_object server and invokes Mod:init(Args) in the new process.

stop(Obj) -> ok
Types:
    Obj = wx:wx_object() | atom() | pid()

Stops a generic wx_object server with reason 'normal'. Invokes terminate(Reason,State) in the server. The call waits until the process is terminated. If the process does not exist, an exception is raised.

stop(Obj, Reason, Timeout) -> ok
Types:
    Obj = wx:wx_object() | atom() | pid()
    Reason = term()
    Timeout = timeout()

Stops a generic wx_object server with the given Reason. Invokes terminate(Reason,State) in the server. The call waits until the process is terminated. If the call times out, or if the process does not exist, an exception is raised.

call(Obj, Request) -> term()
Types:
    Obj = wx:wx_object() | atom() | pid()
    Request = term()

Make a call to a wx_object server. The call waits until it gets a result. Invokes handle_call(Request, From, State) in the server.

call(Obj, Request, Timeout) -> term()
Types:
    Obj = wx:wx_object() | atom() | pid()
    Request = term()
    Timeout = integer()

Make a call to a wx_object server with a timeout. Invokes handle_call(Request, From, State) in the server.

cast(Obj, Request) -> ok
Types:
    Obj = wx:wx_object() | atom() | pid()
    Request = term()

Make a cast to a wx_object server. Invokes handle_cast(Request, State) in the server.

get_pid(Obj) -> pid()
Types:
wx_object

Obj = wx:wx_object() | atom() | pid()
Get the pid of the object handle.

set_pid(Obj, Pid::pid()) -> wx:wx_object()
Types:
   Obj = wx:wx_object() | atom() | pid()
Sets the controlling process of the object handle.

reply(X1::{pid(), Tag::term()}, Reply::term()) -> pid()
Get the pid of the object handle.
wxAcceleratorEntry

Erlang module

See external documentation: wxAcceleratorEntry.

DATA TYPES

wxAcceleratorEntry()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxAcceleratorEntry()
Equivalent to new([]).

new(Options::[Option]) -> wxAcceleratorEntry()
Types:
  Option = {flags, integer()} | {keyCode, integer()} | {cmd, integer()} |
  {item, wxMenuItem:wxMenuItem()}
See external documentation.
Also:
new(Entry) -> wxAcceleratorEntry() when
Entry::wxAcceleratorEntry().

getCommand(This) -> integer()
Types:
  This = wxAcceleratorEntry()
See external documentation.

getFlags(This) -> integer()
Types:
  This = wxAcceleratorEntry()
See external documentation.

getKeyCode(This) -> integer()
Types:
  This = wxAcceleratorEntry()
See external documentation.

set(This, Flags, KeyCode, Cmd) -> ok
Types:
  This = wxAcceleratorEntry()
wxAcceleratorEntry

Flags = integer()
KeyCode = integer()
Cmd = integer()

Equivalent to set(This, Flags, KeyCode, Cmd, []).

set(This, Flags, KeyCode, Cmd, Options::[Option]) -> ok

Types:

This = wxAcceleratorEntry()
Flags = integer()
KeyCode = integer()
Cmd = integer()
Option = {item, wxMenuItem:wxMenuItem()}

See external documentation.

destroy(This::wxAcceleratorEntry()) -> ok

Destroys this object, do not use object again
wxAcceleratorTable

Erlang module

See external documentation: \texttt{wxAcceleratorTable}.

DATA TYPES

\texttt{wxAcceleratorTable()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

\texttt{new() -> wxAcceleratorTable()}

See external documentation.

\texttt{new(N, Entries) -> wxAcceleratorTable()}

Types:

\texttt{N = integer()}

\texttt{Entries = \{wxAcceleratorEntry::wxAcceleratorEntry\()\}}

See external documentation.

\texttt{ok(This) -> boolean()}

Types:

\texttt{This = wxAcceleratorTable()}

See external documentation.

\texttt{destroy(This::wxAcceleratorTable()) -> ok}

Destroys this object, do not use object again.
wxActivateEvent

Erlang module

See external documentation: wxActivateEvent.
Use wxEvtHandler:connect/3 with EventType:
   activate, activate_app, hibernate
See also the message variant #wxActivate/ event record type.
This class is derived (and can use functions) from:
wxEvent

DATA TYPES
wxActivateEvent()

   An object reference, The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

getActive(This) -> boolean()
Types:
   This = wxActivateEvent()
See external documentation.
wxArtProvider

Erlang module

See external documentation: wxArtProvider.

DATA TYPES

wxArtProvider()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

getBitmap(Id) -> wxBitmap:wxBitmap()
Types:
  Id = unicode:chardata()
Equivalent to getBitmap(Id, []).

getBitmap(Id, Options::[Option]) -> wxBitmap:wxBitmap()
Types:
  Id = unicode:chardata()
  Option = {client, unicode:chardata()} | {size, {W::integer(), H::integer()}}
See external documentation.

getIcon(Id) -> wxIcon:wxIcon()
Types:
  Id = unicode:chardata()
Equivalent to getIcon(Id, []).

getIcon(Id, Options::[Option]) -> wxIcon:wxIcon()
Types:
  Id = unicode:chardata()
  Option = {client, unicode:chardata()} | {size, {W::integer(), H::integer()}}
See external documentation.
wxAuiDockArt

Erlang module

See external documentation: wxAuiDockArt.

DATA TYPES

wxAuiDockArt()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getColour(This, Id) -> wx:wx_colour4()
Types:
   This = wxAuiDockArt()
   Id = integer()
See external documentation.

setFont(This, Id) -> ok
Types:
   This = wxAuiDockArt()
   Id = integer()
   Font = wxFont:wxFont()
setMetric(This, Id, New_val) -> ok

Types:
  This = wxUiDockArt()
  Id = integer()
  New_val = integer()

See external documentation.
wxAuiManager

Erlang module

See external documentation: wxAuiManager.

This class is derived (and can use functions) from:
wxEvtHandler

DATA TYPES

wxAuiManager()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxAuiManager()
Equivalent to new([]).

new(Options::[Option]) -> wxAuiManager()
Types:
  Option = {managed_wnd, wxWindow:wxWindow()} | {flags, integer()}
See external documentation.

addOnPane(This, Window) -> boolean()
Types:
  This = wxAuiManager()
  Window = wxWindow:wxWindow()
Equivalent to addOnPane(This, Window, []).

addOnPane(This, Window, Options::[Option]) -> boolean()
Types:
  This = wxAuiManager()
  Window = wxWindow:wxWindow()
  Option = {direction, integer()} | {caption, unicode:chardata()}
See external documentation.
Also:
addOnPane(This, Window, Pane_info) -> boolean() when
This::wxAuiManager(), Window::wxWindow:wxWindow(), Pane_info::wxAuiPaneInfo:wxAuiPaneInfo().

addOnPane(This, Window, Pane_info, Drop_pos) -> boolean()
Types:
  This = wxAuiManager()
  Window = wxWindow:wxWindow()
Pane_info = wxAuiPaneInfo:wxAuiPaneInfo()
Drop_pos = {X::integer(), Y::integer()}
See external documentation.

detachPane(This, Window) -> boolean()
Types:
   This = wxAuiManager()
   Window = wxWindow:wxWindow()
See external documentation.

getAllPanes(This) -> [wxAuiPaneInfo:wxAuiPaneInfo()]
Types:
   This = wxAuiManager()
See external documentation.

getArtProvider(This) -> wxAuiDockArt:wxAuiDockArt()
Types:
   This = wxAuiManager()
See external documentation.

gDockSizeConstraint(This) -> {Width_pct::number(), Height_pct::number()}
Types:
   This = wxAuiManager()
See external documentation.

getFlags(This) -> integer()
Types:
   This = wxAuiManager()
See external documentation.

getManagedWindow(This) -> wxWindow:wxWindow()
Types:
   This = wxAuiManager()
See external documentation.

getManager(Window) -> wxAuiManager()
Types:
   Window = wxWindow:wxWindow()
See external documentation.

getPane(This, Name) -> wxAuiPaneInfo:wxAuiPaneInfo()
Types:
   This = wxAuiManager()
Name = unicode:chardata()

See external documentation.

Also:
getPane(This, Window) -> wxAuiPaneInfo:wxAuiPaneInfo() when
This::wxAuiManager(), Window::wxWindow:wxWindow().

hideHint(This) -> ok
Types:
   This = wxAuiManager()

See external documentation.

insertPane(This, Window, Insert_location) -> boolean()
Types:
   This = wxAuiManager()
   Window = wxWindow:wxWindow()
   Insert_location = wxAuiPaneInfo:wxAuiPaneInfo()

Equivalent to insertPane(This, Window, Insert_location, []).

insertPane(This, Window, Insert_location, Options::[Option]) -> boolean()
Types:
   This = wxAuiManager()
   Window = wxWindow:wxWindow()
   Insert_location = wxAuiPaneInfo:wxAuiPaneInfo()
   Option = {insert_level, integer()}

See external documentation.

loadPaneInfo(This, Pane_part, Pane) -> ok
Types:
   This = wxAuiManager()
   Pane_part = unicode:chardata()
   Pane = wxAuiPaneInfo:wxAuiPaneInfo()

See external documentation.

loadPerspective(This, Perspective) -> boolean()
Types:
   This = wxAuiManager()
   Perspective = unicode:chardata()

Equivalent to loadPerspective(This, Perspective, []).

loadPerspective(This, Perspective, Options::[Option]) -> boolean()
Types:
   This = wxAuiManager()
   Perspective = unicode:chardata()
Option = {update, boolean()}
See external documentation.

savePaneInfo(This, Pane) -> unicode:charlist()
Types:
  This = wxAuiManager()
  Pane = wxAuiPaneInfo:wxAuiPaneInfo()
See external documentation.

savePerspective(This) -> unicode:charlist()
Types:
  This = wxAuiManager()
See external documentation.

setArtProvider(This, Art_provider) -> ok
Types:
  This = wxAuiManager()
  Art_provider = wxAuiDockArt:wxAuiDockArt()
See external documentation.

setDockSizeConstraint(This, Width_pct, Height_pct) -> ok
Types:
  This = wxAuiManager()
  Width_pct = number()
  Height_pct = number()
See external documentation.

setFlags(This, Flags) -> ok
Types:
  This = wxAuiManager()
  Flags = integer()
See external documentation.

setManagedWindow(This, Managed_wnd) -> ok
Types:
  This = wxAuiManager()
  Managed_wnd = wxWindow:wxWindow()
See external documentation.

showHint(This, Rect) -> ok
Types:
  This = wxAuiManager()
  Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
wxAuiManager

See external documentation.

unInit(This) -> ok

Types:
    This = wxAuiManager()

See external documentation.

update(This) -> ok

Types:
    This = wxAuiManager()

See external documentation.

destroy(This::wxAuiManager()) -> ok

Destroys this object, do not use object again
wxAuiManagerEvent

Erlang module

See external documentation: wxAuiManagerEvent.

Use wxEvtHandler:connect/3 with EventType:

aui_pane_button, aui_pane_close, aui_pane_maximize, aui_pane_restore, aui_pane_activated,
aui_render, aui_find_manager

See also the message variant #wxAuiManager/ event record type.
This class is derived (and can use functions) from: wxEvent

DATA TYPES

wxAuiManagerEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

setManager(This, Mgr) -> ok
Types:

This = wxAuiManagerEvent()
Mgr = wxAuiManager:wxAuiManager()

See external documentation.

getManager(This) -> wxAuiManager:wxAuiManager()
Types:

This = wxAuiManagerEvent()

See external documentation.

setPane(This, P) -> ok
Types:

This = wxAuiManagerEvent()
P = wxAuiPaneInfo:wxAuiPaneInfo()

See external documentation.

getPane(This) -> wxAuiPaneInfo:wxAuiPaneInfo()
Types:

This = wxAuiManagerEvent()

See external documentation.
setButton(This, B) -> ok
Types:
    This = wxAuiManagerEvent()
    B = integer()
See external documentation.

getButton(This) -> integer()
Types:
    This = wxAuiManagerEvent()
See external documentation.

setDC(This, Pdc) -> ok
Types:
    This = wxAuiManagerEvent()
    Pdc = wxDC:wxDC()
See external documentation.

getDC(This) -> wxDC:wxDC()
Types:
    This = wxAuiManagerEvent()
See external documentation.

veto(This) -> ok
Types:
    This = wxAuiManagerEvent()
Equivalent to veto(This, []).

veto(This, Options::[Option]) -> ok
Types:
    This = wxAuiManagerEvent()
    Option = {veto, boolean()}
See external documentation.

getVeto(This) -> boolean()
Types:
    This = wxAuiManagerEvent()
See external documentation.

setCanVeto(This, Can_veto) -> ok
Types:
    This = wxAuiManagerEvent()
    Can_veto = boolean()
See external documentation.
canVeto(This) -> boolean()

Types:
    This = wxAuiManagerEvent()

See external documentation.
wxAuiNotebook

Erangle module

See external documentation: wxAuiNotebook.

This class is derived (and can use functions) from:

wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxAuiNotebook()

An object reference, The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxAuiNotebook()

See external documentation.

new(Parent) -> wxAuiNotebook()
Types:
  Parent = wxWindow:wxWindow()
Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxAuiNotebook()
Types:
  Parent = wxWindow:wxWindow()
  Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

addPage(This, Page, Caption) -> boolean()
Types:
  This = wxAuiNotebook()
  Page = wxWindow:wxWindow()
  Caption = unicode:chardata()
Equivalent to addPage(This, Page, Caption, []).

addPage(This, Page, Caption, Options::[Option]) -> boolean()
Types:
  This = wxAuiNotebook()
  Page = wxWindow:wxWindow()
Caption = unicode:chardata()
Option = {select, boolean()} | {bitmap, wxBitmap:wxBitmap()}

See external documentation.

create(This, Parent) -> boolean()  
Types:  
    This = wxAuiNotebook()  
    Parent = wxWindow:wxWindow()  

Equivalent to create(This, Parent, []).  

create(This, Parent, Options::[Option]) -> boolean()  
Types:  
    This = wxAuiNotebook()  
    Parent = wxWindow:wxWindow()  
    Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size,  
    {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

deletePage(This, Page) -> boolean()  
Types:  
    This = wxAuiNotebook()  
    Page = integer()  

See external documentation.

getArtProvider(This) -> wxAuiTabArt:wxAuiTabArt()  
Types:  
    This = wxAuiNotebook()  

See external documentation.

getPage(This, Page_idx) -> wxWindow:wxWindow()  
Types:  
    This = wxAuiNotebook()  
    Page_idx = integer()  

See external documentation.

getPageBitmap(This, Page_idx) -> wxBitmap:wxBitmap()  
Types:  
    This = wxAuiNotebook()  
    Page_idx = integer()  

See external documentation.

getPageCount(This) -> integer()  
Types:
This = wxAuiNotebook()
See external documentation.

getPageIndex(This, Page_wnd) -> integer()
Types:
   This = wxAuiNotebook()
   Page_wnd = wxWindow:wxWindow()
See external documentation.

getPageText(This, Page_idx) -> unicode:charlist()
Types:
   This = wxAuiNotebook()
   Page_idx = integer()
See external documentation.

getSelection(This) -> integer()
Types:
   This = wxAuiNotebook()
See external documentation.

insertPage(This, Page_idx, Page, Caption) -> boolean()
Types:
   This = wxAuiNotebook()
   Page_idx = integer()
   Page = wxWindow:wxWindow()
   Caption = unicode:chardata()
Equivalent to insertPage(This, Page_idx, Page, Caption, []).

insertPage(This, Page_idx, Page, Caption, Options::[Option]) -> boolean()
Types:
   This = wxAuiNotebook()
   Page_idx = integer()
   Page = wxWindow:wxWindow()
   Caption = unicode:chardata()
   Option = {select, boolean()} | {bitmap, wxBitmap:wxBitmap()}
See external documentation.

removePage(This, Page) -> boolean()
Types:
   This = wxAuiNotebook()
   Page = integer()
See external documentation.
setArtProvider(This, Art) -> ok
Types:
  This = wxAuiNotebook()
  Art = wxAuiTabArt:wxAuiTabArt()
See external documentation.

setFont(This, Font) -> boolean()
Types:
  This = wxAuiNotebook()
  Font = wxFont:wxFont()
See external documentation.

setPageBitmap(This, Page, Bitmap) -> boolean()
Types:
  This = wxAuiNotebook()
  Page = integer()
  Bitmap = wxBitmap:wxBitmap()
See external documentation.

setPageText(This, Page, Text) -> boolean()
Types:
  This = wxAuiNotebook()
  Page = integer()
  Text = unicode:chardata()
See external documentation.

setSelection(This, New_page) -> integer()
Types:
  This = wxAuiNotebook()
  New_page = integer()
See external documentation.

setTabCtrlHeight(This, Height) -> ok
Types:
  This = wxAuiNotebook()
  Height = integer()
See external documentation.

setUniformBitmapSize(This, Size) -> ok
Types:
  This = wxAuiNotebook()
  Size = {W::integer(), H::integer()}
See external documentation.
wxAuiNotebook

destroy(This::wxAuiNotebook()) -> ok
Destroys this object, do not use object again
wxAuiNotebookEvent

Erlang module

See external documentation: wxAuiNotebookEvent.

Use wxEvtHandler:connect/3 with EventType:

- command_aui_notebook_page_close.
- command_aui_notebook_page_changing.
- command_aui_notebook_begin_drag.
- command_aui_notebook_drag_motion.
- command_aui_notebook_tab_middle_down.
- command_aui_notebook_tab_right_down.
- command_aui_notebook_page_closed.
- command_aui_notebook_bg_dclick.
- command_aui_notebook_page_changed.
- command_aui_notebook_button.
- command_aui_notebook_end_drag.
- command_aui_notebook_allow_dnd.
- command_aui_notebook_tab_middle_up.
- command_aui_notebook_tab_right_up.
- command_aui_notebook_drag_done.

See also the message variant #wxAuiNotebook/1 event record type.

This class is derived (and can use functions) from:
-wxNotifyEvent
-wxCommandEvent
-wxEvent

DATA TYPES

wxAuiNotebookEvent()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

setSelection(This, S) -> ok

Types:
- This = wxAuiNotebookEvent()
- S = integer()

See external documentation.

getSelection(This) -> integer()

Types:
- This = wxAuiNotebookEvent()

See external documentation.

setOldSelection(This, S) -> ok

Types:
- This = wxAuiNotebookEvent()
- S = integer()

See external documentation.
wxUiNotebookEvent

getOldSelection(This) -> integer()
Types:
  This = wxUiNotebookEvent()
See external documentation.

setDragSource(This, S) -> ok
Types:
  This = wxUiNotebookEvent()
  S = wxUiNotebook:wxUiNotebook()
See external documentation.

getDragSource(This) -> wxUiNotebook:wxUiNotebook()
Types:
  This = wxUiNotebookEvent()
See external documentation.
wxAuiPaneInfo

Erlang module

See external documentation: wxAuiPaneInfo.

DATA TYPES

wxAuiPaneInfo()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxAuiPaneInfo()
See external documentation.

ew(C) -> wxAuiPaneInfo()
Types:
  C = wxAuiPaneInfo()
See external documentation.

bestSize(This, Size) -> wxAuiPaneInfo()
Types:
  This = wxAuiPaneInfo()
  Size = {W::integer(), H::integer()}
See external documentation.

bestSize(This, X, Y) -> wxAuiPaneInfo()
Types:
  This = wxAuiPaneInfo()
  X = integer()
  Y = integer()
See external documentation.

bottom(This) -> wxAuiPaneInfo()
Types:
  This = wxAuiPaneInfo()
See external documentation.

bottomDockable(This) -> wxAuiPaneInfo()
Types:
  This = wxAuiPaneInfo()
Equivalent to bottomDockable(This, []).
wxAuiPaneInfo

bottomDockable(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Option = {b, boolean()}
See external documentation.

caption(This, C) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   C = unicode:chardata()
See external documentation.

captionVisible(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
Equivalent to captionVisible(This, []).

captionVisible(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Option = {visible, boolean()}
See external documentation.

centre(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
See external documentation.

centrePane(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
See external documentation.

closeButton(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
Equivalent to closeButton(This, []).

closeButton(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Option = {visible, boolean()}
See external documentation.
defaultPane(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
See external documentation.

destroyOnClose(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
Equivalent to destroyOnClose(This, []).

destroyOnClose(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Option = {b, boolean()}
See external documentation.

direction(This, Direction) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Direction = integer()
See external documentation.

dock(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
See external documentation.

dockable(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
Equivalent to dockable(This, []).

dockable(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Option = {b, boolean()}
See external documentation.

fixed(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
See external documentation.
wxAuiPaneInfo

float(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
See external documentation.

floatable(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
Equivalent to floatable(This, []).

floatable(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Option = {b, boolean()}
See external documentation.

floatingPosition(This, Pos) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Pos = {X::integer(), Y::integer()}
See external documentation.

floatingPosition(This, X, Y) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   X = integer()
   Y = integer()
See external documentation.

floatingSize(This, Size) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Size = {W::integer(), H::integer()}
See external documentation.

floatingSize(This, X, Y) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   X = integer()
   Y = integer()
See external documentation.
gripper(This) -> wxAuiPaneInfo()
Types:
  This = wxAuiPaneInfo()
Equivalent to gripper(This, []).

gripper(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
  This = wxAuiPaneInfo()
  Option = {visible, boolean()}
See external documentation.

gripperTop(This) -> wxAuiPaneInfo()
Types:
  This = wxAuiPaneInfo()
Equivalent to gripperTop(This, []).

gripperTop(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
  This = wxAuiPaneInfo()
  Option = {attop, boolean()}
See external documentation.

hasBorder(This) -> boolean()
Types:
  This = wxAuiPaneInfo()
See external documentation.

hasCaption(This) -> boolean()
Types:
  This = wxAuiPaneInfo()
See external documentation.

hasCloseButton(This) -> boolean()
Types:
  This = wxAuiPaneInfo()
See external documentation.

hasFlag(This, Flag) -> boolean()
Types:
  This = wxAuiPaneInfo()
  Flag = integer()
See external documentation.
hasGripper(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

hasGripperTop(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

hasMaximizeButton(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

hasMinimizeButton(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

hasPinButton(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

hide(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isBottomDockable(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isDocked(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isFixed(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isFloatable(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isFloating(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isLeftDockable(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isMovable(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isOk(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isResizable(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isRightDockable(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.

isShown(This) -> boolean()
Types:
   This = wxAuiPaneInfo()
See external documentation.
isToolbar(This) -> boolean()
Types:
    This = wxAuiPaneInfo()
See external documentation.

isTopDockable(This) -> boolean()
Types:
    This = wxAuiPaneInfo()
See external documentation.

layer(This, Layer) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    Layer = integer()
See external documentation.

left(This) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
See external documentation.

leftDockable(This) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
Equivalent to leftDockable(This, []).

leftDockable(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    Option = {b, boolean()}
See external documentation.

maxSize(This, Size) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    Size = {W::integer(), H::integer()}
See external documentation.

maxSize(This, X, Y) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    X = integer()
    Y = integer()
maximizeButton(This) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
Equivalent to maximizeButton(This, []).

maximizeButton(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    Option = {visible, boolean()}
See external documentation.

minSize(This, Size) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    Size = {W::integer(), H::integer()}
See external documentation.

minSize(This, X, Y) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    X = integer()
    Y = integer()
See external documentation.

minimizeButton(This) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
Equivalent to minimizeButton(This, []).

minimizeButton(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    Option = {visible, boolean()}
See external documentation.

movable(This) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
Equivalent to movable(This, []).
movable(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Option = {b, boolean()}
See external documentation.

name(This, N) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   N = unicode:chardata()
See external documentation.

paneBorder(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
Equivalent to paneBorder(This, []).

paneBorder(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Option = {visible, boolean()}
See external documentation.

pinButton(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
Equivalent to pinButton(This, []).

pinButton(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Option = {visible, boolean()}
See external documentation.

position(This, Pos) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
   Pos = integer()
See external documentation.

resizable(This) -> wxAuiPaneInfo()
Types:
   This = wxAuiPaneInfo()
Equivalent to `resizable(This, []).`

```
resizable(This, Options::[Option]) -> wxAuiPaneInfo()
```

Types:

```
  This = wxAuiPaneInfo()
  Option = {resizable, boolean()}
```

See [external documentation](#).

```
right(This) -> wxAuiPaneInfo()
```

Types:

```
  This = wxAuiPaneInfo()
```

See [external documentation](#).

```
rightDockable(This) -> wxAuiPaneInfo()
```

Types:

```
  This = wxAuiPaneInfo()
```

Equivalent to `rightDockable(This, [])`.

```
rightDockable(This, Options::[Option]) -> wxAuiPaneInfo()
```

Types:

```
  This = wxAuiPaneInfo()
  Option = {b, boolean()}
```

See [external documentation](#).

```
row(This, Row) -> wxAuiPaneInfo()
```

Types:

```
  This = wxAuiPaneInfo()
  Row = integer()
```

See [external documentation](#).

```
safeSet(This, Source) -> ok
```

Types:

```
  This = wxAuiPaneInfo()
  Source = wxAuiPaneInfo()
```

See [external documentation](#).

```
setFlag(This, Flag, Option_state) -> wxAuiPaneInfo()
```

Types:

```
  This = wxAuiPaneInfo()
  Flag = integer()
  Option_state = boolean()
```

See [external documentation](#).
wxAuiPaneInfo

show(This) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
Equivalent to show(This, []).

show(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    Option = {show, boolean()}
See external documentation.

toolbarPane(This) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
See external documentation.

top(This) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
See external documentation.

topDockable(This) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
Equivalent to topDockable(This, []).

topDockable(This, Options::[Option]) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    Option = {b, boolean()}
See external documentation.

window(This, W) -> wxAuiPaneInfo()
Types:
    This = wxAuiPaneInfo()
    W = wxWindow:wxWindow()
See external documentation.

getWindow(This) -> wxWindow:wxWindow()
Types:
    This = wxAuiPaneInfo()
See external documentation.
getFrame(This) -> wxFrame:wxFrame()
Types:
    This = wxAuiPaneInfo()
See external documentation.

getDirection(This) -> integer()
Types:
    This = wxAuiPaneInfo()
See external documentation.

getLayer(This) -> integer()
Types:
    This = wxAuiPaneInfo()
See external documentation.

getRow(This) -> integer()
Types:
    This = wxAuiPaneInfo()
See external documentation.

getPosition(This) -> integer()
Types:
    This = wxAuiPaneInfo()
See external documentation.

getFloatingPosition(This) -> {X::integer(), Y::integer()}
Types:
    This = wxAuiPaneInfo()
See external documentation.

getFloatingSize(This) -> {W::integer(), H::integer()}
Types:
    This = wxAuiPaneInfo()
See external documentation.

destroy(This::wxAuiPaneInfo()) -> ok
Destroys this object, do not use object again
wxAuiSimpleTabArt

Erlang module

See external documentation: `wxAuiSimpleTabArt`.

This class is derived (and can use functions) from:

`wxAuiTabArt`

**DATA TYPES**

`wxAuiSimpleTabArt()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxAuiSimpleTabArt()`

See external documentation.

`destroy(This::wxAuiSimpleTabArt()) -> ok`

Destroys this object, do not use object again
wxAuiTabArt

Erlang module

See external documentation: wxAuiTabArt.

DATA TYPES

wxAuiTabArt()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

setFlags(This, Flags) -> ok
Types:
   This = wxAuiTabArt()
   Flags = integer()
See external documentation.

setMeasuringFont(This, Font) -> ok
Types:
   This = wxAuiTabArt()
   Font = wxFont:wxFont()
See external documentation.

setNormalFont(This, Font) -> ok
Types:
   This = wxAuiTabArt()
   Font = wxFont:wxFont()
See external documentation.

setSelectedFont(This, Font) -> ok
Types:
   This = wxAuiTabArt()
   Font = wxFont:wxFont()
See external documentation.

setColour(This, Colour) -> ok
Types:
   This = wxAuiTabArt()
   Colour = wx:wx_colour()
See external documentation.
wxUiTabArt

setActiveColour(This, Colour) -> ok

Types:
  \texttt{This} = \texttt{wxUiTabArt()}
  \texttt{Colour} = \texttt{wx:wx\_colour()}

See external documentation.
wxBitmap

Erlang module

See external documentation: wxBitmap.

DATA TYPES

wxBitmap()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxBitmap()
See external documentation.

new(Filename) -> wxBitmap()
Types:

Filename = unicode:chardata()

See external documentation.

Also:
new(Image) -> wxBitmap() when
Image::wxImage:wxImage().

Type = ?wxBITMAP_TYPE_INVALID | ?wxBITMAP_TYPE_BMP | ?wxBITMAP_TYPE_BMPRESOURCE |
?wxBITMAP_TYPE_ICO | ?wxBITMAP_TYPE_ICORESOURCE |
?wxBITMAP_TYPE_ANY

new(Width, Height) -> wxBitmap()
Types:

Width = integer()
Height = integer()

See external documentation.

Also:
new(Filename, [Option]) -> wxBitmap() when
Filename::unicode:chardata(),
Option :: [{'type', wx:wx_enum()}];
(Image, [Option]) -> wxBitmap() when
new(Bits, Width, Height) -> wxBitmap()

Types:

- Bits = binary()
- Width = integer()
- Height = integer()

See external documentation.

Also:

ew(Width, Height, [Option]) -> wxBitmap() when Width::integer(), Height::integer(),
Option :: ['depth', integer()].

new(Bits, Width, Height, Options::[Option]) -> wxBitmap()

Types:

- Bits = binary()
- Width = integer()
- Height = integer()
- Option = [depth, integer()]

See external documentation.

convertToImage(This) -> wxImage::wxImage()

Types:

- This = wxBitmap()

See external documentation.

copyFromIcon(This, Icon) -> boolean()

Types:

- This = wxBitmap()
- Icon = wxIcon::wxIcon()

See external documentation.
create(This, Width, Height) -> boolean()
Types:
   This = wxBitmap()
   Width = integer()
   Height = integer()
Equivalent to create(This, Width, Height, []).

create(This, Width, Height, Options::[Option]) -> boolean()
Types:
   This = wxBitmap()
   Width = integer()
   Height = integer()
   Option = {depth, integer()}
See external documentation.

depth(This) -> integer()
Types:
   This = wx_bitmap()
See external documentation.

getHeight(This) -> integer()
Types:
   This = wxBitmap()
See external documentation.

getPalette(This) -> wxPalette:wxPalette()
Types:
   This = wxBitmap()
See external documentation.

getMask(This) -> wxMask:wxMask()
Types:
   This = wxBitmap()
See external documentation.

getWidth(This) -> integer()
Types:
   This = wxBitmap()
See external documentation.

getSubBitmap(This, Rect) -> wxBitmap()
Types:
   This = wxBitmap()
Rect = \{(X::integer(), Y::integer(), W::integer(), H::integer())\}

See external documentation.

```
loadFile(This, Name) -> boolean()
Types:
  This = wxBitmap()
  Name = unicode:chardata()
Equivalent to loadFile(This, Name, []).
```

```
loadFile(This, Name, Options::[Option]) -> boolean()
Types:
  This = wxBitmap()
  Name = unicode:chardata()
  Option = \{type, wx:wx_enum()\}
See external documentation.
Type = ?wxBITMAP_TYPE_INVALID | ?wxBITMAP_TYPE_BMP | ?wxBITMAP_TYPE_BMP_RESOURCE
| ?wxBITMAP_TYPE_ICO | ?wxBITMAP_TYPE_ICO_RESOURCE
| ?wxBITMAP_TYPE_CUR | ?wxBITMAP_TYPE_CUR_RESOURCE | ?wxBITMAP_TYPE_XBM | ?
wxBITMAP_TYPE_XBM_DATA | ?wxBITMAP_TYPE_XPM | ?wxBITMAP_TYPE_XPM_DATA | ?
wxBITMAP_TYPE_TIF | ?wxBITMAP_TYPE_TIF_RESOURCE | ?wxBITMAP_TYPE_GIF | ?
wxBITMAP_TYPE_GIF_RESOURCE | ?wxBITMAP_TYPE_PNG | ?wxBITMAP_TYPE_PNG_RESOURCE
| ?wxBITMAP_TYPE_JPEG | ?wxBITMAP_TYPE_JPEG_RESOURCE | ?wxBITMAP_TYPE_PNM | ?
wxBITMAP_TYPE_PNM_RESOURCE | ?wxBITMAP_TYPE_PCX | ?wxBITMAP_TYPE_PCX_RESOURCE
| ?wxBITMAP_TYPE_PICT | ?wxBITMAP_TYPE_PICT_RESOURCE | ?wxBITMAP_TYPE_ICON | ?
wxBITMAP_TYPE_ICON_RESOURCE | ?wxBITMAP_TYPE_ANI | ?wxBITMAP_TYPE_IFF | ?
wxBITMAP_TYPE_TGA | ?wxBITMAP_TYPE_MACCURSOR | ?
wxBITMAP_TYPE_MACCURSOR_RESOURCE | ?wxBITMAP_TYPE_ANY
```

```
ok(This) -> boolean()
Types:
  This = wxBitmap()
See external documentation.
```

```
saveFile(This, Name, Type) -> boolean()
Types:
  This = wxBitmap()
  Name = unicode:chardata()
  Type = wx:wx_enum()
Equivalent to saveFile(This, Name, Type, []).
```

```
saveFile(This, Name, Type, Options::[Option]) -> boolean()
Types:
  This = wxBitmap()
  Name = unicode:chardata()
  Type = wx:wx_enum()
```

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Option = {palette, wxPalette:wxPalette()}

See external documentation.

Type = \(\text{wxBITMAP\_TYPE\_INVALID} | \text{wxBITMAP\_TYPE\_BMP} | \text{wxBITMAP\_TYPE\_BMP\_RESOURCE} | \text{wxBITMAP\_TYPE\_RESOURCE} | \text{wxBITMAP\_TYPE\_ICO} | \text{wxBITMAP\_TYPE\_ICO\_RESOURCE} | \text{wxBITMAP\_TYPE\_CUR} | \text{wxBITMAP\_TYPE\_CUR\_RESOURCE} | \text{wxBITMAP\_TYPE\_XBM} | \text{wxBITMAP\_TYPE\_XBM\_DATA} | \text{wxBITMAP\_TYPE\_XPM} | \text{wxBITMAP\_TYPE\_XPM\_DATA} | \text{wxBITMAP\_TYPE\_TIF} | \text{wxBITMAP\_TYPE\_TIF\_RESOURCE} | \text{wxBITMAP\_TYPE\_GIF} | \text{wxBITMAP\_TYPE\_GIF\_RESOURCE} | \text{wxBITMAP\_TYPE\_PNG} | \text{wxBITMAP\_TYPE\_PNG\_RESOURCE} | \text{wxBITMAP\_TYPE\_JPEG} | \text{wxBITMAP\_TYPE\_JPEG\_RESOURCE} | \text{wxBITMAP\_TYPE\_PNM} | \text{wxBITMAP\_TYPE\_PNM\_RESOURCE} | \text{wxBITMAP\_TYPE\_PCX} | \text{wxBITMAP\_TYPE\_PCX\_RESOURCE} | \text{wxBITMAP\_TYPE\_PICT} | \text{wxBITMAP\_TYPE\_PICT\_RESOURCE} | \text{wxBITMAP\_TYPE\_ICON} | \text{wxBITMAP\_TYPE\_ICON\_RESOURCE} | \text{wxBITMAP\_TYPE\_ANI} | \text{wxBITMAP\_TYPE\_ANI\_RESOURCE} | \text{wxBITMAP\_TYPE\_IFF} | \text{wxBITMAP\_TYPE\_TGA} | \text{wxBITMAP\_TYPE\_MACCURSOR} | \text{wxBITMAP\_TYPE\_MACCURSOR\_RESOURCE} | \text{wxBITMAP\_TYPE\_ANY}

setDepth(This, Depth) -> ok
Types:
\[
\begin{align*}
\text{This} & = \text{wxBitmap()} \\
\text{Depth} & = \text{integer()}
\end{align*}
\]
See external documentation.

setHeight(This, Height) -> ok
Types:
\[
\begin{align*}
\text{This} & = \text{wxBitmap()} \\
\text{Height} & = \text{integer()}
\end{align*}
\]
See external documentation.

setMask(This, Mask) -> ok
Types:
\[
\begin{align*}
\text{This} & = \text{wxBitmap()} \\
\text{Mask} & = \text{wxMask:wxMask()}
\end{align*}
\]
See external documentation.

setPalette(This, Palette) -> ok
Types:
\[
\begin{align*}
\text{This} & = \text{wxBitmap()} \\
\text{Palette} & = \text{wxPalette:wxPalette()}
\end{align*}
\]
See external documentation.

setWidth(This, Width) -> ok
Types:
\[
\begin{align*}
\text{This} & = \text{wxBitmap()} \\
\text{Width} & = \text{integer()}
\end{align*}
\]
See external documentation.
**wxBitmap**

`destroy(This::wxBitmap()) -> ok`

Destroys this object, do not use object again
wxBitmapButton

Erlang module

See external documentation: wxBitmapButton.

This class is derived (and can use functions) from:
wxButton
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxBitmapButton()

An object reference, The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxBitmapButton()
See external documentation.

new(Parent, Id, Bitmap) -> wxBitmapButton()
Types:
   Parent = wxWindow:wxWindow()
   Id = integer()
   Bitmap = wxBitmap:wxBitmap()
Equivalent to new(Parent, Id, Bitmap, []).

new(Parent, Id, Bitmap, Options::[Option]) -> wxBitmapButton()
Types:
   Parent = wxWindow:wxWindow()
   Id = integer()
   Bitmap = wxBitmap:wxBitmap()
   Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}
See external documentation.

create(This, Parent, Id, Bitmap) -> boolean()
Types:
   This = wxBitmapButton()
   Parent = wxWindow:wxWindow()
   Id = integer()
   Bitmap = wxBitmap:wxBitmap()
wxBitmapButton

Equivalent to `create(This, Parent, Id, Bitmap, [])`.

`create(This, Parent, Id, Bitmap, Options::[Option]) -> boolean()`

Types:
- `This = wxBitmapButton()`
- `Parent = wxWindow:wxWindow()`
- `Id = integer()`
- `Bitmap = wxBitmap:wxBitmap()`
- `Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}`

See external documentation.

`getBitmapDisabled(This) -> wxBitmap:wxBitmap()`

Types:
- `This = wxBitmapButton()`

See external documentation.

`getBitmapFocus(This) -> wxBitmap:wxBitmap()`

Types:
- `This = wxBitmapButton()`

See external documentation.

`getBitmapLabel(This) -> wxBitmap:wxBitmap()`

Types:
- `This = wxBitmapButton()`

See external documentation.

`getBitmapSelected(This) -> wxBitmap:wxBitmap()`

Types:
- `This = wxBitmapButton()`

See external documentation.

`setBitmapDisabled(This, Disabled) -> ok`

Types:
- `This = wxBitmapButton()`
- `Disabled = wxBitmap:wxBitmap()`

See external documentation.

`setBitmapFocus(This, Focus) -> ok`

Types:
- `This = wxBitmapButton()`
- `Focus = wxBitmap:wxBitmap()`

See external documentation.
setBitmapLabel(This, Bitmap) -> ok
Types:
  This = wxBitmapButton()
  Bitmap = wxBitmap:wxBitmap()
See external documentation.

setBitmapSelected(This, Sel) -> ok
Types:
  This = wxBitmapButton()
  Sel = wxBitmap:wxBitmap()
See external documentation.

destroy(This::wxBitmapButton()) -> ok
Destroys this object, do not use object again
wxBitmapDataObject

Erlang module

See external documentation: wxBitmapDataObject.

This class is derived (and can use functions) from:
wxDataObject

DATA TYPES

wxBitmapDataObject()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

new() -> wxBitmapDataObject()

Equivalent to new([]).

new(Options::[Option]) -> wxBitmapDataObject()

Types:

Option = {bitmap, wxBitmap:wxBitmap()}

See external documentation.

Also:

new(Bitmap) -> wxBitmapDataObject() when Bitmap::wxBitmap:wxBitmap().

getBitmap(This) -> wxBitmap:wxBitmap()

Types:

This = wxBitmapDataObject()

See external documentation.

setBitmap(This, Bitmap) -> ok

Types:

This = wxBitmapDataObject()

Bitmap = wxBitmap:wxBitmap()

See external documentation.

destroy(This::wxBitmapDataObject()) -> ok

Destroys this object, do not use object again
wxBoxSizer

Erlang module

See external documentation: wxBoxSizer.
This class is derived (and can use functions) from: wxSizer

DATA TYPES

wxBoxSizer()
An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Orient) -> wxBoxSizer()
Types:
    Orient = integer()
See external documentation.

getAddression(This) -> integer()
Types:
    This = wxBoxSizer()
See external documentation.

destroy(This::wxBoxSizer()) -> ok
Destroys this object, do not use object again
wxBrush

Erlang module

See external documentation: wxBrush.

DATA TYPES

wxBrush()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxBrush()
See external documentation.

ew(Colour) -> wxBrush()
Types:
  Colour = wx:wx_colour()
See external documentation.

Also:
new(StippleBitmap) -> wxBrush() when
StippleBitmap::wxBitmap::wxBitmap().

new(Colour, Options::[Option]) -> wxBrush()
Types:
  Colour = wx:wx_colour()
  Option = {style, integer()}
See external documentation.

getColour(This) -> wx:wx_colour4()
Types:
  This = wxBrush()
See external documentation.

getStipple(This) -> wxBitmap::wxBitmap()
Types:
  This = wxBrush()
See external documentation.

getStyle(This) -> integer()
Types:
  This = wxBrush()
See external documentation.

isHatch(This) -> boolean()
Types:
    This = wxBrush()
See external documentation.

isOk(This) -> boolean()
Types:
    This = wxBrush()
See external documentation.

setColour(This, Col) -> ok
Types:
    This = wxBrush()
    Col = wx:wx_colour()
See external documentation.

setColour(This, R, G, B) -> ok
Types:
    This = wxBrush()
    R = integer()
    G = integer()
    B = integer()
See external documentation.

setStipple(This, Stipple) -> ok
Types:
    This = wxBrush()
    Stipple = wxBitmap:wxBitmap()
See external documentation.

setStyle(This, Style) -> ok
Types:
    This = wxBrush()
    Style = integer()
See external documentation.

destroy(This::wxBrush()) -> ok
Destroys this object, do not use object again
wxBufferedDC

Erlang module

See external documentation: wxBufferedDC.

This class is derived (and can use functions) from:
wxMemoryDC
wxDC

DATA TYPES

wxBufferedDC()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxBufferedDC()

See external documentation.

new(Dc) -> wxBufferedDC()

Types:

Dc = wxDC:wxDC()

Equivalent to new(Dc, []).

new(Dc, Area) -> wxBufferedDC()

Types:

Dc = wxDC:wxDC()
Area = {W::integer(), H::integer()}

See external documentation.

Also:
new(Dc, [Option]) -> wxBufferedDC() when
Dc::wxDC:wxDC(),
Option :: ['buffer', wxBitmap:wxBitmap()]
| ['style', integer()].

new(Dc, Area, Options::[Option]) -> wxBufferedDC()

Types:

Dc = wxDC:wxDC()
Area = {W::integer(), H::integer()}
Option = {style, integer()}

See external documentation.

init(This, Dc) -> ok

Types:

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This = wxBufferedDC()
Dc = wxDC:wxDC()

Equivalent to init(This, Dc, []).

init(This, Dc, Area) -> ok
Types:
   This = wxBufferedDC()
   Dc = wxDC:wxDC()
   Area = {W::integer(), H::integer()}

See external documentation.
Also:
init(This, Dc, [Option]) -> 'ok' when
This::wxBufferedDC(), Dc::wxDC:wxDC(),
Option :: ['buffer', wxBitmap:wxBitmap()]
   || ['style', integer()].

init(This, Dc, Area, Options::[Option]) -> ok
Types:
   This = wxBufferedDC()
   Dc = wxDC:wxDC()
   Area = {W::integer(), H::integer()}
   Option = {style, integer()}

See external documentation.

destroy(This::wxBufferedDC()) -> ok
Destroys this object, do not use object again
wxBufferedPaintDC

Erlang module

See external documentation: wxBufferedPaintDC.
This class is derived (and can use functions) from:
wxBufferedDC
wxMemoryDC
wxDC

DATA TYPES

wxBufferedPaintDC()

An object reference, The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Window) -> wxBufferedPaintDC()
Types:
  Window = wxWindow:wxWindow()
Equivalent to new(Window, []).

new(Window, Buffer) -> wxBufferedPaintDC()
Types:
  Window = wxWindow:wxWindow()
  Buffer = wxBitmap:wxBitmap()
See external documentation.
Also:
new(Window, [Option]) -> wxBufferedPaintDC() when
Window::wxWindow:wxWindow(),
Option :: {'style', integer()}.

new(Window, Buffer, Options::[Option]) -> wxBufferedPaintDC()
Types:
  Window = wxWindow:wxWindow()
  Buffer = wxBitmap:wxBitmap()
  Option = {style, integer()}
See external documentation.

destroy(This::wxBufferedPaintDC()) -> ok
Destroy this object, do not use object again
wxButton

Erlang module

See external documentation: `wxButton`.

This class is derived (and can use functions) from:
`wxControl`
`wxWindow`
`wxEvtHandler`

**DATA TYPES**

wxButton()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxButton()`  
See external documentation.

`new(Parent, Id) -> wxButton()`  
Types:

```
Parent = wxWindow:wxWindow()
Id = integer()
```

Equivalent to `new(Parent, Id, [])`.

`new(Parent, Id, Options::[Option]) -> wxButton()`  
Types:

```
Parent = wxWindow:wxWindow()
Id = integer()
Option = {label, unicode:chardata()}  |
       {pos, {X::integer(), Y::integer()}} |
       {size, {W::integer(), H::integer()}} |
       {style, integer()} |
       {validator, wx:wx_object()}
```

See external documentation.

`create(This, Parent, Id) -> boolean()`  
Types:

```
This = wxButton()
Parent = wxWindow:wxWindow()
Id = integer()
```

Equivalent to `create(This, Parent, Id, [])`.


create(This, Parent, Id, Options::[Option]) -> boolean()
Types:
   This = wxButton()
   Parent = wxWindow:wxWindow()
   Id = integer()
   Option = {label, unicode:chardata()} | {pos, {X::integer(), Y::integer()}}
          | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}
See external documentation.

getDefaultSize() -> {W::integer(), H::integer()}
See external documentation.

setDefault(This) -> ok
Types:
   This = wxButton()
See external documentation.

setLabel(This, Label) -> ok
Types:
   This = wxButton()
   Label = unicode:chardata()
See external documentation.

destroy(This::wxButton()) -> ok
Destroys this object, do not use object again
wxCalendarCtrl

Erlang module

See external documentation: wxCalendarCtrl.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxCalendarCtrl()

An object reference. The representation is internal and can be changed without notice. It can’t be used for
comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxCalendarCtrl()

See external documentation.

call(new, Parent, Id) -> wxCalendarCtrl()

Types:
    Parent = wxWindow:wxWindow()
    Id = integer()

Equivalent to new(Parent, Id, []).

call(new, Parent, Id, Options::[Option]) -> wxCalendarCtrl()

Types:
    Parent = wxWindow:wxWindow()
    Id = integer()
    Option = {date, wx:wx_datetime()} | {pos, {X::integer(), Y::integer()}} |
             {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

call(create, This, Parent, Id) -> boolean()

Types:
    This = wxCalendarCtrl()
    Parent = wxWindow:wxWindow()
    Id = integer()

Equivalent to create(This, Parent, Id, []).

call(create, This, Parent, Id, Options::[Option]) -> boolean()

Types:
wxCalendarCtrl

This = wxCalendarCtrl()
Parent = wxWindow:wxWindow()
Id = integer()
Option = {date, wx:wx_datetime()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

setDate(This, Date) -> boolean()
Types:
   This = wxCalendarCtrl()
   Date = wx:wx_datetime()

See external documentation.

getDate(This) -> wx:wx_datetime()
Types:
   This = wxCalendarCtrl()

See external documentation.

enableYearChange(This) -> ok
Types:
   This = wxCalendarCtrl()

This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
Equivalent to enableYearChange(This, []).

enableYearChange(This, Options::[Option]) -> ok
Types:
   This = wxCalendarCtrl()
   Option = {enable, boolean()}

This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
See external documentation.

enableMonthChange(This) -> ok
Types:
   This = wxCalendarCtrl()

Equivalent to enableMonthChange(This, []).

enableMonthChange(This, Options::[Option]) -> ok
Types:
   This = wxCalendarCtrl()
   Option = {enable, boolean()}

See external documentation.
enableHolidayDisplay(This) -> ok
Types:
   This = wxCalendarCtrl()
Equivalent to enableHolidayDisplay(This, []).

enableHolidayDisplay(This, Options::[Option]) -> ok
Types:
   This = wxCalendarCtrl()
   Option = {display, boolean()}
See external documentation.

setHeaderColours(This, ColFg, ColBg) -> ok
Types:
   This = wxCalendarCtrl()
   ColFg = wx:wx_colour()
   ColBg = wx:wx_colour()
See external documentation.

getHeaderColourFg(This) -> wx:wx_colour4()
Types:
   This = wxCalendarCtrl()
See external documentation.

getHeaderColourBg(This) -> wx:wx_colour4()
Types:
   This = wxCalendarCtrl()
See external documentation.

setHighlightColours(This, ColFg, ColBg) -> ok
Types:
   This = wxCalendarCtrl()
   ColFg = wx:wx_colour()
   ColBg = wx:wx_colour()
See external documentation.

getHighlightColourFg(This) -> wx:wx_colour4()
Types:
   This = wxCalendarCtrl()
See external documentation.

getHighlightColourBg(This) -> wx:wx_colour4()
Types:
   This = wxCalendarCtrl()
setHolidayColours(This, ColFg, ColBg) -> ok
Types:
  This = wxCalendarCtrl()
  ColFg = wx:wx_colour()
  ColBg = wx:wx_colour()

getHolidayColourFg(This) -> wx:wx_colour4()
Types:
  This = wxCalendarCtrl()

getHolidayColourBg(This) -> wx:wx_colour4()
Types:
  This = wxCalendarCtrl()

getAttr(This, Day) -> wxCalendarDateAttr:wxCalendarDateAttr()
Types:
  This = wxCalendarCtrl()
  Day = integer()

setAttr(This, Day, Attr) -> ok
Types:
  This = wxCalendarCtrl()
  Day = integer()
  Attr = wxCalendarDateAttr:wxCalendarDateAttr()

setHoliday(This, Day) -> ok
Types:
  This = wxCalendarCtrl()
  Day = integer()

resetAttr(This, Day) -> ok
Types:
  This = wxCalendarCtrl()
  Day = integer()
hitTest(This, Pos) -> Result

Types:

    Result = {Res::wx:wx_enum(), Date::wx:wx_datetime(), Wd::wx:wx_enum()}
    This = wxCalendarCtrl()
    Pos = {X::integer(), Y::integer()}

See external documentation.

Wd = ?wxDateTime_Sun | ?wxDateTime_Mon | ?wxDateTime_Tue | ?wxDateTime_Wed | ?wxDateTime_Thu | ?wxDateTime_Fri | ?wxDateTime_Sat | ?wxDateTime_Inv_WeekDay

destroy(This::wxCalendarCtrl()) -> ok

Destroys this object, do not use object again
wxCalendarDateAttr

Erlang module

See external documentation: wxCalendarDateAttr.

DATA TYPES

wxCalendarDateAttr()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxCalendarDateAttr()

See external documentation.

new(Border) -> wxCalendarDateAttr()

Types:

  Border = wx:wx_enum()

See external documentation.

Also:
new(ColText) -> wxCalendarDateAttr() when
ColText::wx:wx_colour().

Border = ?wxCAL_BORDER_NONE | ?wxCAL_BORDER_SQUARE | ?wxCAL_BORDER_ROUND

new(Border, Options::[Option]) -> wxCalendarDateAttr()

Types:

  Border = wx:wx_enum()
  Option = {colBorder, wx:wx_colour()}

See external documentation.

Also:
new(ColText, [Option]) -> wxCalendarDateAttr() when
ColText::wx:wx_colour(),
Option :: [{colBack, wx:wx_colour()}
| [{colBorder, wx:wx_colour()}
| [{font, wxFont:wxFont()}
| [{border, wx:wx_enum()}.

Border = ?wxCAL_BORDER_NONE | ?wxCAL_BORDER_SQUARE | ?wxCAL_BORDER_ROUND

setTextColour(This, ColText) -> ok

Types:

  This = wxCalendarDateAttr()
  ColText = wx:wx_colour()

See external documentation.
setBackgroundColor(This, ColBack) -> ok
Types:
   This = wxCalendarDateAttr()
   ColBack = wx:wx_colour()
See external documentation.

setBorderColour(This, Col) -> ok
Types:
   This = wxCalendarDateAttr()
   Col = wx:wx_colour()
See external documentation.

setFont(This, Font) -> ok
Types:
   This = wxCalendarDateAttr()
   Font = wxFont:wxFont()
See external documentation.

setBorder(This, Border) -> ok
Types:
   This = wxCalendarDateAttr()
   Border = wx:wx_enum()
See external documentation.
Border = ?wxCAL_BORDER_NONE | ?wxCAL_BORDER_SQUARE | ?wxCAL_BORDER_ROUND

setHoliday(This, Holiday) -> ok
Types:
   This = wxCalendarDateAttr()
   Holiday = boolean()
See external documentation.

hasTextColour(This) -> boolean()
Types:
   This = wxCalendarDateAttr()
See external documentation.

hasBackgroundColour(This) -> boolean()
Types:
   This = wxCalendarDateAttr()
See external documentation.

hasBorderColour(This) -> boolean()
Types:
wxCalendarDateAttr

This = wxCalendarDateAttr()
See external documentation.

hasFont(This) -> boolean()
Types:
  This = wxCalendarDateAttr()
See external documentation.

hasBorder(This) -> boolean()
Types:
  This = wxCalendarDateAttr()
See external documentation.

isHoliday(This) -> boolean()
Types:
  This = wxCalendarDateAttr()
See external documentation.

textColour(This) -> wx:wx_colour4()
Types:
  This = wxCalendarDateAttr()
See external documentation.

getBackgroundColour(This) -> wx:wx_colour4()
Types:
  This = wxCalendarDateAttr()
See external documentation.

getBorderColour(This) -> wx:wx_colour4()
Types:
  This = wxCalendarDateAttr()
See external documentation.

getFont(This) -> wxFont:wxFont()
Types:
  This = wxCalendarDateAttr()
See external documentation.

getBorder(This) -> wx:wx_enum()
Types:
  This = wxCalendarDateAttr()
See external documentation.

Res = ?wxCAL_BORDER_NONE | ?wxCAL_BORDER_SQUARE | ?wxCAL_BORDER_ROUND
destroy(This::wxCalendarDateAttr()) -> ok

Destroys this object, do not use object again
wxCalendarEvent

Erlang module

See external documentation: `wxCalendarEvent`.

Use `wxEvtHandler:connect/3` with EventType:

- `calendar_sel_changed`
- `calendar_day_changed`
- `calendar_month_changed`
- `calendar_year_changed`
- `calendar_doubleclicked`
- `calendar_weekday_clicked`

See also the message variant `#wxCalendar{}` event record type.

This class is derived (and can use functions) from:

- `wxDateEvent`
- `wxCommandEvent`
- `wxEvent`

**DATA TYPES**

`wxCalendarEvent()`

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`getWeekDay(This) -> wx:wx_enum()`

Types:

- `This = wxCalendarEvent()`

See external documentation.

Res = `?wxDateTime_Sun` | `?wxDateTime_Mon` | `?wxDateTime_Tue` | `?wxDateTime_Wed` | `?wxDateTime_Thu` | `?wxDateTime_Fri` | `?wxDateTime_Sat` | `?wxDateTime_Inv_WeekDay`
wxCaret

Erlang module

See external documentation: wxCaret.

DATA TYPES

wxCaret()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

ew(Window, Size) -> wxCaret()

Types:
    Window = wxWindow:wxWindow()
    Size = {W::integer(), H::integer()}

See external documentation.

ew(Window, Width, Height) -> wxCaret()

Types:
    Window = wxWindow:wxWindow()
    Width = integer()
    Height = integer()

See external documentation.

create(This, Window, Size) -> boolean()

Types:
    This = wxCaret()
    Window = wxWindow:wxWindow()
    Size = {W::integer(), H::integer()}

See external documentation.

create(This, Window, Width, Height) -> boolean()

Types:
    This = wxCaret()
    Window = wxWindow:wxWindow()
    Width = integer()
    Height = integer()

See external documentation.

getBlinkTime() -> integer()

See external documentation.
get\text{Position}(This) \rightarrow \{X::\text{integer()}, Y::\text{integer()\}\
\text{Types:}
   \text{This} = \text{wxCaret()}
\text{See external documentation.}

get\text{Size}(This) \rightarrow \{W::\text{integer()}, H::\text{integer()\}\
\text{Types:}
   \text{This} = \text{wxCaret()}
\text{See external documentation.}

get\text{Window}(This) \rightarrow \text{wxWindow:wxWindow()}
\text{Types:}
   \text{This} = \text{wxCaret()}
\text{See external documentation.}

hide(This) \rightarrow \text{ok}
\text{Types:}
   \text{This} = \text{wxCaret()}
\text{See external documentation.}

is\text{Ok}(This) \rightarrow \text{boolean()}
\text{Types:}
   \text{This} = \text{wxCaret()}
\text{See external documentation.}

is\text{Visible}(This) \rightarrow \text{boolean()}
\text{Types:}
   \text{This} = \text{wxCaret()}
\text{See external documentation.}

move(This, Pt) \rightarrow \text{ok}
\text{Types:}
   \text{This} = \text{wxCaret()}
   \text{Pt} = \{X::\text{integer()}, Y::\text{integer()\}\
\text{See external documentation.}

move(This, X, Y) \rightarrow \text{ok}
\text{Types:}
   \text{This} = \text{wxCaret()}
   \text{X} = \text{integer()}
   \text{Y} = \text{integer()}
\text{See external documentation.}
setBlinkTime(Milliseconds) -> ok

Types:
   Milliseconds = integer()

See external documentation.

setSize(This, Size) -> ok

Types:
   This = wxCaret()
   Size = {W::integer(), H::integer()}

See external documentation.

setSize(This, Width, Height) -> ok

Types:
   This = wxCaret()
   Width = integer()
   Height = integer()

See external documentation.

show(This) -> ok

Types:
   This = wxCaret()

Equivalent to show(This, []).

show(This, Options::[Option]) -> ok

Types:
   This = wxCaret()
   Option = {show, boolean()}

See external documentation.

destroy(This::wxCaret()) -> ok

Destroys this object, do not use object again
wxCheckBox

Erlang module

See external documentation: `wxCheckBox`.

This class is derived (and can use functions) from:

- `wxControl`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

`wxCheckBox()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxCheckBox()`

See external documentation.

`new(Parent, Id, Label) -> wxCheckBox()`

Types:

- `Parent = wxWindow:wxWindow()`
- `Id = integer()`
- `Label = unicode:chardata()`

Equivalent to `new(Parent, Id, Label, [])`.

`new(Parent, Id, Label, Options::[Option]) -> wxCheckBox()`

Types:

- `Parent = wxWindow:wxWindow()`
- `Id = integer()`
- `Label = unicode:chardata()`
- `Option = {pos, [X::integer(), Y::integer()]} | {size, [W::integer(), H::integer()]} | {style, integer()} | {validator, wx:wx_object()}`

See external documentation.

`create(This, Parent, Id, Label) -> boolean()`

Types:

- `This = wxCheckBox()`
- `Parent = wxWindow:wxWindow()`
- `Id = integer()`
- `Label = unicode:chardata()`

Equivalent to `create(This, Parent, Id, Label, [])`. 
create(This, Parent, Id, Label, Options::[Option]) -> boolean()

Types:
  This = wxCheckBox()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Label = unicode:chardata()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(),
          H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

getValue(This) -> boolean()

Types:
  This = wxCheckBox()

See external documentation.

get3StateValue(This) -> wx:wx_enum()

Types:
  This = wxCheckBox()

See external documentation.

Res = ?wxCHK_UNCHECKED | ?wxCHK_CHECKED | ?wxCHK_UNDETERMINED

is3rdStateAllowedForUser(This) -> boolean()

Types:
  This = wxCheckBox()

See external documentation.

is3State(This) -> boolean()

Types:
  This = wxCheckBox()

See external documentation.

isChecked(This) -> boolean()

Types:
  This = wxCheckBox()

See external documentation.

setValue(This, State) -> ok

Types:
  This = wxCheckBox()
  State = boolean()

See external documentation.
wxCheckBox

set3StateValue(This, State) -> ok

Types:

    This = wxCheckBox()
    State = wx:wx_enum()

See external documentation.
State = ?wxCHK_UNCHECKED | ?wxCHK_CHECKED | ?wxCHK_UNDETERMINED

destroy(This::wxCheckBox()) -> ok

Destroys this object, do not use object again
wxCheckListBox

Erlang module

See external documentation: wxCheckListBox.

This class is derived (and can use functions) from:
wxListBox
wxControlWithItems
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxCheckListBox()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxCheckListBox()

See external documentation.

new(Parent, Id) -> wxCheckListBox()

Types:
  Parent = wxWindow:wxWindow()
  Id = integer()

Equivalent to new(Parent, Id, []). 

new(Parent, Id, Options::[Option]) -> wxCheckListBox()

Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {choices, [unicode:chardata()]} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

check(This, Index) -> ok

Types:
  This = wxCheckListBox()
  Index = integer()

Equivalent to check(This, Index, []).
wxCheckListBox

check(This, Index, Options:[Option]) -> ok
Types:
   This = wxCheckListBox()
   Index = integer()
   Option = {check, boolean()}
See external documentation.

isChecked(This, Index) -> boolean()
Types:
   This = wxCheckListBox()
   Index = integer()
See external documentation.

destroy(This::wxCheckListBox()) -> ok
Destroys this object, do not use object again
wxChildFocusEvent

Erlang module

See external documentation: wxChildFocusEvent.

Use wxEvtHandler:connect/3 with EventType:

  child_focus

See also the message variant #wxChildFocus/ event record type.

This class is derived (and can use functions) from:
wxCommandEvent
wxEvent

DATA TYPES
wxChildFocusEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

getWindow(This) -> wxWindow:wxWindow()

Types:

  This = wxChildFocusEvent()

See external documentation.
wxChoice

Erlang module

See external documentation: wxChoice.

This class is derived (and can use functions) from:
wxControlWithItems
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxChoice()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

new() -> wxChoice()

See external documentation.

new(Parent, Id) -> wxChoice()

Types:
    Parent = wxWindow:wxWindow()
    Id = integer()

Equivalent to new(Parent, Id, []).

new(Parent, Id, Options::[Option]) -> wxChoice()

Types:
    Parent = wxWindow:wxWindow()
    Id = integer()
    Option = {pos, {X::integer(), Y::integer()}}  |
             {size, {W::integer(), H::integer()}}  |
             {choices, [unicode:chardata()]}  |
             {style, integer()}  |
             {validator, wx:wx_object()}

See external documentation.

create(This, Parent, Id, Pos, Size, Choices) -> boolean()

Types:
    This = wxChoice()
    Parent = wxWindow:wxWindow()
    Id = integer()
    Pos = {X::integer(), Y::integer()}
    Size = {W::integer(), H::integer()}
    Choices = [unicode:chardata()]
wxChoice

Equivalent to create(This, Parent, Id, Pos, Size, Choices, []).

create(This, Parent, Id, Pos, Size, Choices, Options::[Option]) -> boolean()
Types:
  This = wxChoice()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Pos = {X::integer(), Y::integer()}
  Size = {W::integer(), H::integer()}
  Choices = [unicode:chardata()]
  Option = {style, integer()} | {validator, wx:wx_object()}

See external documentation.

delete(This, N) -> ok
Types:
  This = wxChoice()
  N = integer()

See external documentation.

columns(This) -> integer()
Types:
  This = wxChoice()

See external documentation.

columns(This, Options::[Option]) -> ok
Types:
  This = wxChoice()
  Option = {n, integer()}

See external documentation.

destroy(This::wxChoice()) -> ok
Destroys this object, do not use object again
wxChoicebook

Erlang module

See external documentation: wxChoicebook.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxChoicebook()

An object reference, The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxChoicebook()
See external documentation.

new(Parent, Id) -> wxChoicebook()
Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
Equivalent to new(Parent, Id, []).

new(Parent, Id, Options::[Option]) -> wxChoicebook()
Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

addPage(This, Page, Text) -> boolean()
Types:
  This = wxChoicebook()
  Page = wxWindow:wxWindow()
  Text = unicode:chardata()
Equivalent to addPage(This, Page, Text, []).

addPage(This, Page, Text, Options::[Option]) -> boolean()
Types:
This = wxChoicebook()
Page = wxWindow:wxWindow()
Text = unicode:chardata()
Option = {bSelect, boolean()} | {imageId, integer()}

See external documentation.

advanceSelection(This) -> ok
Types:
   This = wxChoicebook()
Equivalent to advanceSelection(This, []).

advanceSelection(This, Options::[Option]) -> ok
Types:
   This = wxChoicebook()
   Option = {forward, boolean()}
See external documentation.

assignImageList(This, ImageList) -> ok
Types:
   This = wxChoicebook()
   ImageList = wxImageList:wxImageList()
See external documentation.

create(This, Parent, Id) -> boolean()
Types:
   This = wxChoicebook()
   Parent = wxWindow:wxWindow()
   Id = integer()
Equivalent to create(This, Parent, Id, []).

create(This, Parent, Id, Options::[Option]) -> boolean()
Types:
   This = wxChoicebook()
   Parent = wxWindow:wxWindow()
   Id = integer()
   Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

deleteAllPages(This) -> boolean()
Types:
   This = wxChoicebook()
See external documentation.
wxChoicebook

deletePage(This, N) -> boolean()
Types:
   This = wxChoicebook()
   N = integer()
See external documentation.

removePage(This, N) -> boolean()
Types:
   This = wxChoicebook()
   N = integer()
See external documentation.

getCurrentPage(This) -> wxWindow:wxWindow()
Types:
   This = wxChoicebook()
See external documentation.

getImageList(This) -> wxImageList:wxImageList()
Types:
   This = wxChoicebook()
See external documentation.

getPage(This, N) -> wxWindow:wxWindow()
Types:
   This = wxChoicebook()
   N = integer()
See external documentation.

getPageCount(This) -> integer()
Types:
   This = wxChoicebook()
See external documentation.

getPageImage(This, N) -> integer()
Types:
   This = wxChoicebook()
   N = integer()
See external documentation.

getPageText(This, N) -> unicode:charlist()
Types:
   This = wxChoicebook()
   N = integer()
getSelection(This) -> integer()
Types:
   This = wxChoicebook()
See external documentation.

hitTest(This, Pt) -> Result
Types:
   Result = {Res::integer(), Flags::integer()}
   This = wxChoicebook()
   Pt = {X::integer(), Y::integer()}
See external documentation.

insertPage(This, N, Page, Text) -> boolean()
Types:
   This = wxChoicebook()
   N = integer()
   Page = wxWindow:wxWindow()
   Text = unicode:chardata()
Equivalent to insertPage(This, N, Page, Text, []).

insertPage(This, N, Page, Text, Options::[Option]) -> boolean()
Types:
   This = wxChoicebook()
   N = integer()
   Page = wxWindow:wxWindow()
   Text = unicode:chardata()
   Option = {bSelect, boolean()} | {imageId, integer()}
See external documentation.

setImageList(This, ImageList) -> ok
Types:
   This = wxChoicebook()
   ImageList = wxImageList:wxImageList()
See external documentation.

setPageSize(This, Size) -> ok
Types:
   This = wxChoicebook()
   Size = {W::integer(), H::integer()}
See external documentation.
wxChoicebook

setPageImage(This, N, ImageId) -> boolean()

Types:
   This = wxChoicebook()
   N = integer()
   ImageId = integer()

See external documentation.

setPageText(This, N, StrText) -> boolean()

Types:
   This = wxChoicebook()
   N = integer()
   StrText = unicode:chardata()

See external documentation.

setSelection(This, N) -> integer()

Types:
   This = wxChoicebook()
   N = integer()

See external documentation.

changeSelection(This, N) -> integer()

Types:
   This = wxChoicebook()
   N = integer()

See external documentation.

destroy(This::wxChoicebook()) -> ok

Destroys this object, do not use object again
wxClientDC

Erlang module

See external documentation: wxClientDC.
This class is derived (and can use functions) from:
wxWindowDC
wxDC

DATA TYPES
wxClientDC()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparsion stored on disc or distributed for use on other nodes.

Exports

new() -> wxClientDC()
This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
See external documentation.

new(Win) -> wxClientDC()
Types:
Win = wxWindow:wxWindow()
See external documentation.

destroy(This::wxClientDC()) -> ok
Destroys this object, do not use object again
wxClipboard

Erlang module

See external documentation: wxClipboard.

DATA TYPES

wxClipboard()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxClipboard()
See external documentation.

addData(This, Data) -> boolean()
Types:
  This = wxClipboard()
  Data = wxDataObject:wxDataObject()
See external documentation.

clear(This) -> ok
Types:
  This = wxClipboard()
See external documentation.

close(This) -> ok
Types:
  This = wxClipboard()
See external documentation.

flush(This) -> boolean()
Types:
  This = wxClipboard()
See external documentation.

dataGet(This, Data) -> boolean()
Types:
  This = wxClipboard()
  Data = wxDataObject:wxDataObject()
See external documentation.
isOpened(This) -> boolean()
Types:
   This = wxClipboard()
See external documentation.

open(This) -> boolean()
Types:
   This = wxClipboard()
See external documentation.

setData(This, Data) -> boolean()
Types:
   This = wxClipboard()
   Data = wxDataObject:wxDataObject()
See external documentation.

usePrimarySelection(This) -> ok
Types:
   This = wxClipboard()
Equivalent to usePrimarySelection(This, []).

usePrimarySelection(This, Options::[Option]) -> ok
Types:
   This = wxClipboard()
   Option = {primary, boolean()}
See external documentation.

isSupported(This, Format) -> boolean()
Types:
   This = wxClipboard()
   Format = wx:wx_enum()
See external documentation.

get() -> wxClipboard()
See external documentation.

destroy(This::wxClipboard()) -> ok
Destroys this object, do not use object again
wxClipboardTextEvent

Erlang module

See external documentation: wxClipboardTextEvent.

Use `wxEvtHandler:connect/3` with `EventType`:

```
command_text_copy, command_text_cut, command_text_paste
```

See also the message variant `#wxClipboardText{}` event record type.

This class is derived (and can use functions) from:

`wxCommandEvent`

`wxEvent`

**DATA TYPES**

`wxClipboardTextEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.
wxCloseEvent

Erlang module

See external documentation: wxCloseEvent.
Use wxEvtHandler:connect/3 with EventType:

   close_window, end_session, query_end_session

See also the message variant #wxClose{} event record type.
This class is derived (and can use functions) from: wxEvent

DATA TYPES

wxCloseEvent()

   An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

canVeto(This) -> boolean()
Types:
   This = wxCloseEvent()

See external documentation.

getLoggingOff(This) -> boolean()
Types:
   This = wxCloseEvent()

See external documentation.

setCanVeto(This, CanVeto) -> ok
Types:
   This = wxCloseEvent()
   CanVeto = boolean()

See external documentation.

setLoggingOff(This, LogOff) -> ok
Types:
   This = wxCloseEvent()
   LogOff = boolean()

See external documentation.

veto(This) -> ok
Types:
**wxCloseEvent**

This = `wxCloseEvent()`

Equivalent to `veto(This, []).`

```erlang
veto(This, Options::[Option]) -> ok
Types:
  This = `wxCloseEvent()`
  Option = {veto, boolean()}
See external documentation.
```
wxColourData

Erlang module

See external documentation: wxColourData.

DATA TYPES

wxColourData()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxColourData()
See external documentation.

ew(Data) -> wxColourData()
Types:
    Data = wxColourData()
See external documentation.

getChooseFull(This) -> boolean()
Types:
    This = wxColourData()
See external documentation.

getColour(This) -> wx:wx_colour4()
Types:
    This = wxColourData()
See external documentation.

getCustomColour(This, I) -> wx:wx_colour4()
Types:
    This = wxColourData()
    I = integer()
See external documentation.

setChooseFull(This, Flag) -> ok
Types:
    This = wxColourData()
    Flag = boolean()
See external documentation.
wxColourData

setColour(This, Colour) -> ok
Types:
   This = wxColourData()
   Colour = wx:wx_colour()
See external documentation.

setCustomColour(This, I, Colour) -> ok
Types:
   This = wxColourData()
   I = integer()
   Colour = wx:wx_colour()
See external documentation.

destroy(This::wxColourData()) -> ok
Destroys this object, do not use object again
wxColourDialog

Erlang module

See external documentation: wxColourDialog.

This class is derived (and can use functions) from:
wxDialog
wxTopLevelWindow
wxWindow
wxEvtHandler

DATA TYPES

wxColourDialog()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxColourDialog()

See external documentation.

new(Parent) -> wxColourDialog()

Types:

Parent = wxWindow:wxWindow()

Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxColourDialog()

Types:

Parent = wxWindow:wxWindow()

Option = {data, wxColourData:wxColourData()}

See external documentation.

create(This, Parent) -> boolean()

Types:

This = wxColourDialog()

Parent = wxWindow:wxWindow()

Equivalent to create(This, Parent, []).

create(This, Parent, Options::[Option]) -> boolean()

Types:

This = wxColourDialog()

Parent = wxWindow:wxWindow()

Option = {data, wxColourData:wxColourData()}
See external documentation.

getColourData(This) -> wxColourData:wxColourData()

Types:

    This = wxColourDialog()

See external documentation.

destroy(This::wxColourDialog()) -> ok

Destroys this object, do not use object again
wxColourPickerCtrl

Erlang module

See external documentation: wxColourPickerCtrl.

This class is derived (and can use functions) from:
wxPickerBase
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxColourPickerCtrl()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxColourPickerCtrl()

See external documentation.

new(Parent, Id) -> wxColourPickerCtrl()

Types:
- Parent = wxWindow:wxWindow()
- Id = integer()

Equivalent to new(Parent, Id, []).

new(Parent, Id, Options::[Option]) -> wxColourPickerCtrl()

Types:
- Parent = wxWindow:wxWindow()
- Id = integer()
- Option = {col, wx:wx_colour()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

create(This, Parent, Id) -> boolean()

Types:
- This = wxColourPickerCtrl()
- Parent = wxWindow:wxWindow()
- Id = integer()

Equivalent to create(This, Parent, Id, []).
create(This, Parent, Id, Options::[Option]) -> boolean()

Types:
  This = wxColourPickerCtrl()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Option = {col, wx:wx_colour()}/
             {pos, {X::integer(), Y::integer()}} |
             {size, {W::integer(), H::integer()}} |
             {style, integer()}/
             {validator, wx:wx_object()}

See external documentation.

getColour(This) -> wx:wx_colour4()

Types:
  This = wxColourPickerCtrl()

See external documentation.

setColour(This, Text) -> boolean()

Types:
  This = wxColourPickerCtrl()
  Text = unicode:chardata()

See external documentation.

Also:
setColour(This, Col) -> 'ok' when
This::wxColourPickerCtrl(), Col::wx:wx_colour().

destroy(This::wxColourPickerCtrl()) -> ok

Destroys this object, do not use object again
wxColourPickerEvent

Erlang module

See external documentation: wxColourPickerEvent.

Use wxEvtHandler:connect/3 with EventType:

    command_colourpicker_changed

See also the message variant #wxColourPicker[] event record type.

This class is derived (and can use functions) from:

wxCommandEvent
wxEvent

DATA TYPES

wxColourPickerEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getColour(This) -> wx:wx_colour4()

Types:

    This = wxColourPickerEvent()

See external documentation.
wxComboBox

Erlang module

See external documentation: wxComboBox.

This class is derived (and can use functions) from:
wxControlWithItems
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxComboBox()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxComboBox()
See external documentation.

new(Parent, Id) -> wxComboBox()
Types:

Parent = wxWindow:wxWindow()
Id = integer()

Equivalent to new(Parent, Id, []).

new(Parent, Id, Options::[Option]) -> wxComboBox()
Types:

Parent = wxWindow:wxWindow()
Id = integer()
Option = {value, unicode:chardata()} | {pos, {X::integer(), Y::integer()}} |
{size, {W::integer(), H::integer()}} | {choices, [unicode:chardata()]} |
{style, integer()} | {validator, wx:wx_object()}

See external documentation.

create(This, Parent, Id, Value, Pos, Size, Choices) -> boolean()
Types:

This = wxComboBox()
Parent = wxWindow:wxWindow()
Id = integer()
Value = unicode:chardata()
Pos = {X::integer(), Y::integer()}
Size = {W::integer(), H::integer()}

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Choices = [unicode:chardata()]
Equivalent to create(This, Parent, Id, Value, Pos, Size, Choices, []).  
create(This, Parent, Id, Value, Pos, Size, Choices, Options::[Option]) ->
boolean()
Types:

  This = wxComboBox()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Value = unicode:chardata()
  Pos = {X::integer(), Y::integer()}
  Size = {W::integer(), H::integer()}
  Choices = [unicode:chardata()]
  Option = {style, integer()} | {validator, wx:wx_object()}
See external documentation.

canCopy(This) -> boolean()
Types:

  This = wxComboBox()
See external documentation.

canCut(This) -> boolean()
Types:

  This = wxComboBox()
See external documentation.

canPaste(This) -> boolean()
Types:

  This = wxComboBox()
See external documentation.

canRedo(This) -> boolean()
Types:

  This = wxComboBox()
See external documentation.

canUndo(This) -> boolean()
Types:

  This = wxComboBox()
See external documentation.

copy(This) -> ok
Types:
wxComboBox

This = wxComboBox()
See external documentation.

cut(This) -> ok
Types:

This = wxComboBox()
See external documentation.

getInsertionPoint(This) -> integer()
Types:

This = wxComboBox()
See external documentation.

getLastPosition(This) -> integer()
Types:

This = wxComboBox()
See external documentation.

getValue(This) -> unicode:charlist()
Types:

This = wxComboBox()
See external documentation.

paste(This) -> ok
Types:

This = wxComboBox()
See external documentation.

redo(This) -> ok
Types:

This = wxComboBox()
See external documentation.

replace(This, From, To, Value) -> ok
Types:

This = wxComboBox()
From = integer()
To = integer()
Value = unicode:chardata()
See external documentation.

remove(This, From, To) -> ok
Types:
This = wxComboBox()
From = integer()
To = integer()
See external documentation.

setInsertionPoint(This, Pos) -> ok
Types:
  This = wxComboBox()
  Pos = integer()
See external documentation.

setInsertionPointEnd(This) -> ok
Types:
  This = wxComboBox()
See external documentation.

setSelection(This, N) -> ok
Types:
  This = wxComboBox()
  N = integer()
See external documentation.

setSelection(This, From, To) -> ok
Types:
  This = wxComboBox()
  From = integer()
  To = integer()
See external documentation.

setValue(This, Value) -> ok
Types:
  This = wxComboBox()
  Value = unicode:chardata()
See external documentation.

undo(This) -> ok
Types:
  This = wxComboBox()
See external documentation.

destroy(This::wxComboBox()) -> ok
Destroys this object, do not use object again
wxCommandEvent

Erlang module

See external documentation: `wxCommandEvent`.

Use `wxEvtHandler:connect/3` with EventType:

- command_button_clicked
- command_checkbox_clicked
- command_choice_selected
- command_listbox_selected
- command_listbox_doubleclicked
- command_text_enter
- command_radiobox_selected
- command_radiobutton_selected
- command_scrollbar_updated
- command_vlbox_selected
- command_combobox_selected
- command_tool_rclicked
- command_tool_execute
- command_tool_enter
- command_checklistbox_toggled
- command_togglebutton_clicked
- command_left_dclick
- command_right_click
- command_set_focus
- command_kill_focus
- command_enter

See also the message variant `#wxCommandEvent` event record type.

This class is derived (and can use functions) from:

- `wxEvent`

**DATA TYPES**

`wxCommandEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

- `getClientData(This) -> term()`

Types:

- `This = wxCommandEvent()`

See external documentation.

- `getExtraLong(This) -> integer()`

Types:

- `This = wxCommandEvent()`

See external documentation.

- `getInt(This) -> integer()`

Types:

- `This = wxCommandEvent()`

See external documentation.

- `getSelection(This) -> integer()`

Types:

- `This = wxCommandEvent()`

See external documentation.
getString(This) -> unicode:charlist()
Types:
    This = wxCommandEvent()
See external documentation.

isChecked(This) -> boolean()
Types:
    This = wxCommandEvent()
See external documentation.

isSelection(This) -> boolean()
Types:
    This = wxCommandEvent()
See external documentation.

setInt(This, I) -> ok
Types:
    This = wxCommandEvent()
    I = integer()
See external documentation.

setString(This, S) -> ok
Types:
    This = wxCommandEvent()
    S = unicode:chardata()
See external documentation.
wxContextMenuEvent

Erlang module

See external documentation: wxContextMenuEvent.

Use wxEvtHandler:connect/3 with EventType:

custom_menu

See also the message variant #wxContextMenu() event record type.

This class is derived (and can use functions) from:

wxCommandEvent
wxEvent

DATA TYPES

wxContextMenuEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getPositon(This) -> {X::integer(), Y::integer()}
Types:

This = wxContextMenuEvent()

See external documentation.

setPosition(This, Pos) -> ok
Types:

This = wxContextMenuEvent()
Pos = {X::integer(), Y::integer()}

See external documentation.
wxControl

Erlang module

See external documentation: \texttt{wxControl}.

This class is derived (and can use functions) from:
\texttt{wxWindow}
\texttt{wxEvtHandler}

\textbf{DATA TYPES}

\texttt{wxControl()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

\textbf{Exports}

\texttt{getLabel(This) -> unicode:charlist()}

Types:

\hspace{1em} \texttt{This} = \texttt{wxControl()}

See external documentation.

\texttt{setLabel(This, Label) -> ok}

Types:

\hspace{1em} \texttt{This} = \texttt{wxControl()}
\hspace{1em} \texttt{Label} = \texttt{unicode:chardata()}

See external documentation.
wxControlWithItems

Erlang module

See external documentation: `wxControlWithItems`.

This class is derived (and can use functions) from:

- `wxControl`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

`wxControlWithItems()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`append(This, Item) -> integer()`

Types:

- `This = wxControlWithItems()`
- `Item = unicode:chardata()`

See external documentation.

`append(This, Item, ClientData) -> integer()`

Types:

- `This = wxControlWithItems()`
- `Item = unicode:chardata()`
- `ClientData = term()`

See external documentation.

`appendStrings(This, Strings) -> ok`

Types:

- `This = wxControlWithItems()`
- `Strings = [unicode:chardata()]`

See external documentation.

`clear(This) -> ok`

Types:

- `This = wxControlWithItems()`

See external documentation.

`delete(This, N) -> ok`

Types:
This = wxControlWithItems()
N = integer()

See external documentation.

findString(This, S) -> integer()
Types:
   This = wxControlWithItems()
   S = unicode:chardata()
Equivalent to findString(This, S, []).

findString(This, S, Options::[Option]) -> integer()
Types:
   This = wxControlWithItems()
   S = unicode:chardata()
   Option = {bCase, boolean()}
See external documentation.

clientData(This, N) -> term()
Types:
   This = wxControlWithItems()
   N = integer()
See external documentation.

setClientData(This, N, ClientData) -> ok
Types:
   This = wxControlWithItems()
   N = integer()
   ClientData = term()
See external documentation.

count(This) -> integer()
Types:
   This = wxControlWithItems()
See external documentation.

selection(This) -> integer()
Types:
   This = wxControlWithItems()
See external documentation.

getString(This, N) -> unicode:charlist()
Types:
   This = wxControlWithItems()
N = integer()
See external documentation.

getStringSelection(This) -> unicode:charlist()
Types:
  This = wxControlWithItems()
See external documentation.

insert(This, Item, Pos) -> integer()
Types:
  This = wxControlWithItems()
  Item = unicode:chardata()
  Pos = integer()
See external documentation.

insert(This, Item, Pos, ClientData) -> integer()
Types:
  This = wxControlWithItems()
  Item = unicode:chardata()
  Pos = integer()
  ClientData = term()
See external documentation.

isEmpty(This) -> boolean()
Types:
  This = wxControlWithItems()
See external documentation.

select(This, N) -> ok
Types:
  This = wxControlWithItems()
  N = integer()
See external documentation.

setSelection(This, N) -> ok
Types:
  This = wxControlWithItems()
  N = integer()
See external documentation.

setString(This, N, S) -> ok
Types:
  This = wxControlWithItems()
N = integer()
S = unicode:chardata()

See external documentation.

setStringSelection(This, S) -> boolean()

Types:

This = wxControlWithItems()
S = unicode:chardata()

See external documentation.
wxCursor

Erlang module

See external documentation: **wxCursor**.

This class is derived (and can use functions) from:

*wxBitmap*

**DATA TYPES**

**wxCursor()**

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

**new()** -> **wxCursor()**

See external documentation.

**new(CursorId)** -> **wxCursor()**

Types:

```
    CursorId = integer()
```

See external documentation.

Also:

new(Image) -> wxCursor() when Image::wxImage::wxImage().

**new(Bits, Width, Height)** -> **wxCursor()**

Types:

```
    Bits = binary()
    Width = integer()
    Height = integer()
```

This function is deprecated: deprecated function not available in wxWidgets-2.9 and later

Equivalent to **new(Bits, Width, Height, [])**.

**new(Bits, Width, Height, Options::[Option])** -> **wxCursor()**

Types:

```
    Bits = binary()
    Width = integer()
    Height = integer()
    Option = {hotSpotX, integer()} | {hotSpotY, integer()}
```

This function is deprecated: deprecated function not available in wxWidgets-2.9 and later

See external documentation.
ok(This) -> boolean()
Types:
   This = wxCursor()
See external documentation.

destroy(This::wxCursor()) -> ok
Destroys this object, do not use object again
wxDC

Erlang module

See external documentation: wxDC.

DATA TYPES

wxDC()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

blit(This, DestPt, Sz, Source, SrcPt) -> boolean()

Types:

\[\begin{align*}
\text{This} & = \text{wxDC()} \\
\text{DestPt} & = (X::\text{integer()}, Y::\text{integer()}) \\
\text{Sz} & = (W::\text{integer()}, H::\text{integer()}) \\
\text{Source} & = \text{wxDC()} \\
\text{SrcPt} & = (X::\text{integer()}, Y::\text{integer()})
\end{align*}\]

Equivalent to \(\text{blit}(<\text{This}, \text{DestPt}, \text{Sz}, \text{Source}, \text{SrcPt}, []>)\).

blit(This, DestPt, Sz, Source, SrcPt, Options::[Option]) -> boolean()

Types:

\[\begin{align*}
\text{This} & = \text{wxDC()} \\
\text{DestPt} & = (X::\text{integer()}, Y::\text{integer()}) \\
\text{Sz} & = (W::\text{integer()}, H::\text{integer()}) \\
\text{Source} & = \text{wxDC()} \\
\text{SrcPt} & = (X::\text{integer()}, Y::\text{integer()}) \\
\text{Option} & = \{\text{rop, \text{wx:wx_enum()}}\} | \{\text{useMask, boolean()}\} | \\{\text{srcPtMask,} \\
& \quad \quad (X::\text{integer()}, Y::\text{integer()})\}
\end{align*}\]

See external documentation.
Rop = integer

calcBoundingBox(This, X, Y) -> ok

Types:

\[\begin{align*}
\text{This} & = \text{wxDC()} \\
\text{X} & = \text{integer()} \\
\text{Y} & = \text{integer()}
\end{align*}\]

See external documentation.

clear(This) -> ok

Types:
This = wxDC()
See external documentation.

computeScaleAndOrigin(This) -> ok
Types:
  This = wxDC()
This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
See external documentation.

crossHair(This, Pt) -> ok
Types:
  This = wxDC()
  Pt = {X::integer(), Y::integer()}
See external documentation.

destroyClippingRegion(This) -> ok
Types:
  This = wxDC()
See external documentation.

deviceToLogicalX(This, X) -> integer()
Types:
  This = wxDC()
  X = integer()
See external documentation.

deviceToLogicalXRel(This, X) -> integer()
Types:
  This = wxDC()
  X = integer()
See external documentation.

deviceToLogicalY(This, Y) -> integer()
Types:
  This = wxDC()
  Y = integer()
See external documentation.

deviceToLogicalYRel(This, Y) -> integer()
Types:
  This = wxDC()
  Y = integer()
See external documentation.

drawArc(This, Pt1, Pt2, Centre) -> ok
Types:
  This = wxDC()
  Pt1 = {X::integer(), Y::integer()}
  Pt2 = {X::integer(), Y::integer()}
  Centre = {X::integer(), Y::integer()}
See external documentation.

drawBitmap(This, Bmp, Pt) -> ok
Types:
  This = wxDC()
  Bmp = wxBmp:wxBitmap()
  Pt = {X::integer(), Y::integer()}
Equivalent to drawBitmap(This, Bmp, Pt, []).

drawBitmap(This, Bmp, Pt, Options::[Option]) -> ok
Types:
  This = wxDC()
  Bmp = wxBmp:wxBitmap()
  Pt = {X::integer(), Y::integer()}
  Option = {useMask, boolean()}
See external documentation.

drawCheckMark(This, Rect) -> ok
Types:
  This = wxDC()
  Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
See external documentation.

drawCircle(This, Pt, Radius) -> ok
Types:
  This = wxDC()
  Pt = {X::integer(), Y::integer()}
  Radius = integer()
See external documentation.

drawEllipse(This, Rect) -> ok
Types:
  This = wxDC()
  Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
See external documentation.
drawEllipse(This, Pt, Sz) -> ok
Types:
   This = wxDC()
   Pt = {X::integer(), Y::integer()}
   Sz = {W::integer(), H::integer()}
See external documentation.

drawEllipticArc(This, Pt, Sz, Sa, Ea) -> ok
Types:
   This = wxDC()
   Pt = {X::integer(), Y::integer()}
   Sz = {W::integer(), H::integer()}
   Sa = number()
   Ea = number()
See external documentation.

drawIcon(This, Icon, Pt) -> ok
Types:
   This = wxDC()
   Icon = wxIcon:wxIcon()
   Pt = {X::integer(), Y::integer()}
See external documentation.

drawLabel(This, Text, Rect) -> ok
Types:
   This = wxDC()
   Text = unicode:chardata()
   Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
Equivalent to drawLabel(This, Text, Rect, []).

drawLabel(This, Text, Rect, Options::[Option]) -> ok
Types:
   This = wxDC()
   Text = unicode:chardata()
   Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
   Option = {alignment, integer()} | {indexAccel, integer()}
See external documentation.

drawLine(This, Pt1, Pt2) -> ok
Types:
   This = wxDC()
   Pt1 = {X::integer(), Y::integer()}
   Pt2 = {X::integer(), Y::integer()}
See external documentation.

drawLines(This, Points) -> ok
Types:
   This = wxDC()
   Points = [{X::integer(), Y::integer()}]
Equivalent to drawLines(This, Points, []).

drawLines(This, Points, Options::[Option]) -> ok
Types:
   This = wxDC()
   Points = [{X::integer(), Y::integer()}]
   Option = {xoffset, integer()} | {yoffset, integer()}
See external documentation.

drawPolygon(This, Points) -> ok
Types:
   This = wxDC()
   Points = [{X::integer(), Y::integer()}]
Equivalent to drawPolygon(This, Points, []).

drawPolygon(This, Points, Options::[Option]) -> ok
Types:
   This = wxDC()
   Points = [{X::integer(), Y::integer()}]
   Option = {xoffset, integer()} | {yoffset, integer()} | {fillStyle, w:x:wx_enum()}
See external documentation.
FillStyle = integer

drawPoint(This, Pt) -> ok
Types:
   This = wxDC()
   Pt = {X::integer(), Y::integer()}
See external documentation.

drawRectangle(This, Rect) -> ok
Types:
   This = wxDC()
   Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
See external documentation.
```

drawRectangle(This, Pt, Sz) -> ok
Types:

This = wxDC()
Pt = {X::integer(), Y::integer()}
Sz = {W::integer(), H::integer()}

See external documentation.

drawRotatedText(This, Text, Pt, Angle) -> ok
Types:

This = wxDC()
Text = unicode:chardata()
Pt = {X::integer(), Y::integer()}
Angle = number()

See external documentation.

drawRoundedRectangle(This, R, Radius) -> ok
Types:

This = wxDC()
R = {X::integer(), Y::integer(), W::integer(), H::integer()}
Radius = number()

See external documentation.

drawRoundedRectangle(This, Pt, Sz, Radius) -> ok
Types:

This = wxDC()
Pt = {X::integer(), Y::integer()}
Sz = {W::integer(), H::integer()}
Radius = number()

See external documentation.

drawText(This, Text, Pt) -> ok
Types:

This = wxDC()
Text = unicode:chardata()
Pt = {X::integer(), Y::integer()}

See external documentation.

endDoc(This) -> ok
Types:

This = wxDC()

See external documentation.
```
endPage(This) -> ok
Types:
   This = wxDC()
See external documentation.

floodFill(This, Pt, Col) -> boolean()
Types:
   This = wxDC()
   Pt = {X::integer(), Y::integer()}
   Col = wx:wx_colour()
Equivalent to floodFill(This, Pt, Col, []).

floodFill(This, Pt, Col, Options::[Option]) -> boolean()
Types:
   This = wxDC()
   Pt = {X::integer(), Y::integer()}
   Col = wx:wx_colour()
   Option = {style, wx:wx_enum()}
See external documentation.
Style = integer

getBackground(This) -> wxBrush:wxBrush()
Types:
   This = wxDC()
See external documentation.

getBackgroundMode(This) -> integer()
Types:
   This = wxDC()
See external documentation.

getBrush(This) -> wxBrush:wxBrush()
Types:
   This = wxDC()
See external documentation.

getCharHeight(This) -> integer()
Types:
   This = wxDC()
See external documentation.

getCharWidth(This) -> integer()
Types:
This = wxDC()
See external documentation.

getClippingBox(This) -> Result
Types:
  Result = {X::integer(), Y::integer(), W::integer(), H::integer()}
  This = wxDC()
See external documentation.

getFont(This) -> wxFont:wxFont()
Types:
  This = wxDC()
See external documentation.

getLayoutDirection(This) -> wx:wx_enum()
Types:
  This = wxDC()
See external documentation.
Res = ?wxLayout_Default | ?wxLayout_LeftToRight | ?wxLayout_RightToLeft

getLogicalFunction(This) -> integer()
Types:
  This = wxDC()
See external documentation.

getMapMode(This) -> integer()
Types:
  This = wxDC()
See external documentation.

getMultiLineTextExtent(This, String) -> {W::integer(), H::integer()}
Types:
  This = wxDC()
  String = unicode:chardata()
See external documentation.

getMultiLineTextExtent(This, String, Options::[Option]) -> {Width::integer(), Height::integer(), HeightLine::integer()}
Types:
  This = wxDC()
  String = unicode:chardata()
  Option = {font, wxFont:wxFont()}
See external documentation.
getPartialTextExtents(This, Text) -> Result
Types:
  - Result = {Res::boolean(), Widths::[integer()]}  
    This = wxDC()
    Text = unicode:chardata()
See external documentation.

getPen(This) -> wxPen:wxPen()
Types:
  - This = wxDC()
See external documentation.

getPixel(This, Pt) -> Result
Types:
  - Result = {Res::boolean(), Col::wx:wx_colour4()}  
    This = wxDC()
    Pt = {X::integer(), Y::integer()}
See external documentation.

getPPI(This) -> {W::integer(), H::integer()}
Types:
  - This = wxDC()
See external documentation.

getSize(This) -> {W::integer(), H::integer()}
Types:
  - This = wxDC()
See external documentation.

getSizeMM(This) -> {W::integer(), H::integer()}
Types:
  - This = wxDC()
See external documentation.

getTextBackground(This) -> wx:wx_colour4()
Types:
  - This = wxDC()
See external documentation.

getTextExtent(This, String) -> {W::integer(), H::integer()}
Types:
  - This = wxDC()
  - String = unicode:chardata()
See external documentation.

**getTextExtent(This, String, Options::[Option]) -> Result**

Types:

\[
\text{Result} = \{X::integer(), Y::integer(), \text{Descent::integer()}, \\
\text{ExternalLeading::integer()}
\]

\[
\text{This} = \text{wxDC()}
\]

\[
\text{String} = \text{unicode:chardata()}
\]

\[
\text{Option} = \{\text{theFont}, \text{wxFont:wxFont()}
\]

See external documentation.

**getTextForeground(This) -> wx:wx_colour4()**

Types:

\[
\text{This} = \text{wxDC()}
\]

See external documentation.

**getUserScale(This) -> \{X::number(), Y::number()\}**

Types:

\[
\text{This} = \text{wxDC()}
\]

See external documentation.

**gradientFillConcentric(This, Rect, InitialColour, DestColour) -> ok**

Types:

\[
\text{This} = \text{wxDC()}
\]

\[
\text{Rect} = \{X::integer(), Y::integer(), W::integer(), H::integer()\}
\]

\[
\text{InitialColour} = \text{wx:wx_colour()}
\]

\[
\text{DestColour} = \text{wx:wx_colour()}
\]

See external documentation.

**gradientFillConcentric(This, Rect, InitialColour, DestColour, CircleCenter) -> ok**

Types:

\[
\text{This} = \text{wxDC()}
\]

\[
\text{Rect} = \{X::integer(), Y::integer(), W::integer(), H::integer()\}
\]

\[
\text{InitialColour} = \text{wx:wx_colour()}
\]

\[
\text{DestColour} = \text{wx:wx_colour()}
\]

\[
\text{CircleCenter} = \{X::integer(), Y::integer()\}
\]

See external documentation.

**gradientFillLinear(This, Rect, InitialColour, DestColour) -> ok**

Types:

\[
\text{This} = \text{wxDC()}
\]

\[
\text{Rect} = \{X::integer(), Y::integer(), W::integer(), H::integer()\}
\]

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InitialColour = \(wx:wx\_colour()\)
DestColour = \(wx:wx\_colour()\)

Equivalent to `gradientFillLinear(This, Rect, InitialColour, DestColour, [])`.

`gradientFillLinear(This, Rect, InitialColour, DestColour, Options::[Option])` -> ok

Types:
This = \(wxDC()\)
Rect = \(\{X::integer(), Y::integer(), W::integer(), H::integer()\}\)
InitialColour = \(wx:wx\_colour()\)
DestColour = \(wx:wx\_colour()\)
Option = \{nDirection, \(wx:wx\_enum()\)\}

See external documentation.


`logicalToDeviceX(This, X) -> integer()`  
Types:
This = \(wxDC()\)
X = integer()

See external documentation.

`logicalToDeviceXRel(This, X) -> integer()`  
Types:
This = \(wxDC()\)
X = integer()

See external documentation.

`logicalToDeviceY(This, Y) -> integer()`  
Types:
This = \(wxDC()\)
Y = integer()

See external documentation.

`logicalToDeviceYRel(This, Y) -> integer()`  
Types:
This = \(wxDC()\)
Y = integer()

See external documentation.

`maxX(This) -> integer()`  
Types:
This = \(wxDC()\)
See external documentation.

maxY(This) -> integer()
Types:
    This = wxDC()
See external documentation.

minX(This) -> integer()
Types:
    This = wxDC()
See external documentation.

minY(This) -> integer()
Types:
    This = wxDC()
See external documentation.

isOk(This) -> boolean()
Types:
    This = wxDC()
See external documentation.

resetBoundingBox(This) -> ok
Types:
    This = wxDC()
See external documentation.

setAxisOrientation(This, XLeftRight, YBottomUp) -> ok
Types:
    This = wxDC()
    XLeftRight = boolean()
    YBottomUp = boolean()
See external documentation.

setBackground(This, Brush) -> ok
Types:
    This = wxDC()
    Brush = wxBrush:wxBrush()
See external documentation.

setBackgroundMode(This, Mode) -> ok
Types:
    This = wxDC()
**wxDC**

- **Mode** = integer()
  
  See external documentation.

- `setBrush(This, Brush) -> ok`
  
  Types:
  
  This = `wxDC()`
  
  Brush = `wxBrush::wxBrush()`

  See external documentation.

- `setClippingRegion(This, Region) -> ok`
  
  Types:
  
  This = `wxDC()`
  
  Region = `wxRegion::wxRegion()`

  See external documentation.

  Also:

  `setClippingRegion(This, Rect) -> 'ok' when This::wxDC(), Rect::{X::integer(), Y::integer(), W::integer(), H::integer()}.`

- `setClippingRegion(This, Pt, Sz) -> ok`
  
  Types:
  
  This = `wxDC()`
  
  Pt = {X::integer(), Y::integer()}
  
  Sz = {W::integer(), H::integer()}

  See external documentation.

- `setDeviceOrigin(This, X, Y) -> ok`
  
  Types:
  
  This = `wxDC()`
  
  X = integer()
  
  Y = integer()

  See external documentation.

- `setFont(This, Font) -> ok`
  
  Types:
  
  This = `wxDC()`
  
  Font = `wxFont::wxFont()`

  See external documentation.

- `setLayoutDirection(This, Dir) -> ok`
  
  Types:
  
  This = `wxDC()`
  
  Dir = `wx::wx_enum()`

  See external documentation.
Dir = ?wxLayout_Default | ?wxLayout_LeftToRight | ?wxLayout_RightToLeft

setLogicalFunction(This, Function) -> ok
Types:

This = wxDC()
Function = wx:wx_enum()

See external documentation.
Function = integer

setMapMode(This, Mode) -> ok
Types:

This = wxDC()
Mode = wx:wx_enum()

See external documentation.
Mode = integer

setPalette(This, Palette) -> ok
Types:

This = wxDC()
Palette = wxPalette:wxPalette()

See external documentation.

setPen(This, Pen) -> ok
Types:

This = wxDC()
Pen = wxPen:wxPen()

See external documentation.

setTextBackground(This, Colour) -> ok
Types:

This = wxDC()
Colour = wx:wx_colour()

See external documentation.

setTextForeground(This, Colour) -> ok
Types:

This = wxDC()
Colour = wx:wx_colour()

See external documentation.

setUserScale(This, X, Y) -> ok
Types:

This = wxDC()
\[ X = \text{number()} \]
\[ Y = \text{number()} \]

See external documentation.

\text{startDoc(This, Message) -> boolean()}

Types:
\[ \text{This} = \text{wxDC()} \]
\[ \text{Message} = \text{unicode:chardata()} \]

See external documentation.

\text{startPage(This) -> ok}

Types:
\[ \text{This} = \text{wxDC()} \]

See external documentation.
wxDCOverlay

Erlang module

See external documentation: wxDCOverlay.

DATA TYPES

wxDCOverlay()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Overlay, Dc) -> wxDCOverlay()
Types:
    Overlay = wxOverlay:wxOverlay()
    Dc = wxWindowDC:wxWindowDC()
See external documentation.

new(Overlay, Dc, X, Y, Width, Height) -> wxDCOverlay()
Types:
    Overlay = wxOverlay:wxOverlay()
    Dc = wxWindowDC:wxWindowDC()
    X = integer()
    Y = integer()
    Width = integer()
    Height = integer()
See external documentation.

clear(This) -> ok
Types:
    This = wxDCOverlay()
See external documentation.

destroy(This::wxDCOverlay()) -> ok
Destroys this object, do not use object again
wxDataObject

Erlang module

See external documentation: wxDataObject.

DATA TYPES

wxDataObject()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.
wxDateEvent

Erlang module

See external documentation: wxDateEvent.

Use wxEvtHandler:connect/3 with EventType:

```
date_changed
```

See also the message variant #wxDate[] event record type.

This class is derived (and can use functions) from:

- wxCommandEvent
- wxEvent

DATA TYPES

wxDateEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

```
getDate(This) -> wx:wx_datetime()
```

Types:

```
This = wxDateEvent()
```

See external documentation.
wxDatePickerCtrl

Erlang module

See external documentation: `wxDatePickerCtrl`.

This class is derived (and can use functions) from:
- `wxPickerBase`
- `wxControl`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

`wxDatePickerCtrl()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxDatePickerCtrl()`

See external documentation.

`new(Parent, Id) -> wxDatePickerCtrl()`

Types:

```erlang
Parent = wxWindow:wxWindow()
Id = integer()
```

Equivalent to `new(Parent, Id, [])`.

`new(Parent, Id, Options::[Option]) -> wxDatePickerCtrl()`

Types:

```erlang
Parent = wxWindow:wxWindow()
Id = integer()
Option = {date, wx:wx_datetime()} | {pos, {X::integer(), Y::integer()}} |
{size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}
```

See external documentation.

`getRange(This, Dt1, Dt2) -> boolean()`

Types:

```erlang
This = wxDatePickerCtrl()
Dt1 = wx:wx_datetime()
Dt2 = wx:wx_datetime()
```

See external documentation.
getValue(This) -> wx:wx_datetime()
Types:
   This = wxDatePickerCtrl()
See external documentation.

setRange(This, Dt1, Dt2) -> ok
Types:
   This = wxDatePickerCtrl()
   Dt1 = wx:wx_datetime()
   Dt2 = wx:wx_datetime()
See external documentation.

setValue(This, Date) -> ok
Types:
   This = wxDatePickerCtrl()
   Date = wx:wx_datetime()
See external documentation.

destroy(This::wxDatePickerCtrl()) -> ok
Destroys this object, do not use object again
wxDialog

Erlang module

See external documentation: wxDialog.

This class is derived (and can use functions) from:
wxTopLevelWindow
wxWindow
wxEvtHandler

DATA TYPES

wxDialog()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxDialog()

See external documentation.

new(Parent, Id, Title) -> wxDialog()
Types:
    Parent = wxWindow:wxWindow()
    Id = integer()
    Title = unicode:chardata()
Equivalent to new(Parent, Id, Title, []).

new(Parent, Id, Title, Options::[Option]) -> wxDialog()
Types:
    Parent = wxWindow:wxWindow()
    Id = integer()
    Title = unicode:chardata()
    Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

create(This, Parent, Id, Title) -> boolean()
Types:
    This = wxDialog()
    Parent = wxWindow:wxWindow()
    Id = integer()
    Title = unicode:chardata()
Equivalent to create(This, Parent, Id, Title, []).
create(This, Parent, Id, Title, Options::[Option]) -> boolean()
Types:
   This = wxDialog()
   Parent = wxWindow:wxWindow()
   Id = integer()
   Title = unicode:chardata()
   Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

createButtonSizer(This, Flags) -> wxSizer:wxSizer()
Types:
   This = wxDialog()
   Flags = integer()
See external documentation.

createStdDialogButtonSizer(This, Flags) ->
wxStdDialogButtonSizer:wxStdDialogButtonSizer()
Types:
   This = wxDialog()
   Flags = integer()
See external documentation.

endModal(This, RetCode) -> ok
Types:
   This = wxDialog()
   RetCode = integer()
See external documentation.

getAffirmativeId(This) -> integer()
Types:
   This = wxDialog()
See external documentation.

getReturnCode(This) -> integer()
Types:
   This = wxDialog()
See external documentation.

isModal(This) -> boolean()
Types:
   This = wxDialog()
See external documentation.
wxDialog

setAffirmativeId(This, AffirmativeId) -> ok
Types:
  This = wxDialog()
  AffirmativeId = integer()
See external documentation.

setReturnCode(This, ReturnCode) -> ok
Types:
  This = wxDialog()
  ReturnCode = integer()
See external documentation.

show(This) -> boolean()
Types:
  This = wxDialog()
Equivalent to show(This, []).

show(This, Options::[Option]) -> boolean()
Types:
  This = wxDialog()
  Option = {show, boolean()}
See external documentation.

showModal(This) -> integer()
Types:
  This = wxDialog()
See external documentation.

destroy(This::wxDialog()) -> ok
Destroys this object, do not use object again
wxDirDialog

Erlang module

See external documentation: wxDirDialog.
This class is derived (and can use functions) from:
wxDialog
wxTopLevelWindow
wxWindow
wxEvtHandler

DATA TYPES

wxDirDialog()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Parent) -> wxDirDialog()
Types:
    Parent = wxWindow:wxWindow()
Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxDirDialog()
Types:
    Parent = wxWindow:wxWindow()
    Option = {title, unicode:chardata()} | {defaultPath, unicode:chardata()} | {style, integer()} | {pos, {X::integer(), Y::integer()}} | {sz, {W::integer(), H::integer()}}
See external documentation.

getPath(This) -> unicode:charlist()
Types:
    This = wxDirDialog()
See external documentation.

getMessage(This) -> unicode:charlist()
Types:
    This = wxDirDialog()
See external documentation.

setMessage(This, Message) -> ok
Types:
    This = wxDirDialog()
**Message** = `unicode:chardata()`

See external documentation.

`setPath(This, Path) -> ok`

Types:

- **This** = `wxDirDialog()`
- **Path** = `unicode:chardata()`

See external documentation.

`destroy(This::wxDirDialog()) -> ok`

Destroys this object, do not use object again.
wxDirPickerCtrl

Erlang module

See external documentation: `wxDirPickerCtrl`.

This class is derived (and can use functions) from:

`wxPickerBase`
`wxControl`
`wxWindow`
`wxEvtHandler`

**DATA TYPES**

`wxDirPickerCtrl()`

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxDirPickerCtrl()`

See external documentation.

`new(Parent, Id) -> wxDirPickerCtrl()`

Types:

- `Parent = wxWindow:wxWindow()`
- `Id = integer()`

Equivalent to `new(Parent, Id, [])`.

`new(Parent, Id, Options::[Option]) -> wxDirPickerCtrl()`

Types:

- `Parent = wxWindow:wxWindow()`
- `Id = integer()`
- `Option = {path, unicode:chardata()} | {message, unicode:chardata()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}`

See external documentation.

`create(This, Parent, Id) -> boolean()`

Types:

- `This = wxDirPickerCtrl()`
- `Parent = wxWindow:wxWindow()`
- `Id = integer()`

Equivalent to `create(This, Parent, Id, [])`. 
wxDirPickerCtrl

create(This, Parent, Id, Options::[Option]) -> boolean()
Types:
  This = wxDirPickerCtrl()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Option = {path, unicode:chardata()} | {message, unicode:chardata()} |
          {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}}
          | {style, integer()} | {validator, wx:wx_object()}
See external documentation.

getPath(This) -> unicode:charlist()
Types:
  This = wxDirPickerCtrl()
See external documentation.

setPath(This, Str) -> ok
Types:
  This = wxDirPickerCtrl()
  Str = unicode:chardata()
See external documentation.

destroy(This::wxDirPickerCtrl()) -> ok
Destroys this object, do not use object again
wxDisplayChangedEvent

Erlang module

See external documentation: *wxDisplayChangedEvent*. Use `wxEvtHandler:connect/3` with EventType:

```
  display_changed
```

See also the message variant `#wxDisplayChanged/1` event record type.

This class is derived (and can use functions) from:

`wxEvent`

**DATA TYPES**

`wxDisplayChangedEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.
wxDropFilesEvent

Erlang module

See external documentation: wxDropFilesEvent.
Use wxEvtHandler:connect/3 with EventType:

  drop_files

See also the message variant #wxDropFiles event record type.

This class is derived (and can use functions) from:
wxEvent

DATA TYPES

wxDropFilesEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

g getPosition(This) -> {X::integer(), Y::integer()}
Types:

  This = wxDropFilesEvent()

See external documentation.

g getNumberOfFiles(This) -> integer()
Types:

  This = wxDropFilesEvent()

See external documentation.

g getFiles(This) -> [unicode:charlist()]
Types:

  This = wxDropFilesEvent()

See external documentation.
wxEraseEvent

Erlang module

See external documentation: wxEraseEvent.

Use \texttt{wxEvtHandler:connect/3} with \texttt{EventType}:

\begin{verbatim}
  erase_background
\end{verbatim}

See also the message variant \#\texttt{wxErase{}} event record type.

This class is derived (and can use functions) from: \texttt{wxEvent}

\textbf{DATA TYPES}

\texttt{wxEraseEvent()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

\textbf{Exports}

\texttt{getDC(This) -> wxDC:wxDC()}

Types:

\begin{verbatim}
  This = wxEraseEvent()
\end{verbatim}

See external documentation.
wxEvent

Erlang module

See external documentation: wxEvent.

DATA TYPES
wxEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getId(This) -> integer()
Types:
   This = wxEvent()
See external documentation.

getSkipped(This) -> boolean()
Types:
   This = wxEvent()
See external documentation.

getTimestamp(This) -> integer()
Types:
   This = wxEvent()
See external documentation.

isCommandEvent(This) -> boolean()
Types:
   This = wxEvent()
See external documentation.

resumePropagation(This, PropagationLevel) -> ok
Types:
   This = wxEvent()
   PropagationLevel = integer()
See external documentation.

shouldPropagate(This) -> boolean()
Types:
   This = wxEvent()
See external documentation.
skip(This) -> ok
Types:
   This = wxEvent()
Equivalent to skip(This, []).

skip(This, Options::[Option]) -> ok
Types:
   This = wxEvent()
   Option = {skip, boolean()}
See external documentation.

stopPropagation(This) -> integer()
Types:
   This = wxEvent()
See external documentation.
The Event handler.

To get events from wxwidgets objects you subscribe to them by calling connect/[2-3]. Events are sent as messages, if no callback was supplied These messages will be #wx/1 where EventRecord is a record that depends on the event type. The records are defined in: wx/include/wx.hrl.

If a callback was supplied to connect, the callback will be invoked (in another process) to handle the event. The callback should be of arity 2. fun(EventRecord::wx(), EventObject::wxObject()).

Beware that the callback will be in executed in new process each time.

The orginal documentation.

DATA TYPES

```
event() = wxActivate() | wxAuiManager() | wxAuiNotebook() | wxCalendar() | wxChildFocus() | wxClipboardText() |
             wxClose() | wxColourPicker() | wxCommand() | wxContextMenu() | wxDate() | wxDisplayChanged() |
             wxDropFiles() | wxErase() | wxFileDirPicker() | wxFocus() | wxFontPicker() | wxGrid() | wxHelp() | wxHtmlLink() |
             wxIconize() | wxIdle() | wxInitDialog() | wxJoystick() | wxKey() | wxList() | wxMaximize() | wxMenu() | wxMouse() |
             wxMouseCaptureChanged() | wxMouseCaptureLost() | wxMove() | wxNavigationKey() | wxNotebook() | wxPaint() |
             wxPaletteChanged() | wxQueryNewPalette() | wxSash() | wxScroll() | wxScrollWin() | wxSetCursor() | wxShow() |
             wxSize() | wxSpin() | wxSplitter() | wxStyleText() | wxSysColourChanged() | wxTaskBarIcon() | wxTree() | |
             wxAuiManagerEvent() = #wxAuiManager{type=wxAuiManagerEventType(), manager=wxAuiManager::wxAuiManager(), pane=wxAuiPaneInfo::wxAuiPaneInfo(), button=integer(), veto_flag=boolean(), canveto_flag=boolean(), dc=wxDc::wxDc()}

wx() = #wx{id=integer(), obj=wx::wx_object(), userData=term(), event=event()}

wxActivate() = #wxActivate{type=wxActivateEventType(), active=boolean()}

wxActivateEventType() = activate | activate_app | hibernate

wxAuiManager() = #wxAuiManager{type=wxAuiManagerEventType(), manager=wxAuiManager::wxAuiManager(), pane=wxAuiPaneInfo::wxAuiPaneInfo(), button=integer(), veto_flag=boolean(), canveto_flag=boolean(), dc=wxDc::wxDc()}

wxAuiManagerEventType() = aui_pane_button | aui_pane_close | aui_pane_maximize | aui_pane_restore |
                   aui_pane_activated | aui_render | aui_find_manager

wxAuiNotebook() = #wxAuiNotebook{type=wxAuiNotebookEventType(), old_selection=integer(), selection=integer(), drag_source=wxAuiNotebook::wxAuiNotebook()}

wxAuiNotebookEventType() = command_aunotebook_page_close | command_aunotebook_page_changed | command_aunotebook_page_changing | command_aunotebook_button | command_aunotebook_begin_drag |
                   command_aunotebook_end_drag | command_aunotebook_drag_motion | command_aunotebook_allow_dnd |
                   command_aunotebook_tab_middle_down | command_aunotebook_tab_middle_up |
                   command_aunotebook_tab_right_down | command_aunotebook_tab_right_up |
                   command_aunotebook_page_closed | command_aunotebook_drag_done | command_aunotebook_bg_delclick

wxCalendar() = #wxCalendar{type= wxCalendarEventType(), wday=wx::wx_enum(), date=wx::wx_datetime()}

wxCalendarEventType() = calendar_sel_changed | calendar_day_changed | calendar_month_changed |
                   calendar_year_changed | calendar_doubleclicked | calendar_weekday_clicked
```
wxChildFocus() = #wxChildFocus{type=wxChildFocusEventType()}
wxChildFocusEventType() = child_focus
wxClipboardText() = #wxClipboardText{type=wxClipboardTextEventType()}
wxClipboardTextEventType() = command_text_copy | command_text_cut | command_text_paste
wxClose() = #wxClose{type=wxCloseEventType()}
wxCloseEventType() = close_window | end_session | query_end_session
wxColourPicker() = #wxColourPicker{type=wxColourPickerEventType(), colour=wx.wx_colour()}
wxColourPickerEventType() = command_colourpicker_changed
wxCommand() = #wxCommand{type=wxCommandEventType(), cmdString=unicode:chardata(), commandInt=integer(), extraLong=integer()}
wxCommandEventType() = command_button_clicked | command_checkbox_clicked | command_choice_selected | command_listbox_selected | command_listbox_doubleclicked | command_text_updated | command_text_enter | command_menu_selected | command_slider_updated | command_radiobox_selected | command_radiobutton_selected | command_scrollbar_updated | command_vbox_selected | command_combobox_selected | command_tool_rclicked | command_tool_enter | command_checklistbox_toggled | command_togglebutton_clicked | command_left_click | command_left_dclick | command_right_click | command_set_focus | command_kill_focus | command_enter
wxContextMenu() = #wxContextMenu{type=wxContextMenuEventType(), pos={X::integer(), Y::integer()}}
wxContextMenuEventType() = context_menu
wxDate() = #wxDate{type=wxDateEventType(), date=wx.wx_datetime()}
wxDateEventType() = date_changed
wxDisplayChanged() = #wxDisplayChanged{type=wxDisplayChangedEventType()}
wxDisplayChangedEventType() = display_changed
wxDropFiles() = #wxDropFiles{type=wxDropFilesEventType(), noFiles=integer(), pos={X::integer(), Y::integer()}, files=[unicode:chardata()]}
wxDropFilesEventType() = drop_files
wxErase() = #wxErase{type=wxEraseEventType(), dc=wxDC:wxDC()}
wxEraseEventType() = erase_background
wxEventType() = wxActivateEventType() | wxAuiManagerEventType() | wxAuiNotebookEventType() | wxCalendarEventType() | wxChildFocusEventType() | wxClipboardTextEventType() | wxCloseEventType() | wxColourPickerEventType() | wxCommandEventType() | wxContextMenuEventType() | wxDateEventType() | wxDisplayChangedEventType() | wxDropFilesEventType() | wxEraseEventType() | wxFileDirPickerEventType() | wxFocusEventType() | wxFontPickerEventType() | wxGridEventType() | wxHelpEventType() | wxHtmlLinkEventType() | wxPopupMenuEventType() | wxIdleEventType() | wxInitDialogEventType() | wxJoystickEventType() | wxKeyUpEventType() | wxListEventType() | wxMaximizeEventType() | wxMenuEventType()
wxEvtHandler

wxMouseCaptureChangedEventType() | wxMouseCaptureLostEventType() | wxMouseMoveEventType() | wxNavigationKeyEventType() | wxNotebookEventType() | wxPaintEventType() | wxPaletteChangedEventType() | wxQueryNewPaletteEventType() | wxSashEventType() | wxScrollEventType() | wxScrollWinEventType() | wxSetCursorEventType() | wxShowEventType() | wxSizeEventType() | wxSpinEventType() | wxSplitterEventType() | wxStyledTextEventType() | wxSysColourChangedEventType() | wxTaskBarIconEventType() | wxTreeEventType() | wxUpdateUIEventType() | wxWindowCreateEventType() | wxWindowDestroyEventType()

wxEvtHandler() = wx:wx_object()

wxFileDirPicker() = #wxFileDirPicker{type=wxFileDirPickerEventType(), path=unicode:chardata()}

wxFileDirPickerEventType() = command_filepicker_changed | command_dirpicker_changed

wxFocus() = #wxFocus{type=wxFocusEventType(), win=wxWindow:wxWindow()}

wxFocusEventType() = set_focus | kill_focus

wxFontPicker() = #wxFontPicker{type=wxFontPickerEventType(), font=wxFont:wxFont()}

wxFontPickerEventType() = command_fontpicker_changed

wxGrid() = #wxGrid{type=wxGridEventType(), row=integer(), col=integer(), x=integer(), y=integer(), selecting=boolean(), control=boolean(), meta=boolean(), shift=boolean(), alt=boolean()}

wxGridEventType() = grid_cell_left_click | grid_cell_right_click | grid_cell_left_dclick | grid_cell_right_dclick | grid_label_left_click | grid_label_right_click | grid_label_left_dclick | grid_label_right_dclick | grid_row_size | grid_col_size | grid_range_select | grid_cell_change | grid_select_cell | grid_editor_shown | grid_editor_hidden | grid_editor_created | grid_cell_begin_drag

wxHelp() = #wxHelp{type=wxHelpEventType()}

wxHelpEventType() = help | detailed_help

wxHtmlLink() = #wxHtmlLink{type=wxHtmlLinkEventType(), linkInfo=wx:wx_wxHtmlLinkInfo()}

wxHtmlLinkEventType() = command_html_link_clicked

wxIconize() = #wxIconize{type=wxIconizeEventType(), iconized=boolean()}

wxIconizeEventType() = iconize

wxIdle() = #wxIdle{type=wxIdleEventType()}

wxIdleEventType() = idle

wxInitDialog() = #wxInitDialog{type=wxInitDialogEventType()}

wxInitDialogEventType() = init_dialog

wxJoystick() = #wxJoystick{type=wxJoystickEventType(), pos={X::integer(), Y::integer()}, zPosition=integer(), buttonChange=integer(), buttonState=integer(), joyStick=integer()}

wxJoystickEventType() = joy_button_down | joy_button_up | joy_move | joy_zmove
wxKeyEvent() = #wxKey{type=wxKeyEvent(), x=integer(), y=integer(), keyCode=integer(),
controlDown=boolean(), shiftDown=boolean(), altDown=boolean(), metaDown=boolean(), scanCode=boolean(),
uniChar=integer(), rawCode=integer(), rawFlags=integer()}

wxKeyEvent() = char | char_hook | key_down | key_up

wxList() = #wxList{type=wxListEventType(), code=integer(), oldItemIndex=integer(), itemIndex=integer(),
col=integer(), pointDrag={X::integer(), Y::integer()}}

wxListEventType() = command_list_begin_drag | command_list_begin_rdrag | command_list_begin_label_edit |
| command_list_end_label_edit | command_list_delete_item | command_list_delete_all_items |
| command_list_key_down | command_list_insert_item | command_list_col_click | command_list_col_right_click |
| command_list_col_begin_drag | command_list_colDragging | command_list_col_end_drag |
| command_list_item_selected | command_list_item_deselected | command_list_item_right_click |
| command_list_item_middle_click | command_list_item_activated | command_list_item_focused |
| command_list_cache_hint

wxMaximize() = #wxMaximize{type=wxMaximizeEventType()}
wxMaximizeEventType() = maximize

wxMenu() = #wxMenu{type=wxMenuEventType(), menuId=integer(), menu=wxMenu::wxMenu()}

wxMenuEventType() = menu_open | menu_close | menu_highlight

wxMouse() = #wxMouse{type=wxMouseEventType(), x=integer(), y=integer(), leftDown=boolean(),
middleDown=boolean(), rightDown=boolean(), controlDown=boolean(), shiftDown=boolean(), altDown=boolean(),
metaDown=boolean(), wheelRotation=integer(), wheelDelta=integer(), linesPerAction=integer()}

wxMouseCaptureChanged() = #wxMouseCaptureChanged{type=wxMouseCaptureChangedEventType()}
wxMouseCaptureChangedEventType() = mouse_capture_changed

wxMouseCaptureLost() = #wxMouseCaptureLost{type=wxMouseCaptureLostEventType()}
wxMouseCaptureLostEventType() = mouse_capture_lost

wxMouseEventType() = left_down | left_up | middle_down | middle_up | right_down | right_up | motion |
| enter_window | leave_window | left_dclick | middle_dclick | right_dclick | mousewheel

wxMove() = #wxMove{type=wxMoveEventType(), pos={X::integer(), Y::integer()}, rect={X::integer(),
Y::integer(), W::integer(), H::integer()}}

wxMoveEventType() = move

wxNavigationKey() = #wxNavigationKey{type=wxNavigationKeyEventType(), flags=integer(),
focus=wxWindow::wxWindow()}

wxNavigationKeyEventType() = navigation_key

wxNotebook() = #wxNotebook{type=wxNotebookEventType(), nSel=integer(), nOldSel=integer()}
wxNotebookEventType() = command_notebook_page_changed | command_notebook_page_changing

wxPaint() = #wxPaint{type=wxPaintEventType()}

wxEvtHandler

wxPaintEventType() = paint

wxPaletteChanged() = #wxPaletteChanged{type=wxPaletteChangedEventArgs()}
wxPaletteChangedEventArgs() = palette_changed

wxQueryNewPalette() = #wxQueryNewPalette{type=wxQueryNewPaletteEventType()}
wxQueryNewPaletteEventType() = query_new_palette

wxSash() = #wxSash{type=wxSashEventType(), edge=wxEnum(), dragRect={X::integer(), Y::integer(), W::integer(), H::integer()}, dragStatus=wxEnum()}
wxSashEventType() = sash_dragged

wxScroll() = #wxScroll{type=wxScrollEventType(), commandInt=integer(), extraLong=integer()}
wxScrollEventType() = scroll_top | scroll_bottom | scroll_lineup | scroll_linedown | scroll_pageup | scroll_pagedown | scroll_thumbtrack | scroll_thumbrelease | scroll_changed

wxScrollWin() = #wxScrollWin{type=wxScrollWinEventType(), commandInt=integer(), extraLong=integer()}
wxScrollWinEventType() = scrollwin_top | scrollwin_bottom | scrollwin_lineup | scrollwin_linedown | scrollwin_pageup | scrollwin_pagedown | scrollwin_thumbtrack | scrollwin_thumbrelease

wxSetCursor() = #wxSetCursor{type=wxSetCursorEventType(), x=integer(), y=integer(), cursor=wxCursor::wxCursor()}
wxSetCursorEventType() = set_cursor

wxShow() = #wxShow{type=wxShowEventType(), show=boolean()}
wxShowEventType() = show

wxSize() = #wxSize{type=wxSizeEventType(), size={W::integer(), H::integer()}, rect={X::integer(), Y::integer(), W::integer(), H::integer()}}
wxSizeEventType() = size

wxSpin() = #wxSpin{type=wxSpinEventType(), commandInt=integer()}
xSpinEventType() = command_spinctrl_updated | spin_up | spin_down | spin

wxSplitter() = #wxSplitter{}
wxSplitterEventType() = command_splitter_sash_pos_changed | command_splitter_sash_pos_changing | command_splitter_doublechlicked | command_splitter_unsplit

wxStyledText() = #wxStyledText{type=wxStyledTextEventType(), position=integer(), key=integer(), modifiers=integer(), modificationType=integer(), text=unicode:chardata(), length=integer(), linesAdded=integer(), line=integer(), foldLevelNow=integer(), foldLevelPrev=integer(), message=integer(), wParam=integer(), lParam=integer(), listType=integer(), x=integer(), y=integer(), dragText=unicode:chardata(), dragAllowMove=boolean(), dragResult=wxEnum()}
wxStyledTextEventType() = stc_change | stc_styleneeded | stc_charadded | stc_savepointreached | stc_savepointleft | stc_romodifyattempt | stc_key | stc_doubleclick | stc_updateui | stc_modified | stc_macrorecord | stc_marginclick
wxEvtHandler

| stc_needshown | stc_painted | stc_userlistselection | stc_uridropped | stc_dwellstart | stc_dwellend |
| stc_start_drag | stc_drag_over | stc_do_drop | stc_zoom | stc_hotspot_click | stc_hotspot_dclick | stc_calltip_click | stc_autocomp_selection

wxSysColourChanged() = #wxSysColourChanged{type=wxSysColourChangedEventType()}
wxSysColourChangedEventType() = sys_colour_changed

wxTaskBarIcon() = #wxTaskBarIcon{type=wxTaskBarIconEventType()}
xwTaskBarIconEventType() = taskbar_move | taskbar_left_down | taskbar_left_up | taskbar_right_down | taskbar_right_up | taskbar_left_dclick | taskbar_right_dclick

wxTree() = #wxTree{type=wxTreeEventType(), item=integer(), itemOld=integer(), pointDrag={X::integer(), Y::integer()}}
xwTreeEventType() = command_tree_begin_drag | command_tree_begin_rdrag | command_tree_begin_label_edit | command_tree_end_label_edit | command_tree_delete_item | command_tree_get_info | command_tree_set_info | command_tree_item_expanded | command_tree_item_expanding | command_tree_item_collapsed | command_tree_item_collapsing | command_tree_sel_changed | command_tree_sel_changing | command_tree_item_activated | command_tree_item_right_click | command_tree_item_middle_click | command_tree_end_drag | command_tree_state_image_click | command_tree_item_gettooltip | command_tree_item_menu

wxUpdateUI() = #wxUpdateUI{type=wxUpdateUIEventType()}
xwUpdateUIEventType() = update_ui

wxWindowCreate() = #wxWindowCreate{type=wxWindowCreateEventType()}
xwWindowCreateEventType() = create

wxWindowDestroy() = #wxWindowDestroy{type=wxWindowDestroyEventType()}
xwWindowDestroyEventType() = destroy

Exports

connect(This::wxEvtHandler(), EventType::wxEventType()) -> ok
Equivalent to connect(This, EventType, [])

connect(This::wxEvtHandler(), EventType::wxEventType(), Options::[Option]) -> ok
Types:
  Option = {id, integer()} | {lastId, integer()} | {skip, boolean()} | {callback, function()} | {userData, term()}

This function subscribes the to events of EventType, in the range id, lastId. The events will be received as messages if no callback is supplied.

Options: [id, integer()]. The identifier (or first of the identifier range) to be associated with this event handler. Default ?wxID_ANY {lastId, integer()}, The second part of the identifier range. If used 'id' must be set as the starting identifier range. Default ?wxID_ANY {skip, boolean()}. If skip is true further event_handlere will be called. This is
not used if the 'callback' option is used. Default false. {callback, function()} Use a callback fun(EventRecord::wx(), EventObject::wxObject()) to process the event. Default not specified i.e. a message will be delivered to the process calling this function. {userData, term()} An erlang term that will be sent with the event. Default: [].

disconnect(This::wxEvtHandler()) -> boolean()
Equivalent to disconnect(This, null, []) Can also have an optional callback Fun() as an additional last argument.

disconnect(This::wxEvtHandler(), EventType::wxEventType()) -> boolean()
Equivalent to disconnect(This, EventType, [])

disconnect(This::wxEvtHandler(), EventType::wxEventType(), Opts::[Option]) -> boolean()
Types:
    Option = {id, integer()} | {lastId, integer()} | {callback, function()}
See external documentation This function unsubscribes the process or callback fun from the event handler. EventType may be the atom 'null' to match any eventtype. Notice that the options skip and userdata is not used to match the eventhandler.
wxFileDataObject

Erlang module

See external documentation: wxFileDataObject.

This class is derived (and can use functions) from:
wxDataObject

DATA TYPES

wxFileDataObject()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxFileDataObject()

See external documentation.

addFile(This, Filename) -> ok

Types:

This = wxFileDataObject()
Filename = unicode:chardata()

See external documentation.

getFilenames(This) -> [unicode:charlist()]

Types:

This = wxFileDataObject()

See external documentation.

destroy(This::wxFileDataObject()) -> ok

Destroys this object, do not use object again.
wxFileDialog

Erlang module

See external documentation: `wxFileDialog`.

This class is derived (and can use functions) from:

- `wxDialog`
- `wxTopLevelWindow`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

`wxFileDialog()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new(Parent) -> wxFileDialog()`  
Types:

- `Parent = wxWindow:wxWindow()`

Equivalent to `new(Parent, [])`.

`new(Parent, Options::[Option]) -> wxFileDialog()`  
Types:

- `Parent = wxWindow:wxWindow()`
- `Option = {message, unicode:chardata()} | {defaultDir, unicode:chardata()} | {defaultFile, unicode:chardata()} | {wildCard, unicode:chardata()} | {style, integer()} | {pos, {X::integer(), Y::integer()}} | {sz, {W::integer(), H::integer()}}`

See external documentation.

`getDirectory(This) -> unicode:charlist()`  
Types:

- `This = wxFileDialog()`  

See external documentation.

`getFilename(This) -> unicode:charlist()`  
Types:

- `This = wxFileDialog()`  

See external documentation.

`getFilenames(This) -> [unicode:charlist()]`  
Types:
This = wxFileDialog()
See external documentation.

getFilterIndex(This) -> integer()
Types:
    This = wxFileDialog()
See external documentation.

getMessage(This) -> unicode:charlist()
Types:
    This = wxFileDialog()
See external documentation.

getPath(This) -> unicode:charlist()
Types:
    This = wxFileDialog()
See external documentation.

getPaths(This) -> [unicode:charlist()]
Types:
    This = wxFileDialog()
See external documentation.

getWildcard(This) -> unicode:charlist()
Types:
    This = wxFileDialog()
See external documentation.

setDirectory(This, Dir) -> ok
Types:
    This = wxFileDialog()
    Dir = unicode:chardata()
See external documentation.

setFilename(This, Name) -> ok
Types:
    This = wxFileDialog()
    Name = unicode:chardata()
See external documentation.

setFilterIndex(This, FilterIndex) -> ok
Types:
    This = wxFileDialog()
FilterIndex = integer()
See external documentation.

setMessage(This, Message) -> ok
Types:
    This = wxFileDialog()
    Message = unicode:chardata()
See external documentation.

setPath(This, Path) -> ok
Types:
    This = wxFileDialog()
    Path = unicode:chardata()
See external documentation.

setWildcard(This, WildCard) -> ok
Types:
    This = wxFileDialog()
    WildCard = unicode:chardata()
See external documentation.

destroy(This::wxFileDialog()) -> ok
Destroys this object, do not use object again
wxFileDirPickerEvent

Erlang module

See external documentation: wxFileDirPickerEvent.
Use wxEvtHandler:connect/3 with EventType:

   command_filepicker_changed, command_dirpicker_changed

See also the message variant #wxFileDirPicker{} event record type.
This class is derived (and can use functions) from:
wxCommandEvent
wxEvent

DATA TYPES

wxFileDirPickerEvent()

   An object reference, The representation is internal and can be changed without notice. It can't be used for
   comparsion stored on disc or distributed for use on other nodes.

Exports

getPath(This) -> unicode:charlist()

Types:

   This = wxFileDirPickerEvent()
wxFilePickerCtrl

Erlang module

See external documentation: wxFilePickerCtrl.

This class is derived (and can use functions) from:
wxPickerBase
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxFilePickerCtrl()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxFilePickerCtrl()
See external documentation.

ew(Parent, Id) -> wxFilePickerCtrl()
Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
Equivalent to new(Parent, Id, []).

new(Parent, Id, Options::[Option]) -> wxFilePickerCtrl()
Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
  Option = {path, unicode:chardata()} | {message, unicode:chardata()} | {wildcard, unicode:chardata()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}
See external documentation.

create(This, Parent, Id) -> boolean()
Types:
  This = wxFilePickerCtrl()
  Parent = wxWindow:wxWindow()
  Id = integer()
Equivalent to create(This, Parent, Id, []).
create(This, Parent, Id, Options::[Option]) -> boolean()
Types:
   This = \texttt{wxFilePickerCtrl()}
   Parent = \texttt{wxWindow::wxWindow()}
   Id = integer()
   Option = \{path, unicode:chardata()\} | \{message, unicode:chardata()\} | \{wildcard, unicode:chardata()\} | \{pos, \{X::integer(), Y::integer()\}\} | \{size, \{W::integer(), H::integer()\}\} | \{style, integer()\} | \{validator, \texttt{wx::wx\_object()}\}
See \external\ documentation.

getPath(This) -> unicode:charlist()
Types:
   This = \texttt{wxFilePickerCtrl()}
See \external\ documentation.

setPath(This, Str) -> ok
Types:
   This = \texttt{wxFilePickerCtrl()}
   Str = unicode:chardata()
See \external\ documentation.

destroy(This::\texttt{wxFilePickerCtrl()}) -> ok
Destroys this object, do not use object again
wxFindReplaceData

Erlang module

See external documentation: wxFindReplaceData.

DATA TYPES
wxFindReplaceData()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxFindReplaceData()
See external documentation.

new(Flags) -> wxFindReplaceData()
Types:
    Flags = integer()
See external documentation.

getFindString(This) -> unicode:charlist()
Types:
    This = wxFindReplaceData()
See external documentation.

getReplaceString(This) -> unicode:charlist()
Types:
    This = wxFindReplaceData()
See external documentation.

getFlags(This) -> integer()
Types:
    This = wxFindReplaceData()
See external documentation.

setFlags(This, Flags) -> ok
Types:
    This = wxFindReplaceData()
    Flags = integer()
See external documentation.
setFindString(This, Str) -> ok
Types:
   This = wxFindReplaceData()
   Str = unicode:chardata()
See external documentation.

setReplaceString(This, Str) -> ok
Types:
   This = wxFindReplaceData()
   Str = unicode:chardata()
See external documentation.

destroy(This::wxFindReplaceData()) -> ok
Destroys this object, do not use object again
wxFindReplaceDialog

Erlang module

See external documentation: `wxFindReplaceDialog`.

This class is derived (and can use functions) from:
- `wxDialog`
- `wxTopLevelWindow`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

`wxFindReplaceDialog()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxFindReplaceDialog()`

See external documentation.

`new(Parent, Data, Title) -> wxFindReplaceDialog()`

Types:
- `Parent = wxWindow:wxWindow()`
- `Data = wxFindReplaceData:wxFindReplaceData()`
- `Title = unicode:chardata()`

Equivalent to `new(Parent, Data, Title, [])`.

`new(Parent, Data, Title, Options::[Option]) -> wxFindReplaceDialog()`

Types:
- `Parent = wxWindow:wxWindow()`
- `Data = wxFindReplaceData:wxFindReplaceData()`
- `Title = unicode:chardata()`
- `Option = {style, integer()}`

See external documentation.

`create(This, Parent, Data, Title) -> boolean()`

Types:
- `This = wxFindReplaceDialog()`
- `Parent = wxWindow:wxWindow()`
- `Data = wxFindReplaceData:wxFindReplaceData()`
- `Title = unicode:chardata()`

Equivalent to `create(This, Parent, Data, Title, [])`. 
create(This, Parent, Data, Title, Options::[Option]) -> boolean()

Types:
  This = wxFindReplaceDialog()
  Parent = wxWindow:wxWindow()
  Data = wxFindReplaceData:wxFindReplaceData()
  Title = unicode:chardata()
  Option = {style, integer()}

See external documentation.

g GetData(This) -> wxFindReplaceData:wxFindReplaceData()

Types:
  This = wxFindReplaceDialog()

See external documentation.

destroy(This::wxFindReplaceDialog()) -> ok

Destroys this object, do not use object again
wxFlexGridSizer

Erlang module

See external documentation: wxFlexGridSizer.

This class is derived (and can use functions) from:
wxGridSizer
wxSizer

DATA TYPES

wxFlexGridSizer()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Cols) -> wxFlexGridSizer()
Types:
  Cols = integer()
Equivalent to new(Cols, []).

ew(Cols, Options::[Option]) -> wxFlexGridSizer()
Types:
  Cols = integer()
  Option = {vgap, integer()} | {hgap, integer()}
See external documentation.

new(Rows, Cols, Vgap, Hgap) -> wxFlexGridSizer()
Types:
  Rows = integer()
  Cols = integer()
  Vgap = integer()
  Hgap = integer()
See external documentation.

addGrowableCol(This, Idx) -> ok
Types:
  This = wxFlexGridSizer()
  Idx = integer()
Equivalent to addGrowableCol(This, Idx, []).

addGrowableCol(This, Idx, Options::[Option]) -> ok
Types:
This = wxFlexGridSizer()
Idx = integer()
Option = {proportion, integer()}

See external documentation.

addGrowableRow(This, Idx) -> ok
Types:
   This = wxFlexGridSizer()
   Idx = integer()
Equivalent to addGrowableRow(This, Idx, []).

addGrowableRow(This, Idx, Options::[Option]) -> ok
Types:
   This = wxFlexGridSizer()
   Idx = integer()
   Option = {proportion, integer()}
See external documentation.

getFlexibleDirection(This) -> integer()
Types:
   This = wxFlexGridSizer()
See external documentation.

getNonFlexibleGrowMode(This) -> wx:wx_enum()
Types:
   This = wxFlexGridSizer()
See external documentation.

Res = ?wxFLEX_GROWMODE_NONE | ?wxFLEX_GROWMODE_SPECIFIED | ?wxFLEX_GROWMODE_ALL

removeGrowableCol(This, Idx) -> ok
Types:
   This = wxFlexGridSizer()
   Idx = integer()
See external documentation.

removeGrowableRow(This, Idx) -> ok
Types:
   This = wxFlexGridSizer()
   Idx = integer()
See external documentation.

setFlexibleDirection(This, Direction) -> ok
Types:
wxFlexGridSizer

\[
\begin{align*}
    \text{This} &= \text{wxFlexGridSizer}() \\
    \text{Direction} &= \text{integer}() 
\end{align*}
\]

See external documentation.

\[\text{setNonFlexibleGrowMode}(\text{This}, \text{Mode}) \rightarrow \text{ok}\]

Types:
\[
\begin{align*}
    \text{This} &= \text{wxFlexGridSizer}() \\
    \text{Mode} &= \text{wx}\_\text{enum}() 
\end{align*}
\]

See external documentation.

\[
\begin{align*}
    \text{Mode} &= \text{wx}\_\text{FLEX\_GROWMODE\_NONE} \mid \text{wx}\_\text{FLEX\_GROWMODE\_SPECIFIED} \mid \text{wx}\_\text{FLEX\_GROWMODE\_ALL} 
\end{align*}
\]

\[\text{destroy}(\text{This}::\text{wxFlexGridSizer}()) \rightarrow \text{ok}\]

Destroys this object, do not use object again.
wxFocusEvent

Erlang module

See external documentation: \texttt{wxFocusEvent}.

Use \texttt{wxEvtHandler:connect/3} with EventType:

\begin{verbatim}
    set_focus, kill_focus
\end{verbatim}

See also the message variant \texttt{#wxFocus[]} event record type.

This class is derived (and can use functions) from:
\texttt{wxEvent}

\section*{DATA TYPES}

\texttt{wxFocusEvent()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

\section*{Exports}

\begin{verbatim}
getWindow(This) -> wxWindow:wxWindow()
\end{verbatim}

Types:

\begin{verbatim}
    This = wxFocusEvent()
\end{verbatim}

See external documentation.
wxFont

Erlang module

See external documentation: wxFont.

DATA TYPES

wxFont()

An object reference. The representation is internal and can be changed without notice. It can't be used for
comparson stored on disc or distributed for use on other nodes.

Exports

new() -> wxFont()
See external documentation.

new(Fontname) -> wxFont()
Types:
  Fontname = unicode:chardata()
See external documentation.

new(Size, Family, Style, Weight) -> wxFont()
Types:
  Size = integer()
  Family = wx:wx_enum()
  Style = wx:wx_enum()
  Weight = integer()
Equivalent to new(Size, Family, Style, Weight, []).

new(Size, Family, Style, Weight, Options::[Option]) -> wxFont()
Types:
  Size = integer()
  Family = wx:wx_enum()
  Style = wx:wx_enum()
  Weight = integer()
  Option = {underlined, boolean()} | {face, unicode:chardata()} | {encoding, wx:wx_num()}
See external documentation.

Encoding = ?wxFONTENCODING_SYSTEM | ?wxFONTENCODING_DEFAULT | ?
wxFONTENCODING_ISO8859_1 | ?wxFONTENCODING_ISO8859_2 | ?wxFONTENCODING_ISO8859_3 | ?
wxFONTENCODING_ISO8859_4 | ?wxFONTENCODING_ISO8859_5 | ?wxFONTENCODING_ISO8859_6 | ?
wxFONTENCODING_ISO8859_7 | ?wxFONTENCODING_ISO8859_8 | ?wxFONTENCODING_ISO8859_9 | ?
wxFont

isFixedWidth(This) -> boolean()

Types:

This = wxFont()

See external documentation.

getDefaultEncoding() -> wx:wx_enum()

See external documentation.


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wxFont

wxFont::getFaceName(This) -> unicode:charlist()

Types:

    This = wxFont()

See external documentation.

gxFamily(This) -> wx:wx_enum()

Types:

    This = wxFont()

See external documentation.


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getNativeFontInfoDesc(This) -> unicode:charlist()
Types:
   This = wxFont()
See external documentation.

getNativeFontInfoUserDesc(This) -> unicode:charlist()
Types:
   This = wxFont()
See external documentation.

getPointSize(This) -> integer()
Types:
   This = wxFont()
See external documentation.

getStyle(This) -> wx:wx_enum()
Types:
   This = wxFont()
See external documentation.


getUnderlined(This) -> boolean()
Types:
   This = wxFont()
See external documentation.

getWeight(This) -> integer()
Types:
   This = wxFont()
See external documentation.

ok(This) -> boolean()
Types:
   This = wxFont()
See external documentation.

setDefaultEncoding(Encoding) -> ok
Types:
   Encoding = wx:wx_enum()
See external documentation.

wxFont

setFaceName(This, FaceName) -> boolean()

Types:

    This = wxFont()
    FaceName = unicode:chardata()

See external documentation.

setFamily(This, Family) -> ok

Types:

    This = wxFont()
    Family = wx:wx_enum()

See external documentation.
wxFont

Family = ?wxFONTFAMILY_DEFAULT | ?wxFONTFAMILY_DECORATIVE | ?wxFONTFAMILY_ROMAN |

setPointSize(This, PointSize) -> ok
Types:
   This = wxFont()
   PointSize = integer()
See external documentation.

setStyle(This, Style) -> ok
Types:
   This = wxFont()
   Style = wx:wx_enum()
See external documentation.

setUnderlined(This, Underlined) -> ok
Types:
   This = wxFont()
   Underlined = boolean()
See external documentation.

setWeight(This, Weight) -> ok
Types:
   This = wxFont()
   Weight = integer()
See external documentation.

destroy(This::wxFont()) -> ok
Destroys this object, do not use object again
wxFontData

**wxFontData**

Erlang module

See external documentation: `wxFontData`.

**DATA TYPES**

`wxFontData()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxFontData()`

See external documentation.

`new(Data) -> wxFontData()`

Types:

- `Data = wxFontData()`

See external documentation.

`enableEffects(This, Flag) -> ok`

Types:

- `This = wxFontData()`
- `Flag = boolean()`

See external documentation.

`getAllowSymbols(This) -> boolean()`

Types:

- `This = wxFontData()`

See external documentation.

`getColour(This) -> wx:wx_colour4()`

Types:

- `This = wxFontData()`

See external documentation.

`getChosenFont(This) -> wxFont:wxFont()`

Types:

- `This = wxFontData()`

See external documentation.
getEnableEffects(This) -> boolean()
Types:
    This = wxFontData()
See external documentation.

getInitialFont(This) -> wxFont:wxFont()
Types:
    This = wxFontData()
See external documentation.

getShowHelp(This) -> boolean()
Types:
    This = wxFontData()
See external documentation.

setAllowSymbols(This, Flag) -> ok
Types:
    This = wxFontData()
    Flag = boolean()
See external documentation.

setChosenFont(This, Font) -> ok
Types:
    This = wxFontData()
    Font = wxFont:wxFont()
See external documentation.

setColour(This,Colour) -> ok
Types:
    This = wxFontData()
    Colour = wx:wx_colour()
See external documentation.

setInitialFont(This, Font) -> ok
Types:
    This = wxFontData()
    Font = wxFont:wxFont()
See external documentation.

setRange(This, MinRange, MaxRange) -> ok
Types:
    This = wxFontData()
    MinRange = integer()
MaxRange = integer()
See external documentation.

setShowHelp(This, Flag) -> ok
Types:
   This = wxFontData()
   Flag = boolean()
See external documentation.

destroy(This::wxFontData()) -> ok
Destroys this object, do not use object again
wxFontDialog

Erlang module

See external documentation: wxFontDialog.
This class is derived (and can use functions) from:
wxDialog
wxTopLevelWindow
wxWindow
wxEvtHandler

DATA TYPES

wxFontDialog()

An object reference, The representation is internal and can be changed without notice. It can’t be used for
comparsion stored on disc or distributed for use on other nodes.

Exports

new() -> wxFontDialog()
See external documentation.

new(Parent, Data) -> wxFontDialog()
Types:
  Parent = wxWindow:wxWindow()
  Data = wxFontData:wxFontData()
See external documentation.

create(This, Parent, Data) -> boolean()
Types:
  This = wxFontDialog()
  Parent = wxWindow:wxWindow()
  Data = wxFontData:wxFontData()
See external documentation.

g.getFontData(This) -> wxFontData:wxFontData()
Types:
  This = wxFontDialog()
See external documentation.

destroy(This::wxFontDialog()) -> ok
Destroys this object, do not use object again
wxFontPickerCtrl

Erlang module

See external documentation: wxFontPickerCtrl.

This class is derived (and can use functions) from:
wxPickerBase
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxFontPickerCtrl()

An object reference. The representation is internal and can be changed without notice. It can't be used for
comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxFontPickerCtrl()

See external documentation.

new(Parent, Id) -> wxFontPickerCtrl()

Types:
Parent = wxWindow:wxWindow()
Id = integer()

Equivalent to new(Parent, Id, []).

new(Parent, Id, Options::[Option]) -> wxFontPickerCtrl()

Types:
Parent = wxWindow:wxWindow()
Id = integer()

Option = {initial, wxFont:wxFont()} | {pos, {X::integer(), Y::integer()}}
| {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

create(This, Parent, Id) -> boolean()

Types:
This = wxFontPickerCtrl()
Parent = wxWindow:wxWindow()
Id = integer()

Equivalent to create(This, Parent, Id, []).
create(This, Parent, Id, Options::[Option]) -> boolean()
Types:
   This = wxFontPickerCtrl()
   Parent = wxWindow:wxWindow()
   Id = integer()
   Option = {initial, wxFont:wxFont()}  |  {pos, {X::integer(), Y::integer()}}
          |  {size, {W::integer(), H::integer()}}  |  {style, integer()}  |  {validator, wx:wx_object()}
See external documentation.

getSelectedFont(This) -> wxFont:wxFont()
Types:
   This = wxFontPickerCtrl()
See external documentation.

setSelectedFont(This, F) -> ok
Types:
   This = wxFontPickerCtrl()
   F   = wxFont:wxFont()
See external documentation.

getMaxPointSize(This) -> integer()
Types:
   This = wxFontPickerCtrl()
See external documentation.

setMaxPointSize(This, Max) -> ok
Types:
   This = wxFontPickerCtrl()
   Max = integer()
See external documentation.

destroy(This::wxFontPickerCtrl()) -> ok
Destroys this object, do not use object again
wxFontPickerEvent

Erlang module

See external documentation: \texttt{wxFontPickerEvent}.

Use \texttt{wxEvtHandler:connect/3} with EventType:

\begin{verbatim}
    command_fontpicker_changed
\end{verbatim}

See also the message variant \texttt{#wxFontPicker/} event record type.

This class is derived (and can use functions) from:

\begin{verbatim}
    wxCommandEvent
    wxEvent
\end{verbatim}

\textbf{DATA TYPES}

\texttt{wxFontPickerEvent()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

\textbf{Exports}

\begin{verbatim}
    getFont(This) -> wxFont:wxFont()
\end{verbatim}

Types:

\begin{verbatim}
    This = wxFontPickerEvent()
\end{verbatim}

See external documentation.
wxFrame

Erlang module

See external documentation: wxFrame.

This class is derived (and can use functions) from:
wxTopLevelWindow
wxWindow
wxEvtHandler

DATA TYPES

wxFrame()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

new() -> wxFrame()

See external documentation.

new(Parent, Id, Title) -> wxFrame()

Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
  Title = unicode:chardata()

Equivalent to new(Parent, Id, Title, []).

new(Parent, Id, Title, Options::[Option]) -> wxFrame()

Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
  Title = unicode:chardata()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

create(This, Parent, Id, Title) -> boolean()

Types:
  This = wxFrame()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Title = unicode:chardata()

Equivalent to create(This, Parent, Id, Title, []).
create(This, Parent, Id, Title, Options::*[Option]) -> boolean()

Types:

    This = wxFrame()
    Parent = wxWindow:wxWindow()
    Id = integer()
    Title = unicode:chardata()
    Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

createStatusBar(This) -> wxStatusBar:wxStatusBar()

Types:

    This = wxFrame()

Equivalent to createStatusBar(This, []).

createStatusBar(This, Options::*[Option]) -> wxStatusBar:wxStatusBar()

Types:

    This = wxFrame()
    Option = {number, integer()} | {style, integer()} | {id, integer()}

See external documentation.

createToolBar(This) -> wxToolBar:wxToolBar()

Types:

    This = wxFrame()

Equivalent to createToolBar(This, []).

createToolBar(This, Options::*[Option]) -> wxToolBar:wxToolBar()

Types:

    This = wxFrame()
    Option = {style, integer()} | {id, integer()}

See external documentation.

getClientAreaOrigin(This) -> {X::integer(), Y::integer()}

Types:

    This = wxFrame()

See external documentation.

getMenuBar(This) -> wxMenuBar:wxMenuBar()

Types:

    This = wxFrame()

See external documentation.
getStatusBar(This) -> wxStatusBar:wxStatusBar()
Types:
   This = wxFrame()
See external documentation.

getStatusBarPane(This) -> integer()
Types:
   This = wxFrame()
See external documentation.

getToolBar(This) -> wxToolBar:wxToolBar()
Types:
   This = wxFrame()
See external documentation.

processCommand(This, Winid) -> boolean()
Types:
   This = wxFrame()
   Winid = integer()
See external documentation.

sendSizeEvent(This) -> ok
Types:
   This = wxFrame()
See external documentation.

setMenuBar(This, Menubar) -> ok
Types:
   This = wxFrame()
   Menubar = wxMenuBar:wxMenuBar()
See external documentation.

setStatusBar(This, Statbar) -> ok
Types:
   This = wxFrame()
   Statbar = wxStatusBar:wxStatusBar()
See external documentation.

setStatusBarPane(This, N) -> ok
Types:
   This = wxFrame()
   N = integer()
See external documentation.
setStatusText(This, Text) -> ok
Types:
   This = wxFrame()
   Text = unicode:chardata()
Equivalent to setStatusText(This, Text, []).

setStatusText(This, Text, Options::[Option]) -> ok
Types:
   This = wxFrame()
   Text = unicode:chardata()
   Option = {number, integer()}
See external documentation.

setStatusWidths(This, Widths_field) -> ok
Types:
   This = wxFrame()
   Widths_field = [integer()]
See external documentation.

setToolBar(This, Toolbar) -> ok
Types:
   This = wxFrame()
   Toolbar = wxToolBar:wxToolBar()
See external documentation.

destroy(This::wxFrame()) -> ok
Destroys this object, do not use object again
wxGBSizerItem

Erlang module

See external documentation: wxGBSizerItem.

This class is derived (and can use functions) from:
wxSizerItem

DATA TYPES

wxGBSizerItem()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.
wxGLCanvas

Erlang module

See external documentation: wxGLCanvas.

This class is derived (and can use functions) from:
wxWindow
wxEvtHandler

DATA TYPES

wxGLCanvas()

An object reference, The representation is internal and can be changed without notice. It can’t be used for comparsion stored on disc or distributed for use on other nodes.

Exports

new(Parent) -> wxGLCanvas()
Types:
    Parent = wxWindow:wxWindow()
Equivalent to new(Parent, []).

new(Parent, Shared) -> wxGLCanvas()
Types:
    Parent = wxWindow:wxWindow()
    Shared = wx:wx_object() | wxGLCanvas()  

See external documentation.
Also:
new(Parent, [Option]) -> wxGLCanvas() when
Parent::wxWindow:wxWindow(),
Option :: {'id', integer()}
| {'pos', {X::integer(), Y::integer()}}
| {'size', {W::integer(), H::integer()}}
| {'style', integer()}
| {'name', unicode:chardata()}
| {'attribList', [integer()]}  
| {'palette', wxPalette:wxPalette()}.  

new(Parent, Shared, Options::[Option]) -> wxGLCanvas()
Types:
    Parent = wxWindow:wxWindow()
    Shared = wx:wx_object() | wxGLCanvas()  
    Option = {id, integer()} | {pos, {X::integer(), Y::integer()}}
| {size, {W::integer(), H::integer()}} | {style, integer()} | 
| {name, unicode:chardata()}} | {attribList, [integer()]} | {palette, 
wxPalette:wxPalette()}}
See external documentation.

getContext(This) -> wx:wx_object()
Types:
    This = wxGLCanvas()
See external documentation.

setCurrent(This) -> ok
Types:
    This = wxGLCanvas()
See external documentation.

swapBuffers(This) -> ok
Types:
    This = wxGLCanvas()
See external documentation.

destroy(This::wxGLCanvas()) -> ok
Destroys this object, do not use object again
wxGauge

Erlang module

See external documentation: wxGauge.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES
wxGauge()

An object reference, The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxGauge()

See external documentation.

call(1)

new(Parent, Id, Range) -> wxGauge()

Types:
Parent = wxWindow:wxWindow()
Id = integer()
Range = integer()

Equivalent to new(Parent, Id, Range, []).

call(2)

new(Parent, Id, Range, Options::[Option]) -> wxGauge()

Types:
Parent = wxWindow:wxWindow()
Id = integer()
Range = integer()
Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

call(3)

create(This, Parent, Id, Range) -> boolean()

Types:
This = wxGauge()
Parent = wxWindow:wxWindow()
Id = integer()
Range = integer()

Equivalent to create(This, Parent, Id, Range, []).
create(This, Parent, Id, Range, Options::[Option]) -> boolean()

Types:
   This = wxGauge()
   Parent = wxWindow:wxWindow()
   Id = integer()
   Range = integer()
   Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

getRange(This) -> integer()
Types:
   This = wxGauge()

See external documentation.

getValue(This) -> integer()
Types:
   This = wxGauge()

See external documentation.

isVertical(This) -> boolean()
Types:
   This = wxGauge()

See external documentation.

setRange(This, R) -> ok
Types:
   This = wxGauge()
   R = integer()

See external documentation.

setValue(This, Pos) -> ok
Types:
   This = wxGauge()
   Pos = integer()

See external documentation.

pulse(This) -> ok
Types:
   This = wxGauge()

See external documentation.
**wxGauge**

`destroy(This::wxGauge()) -> ok`

Destroys this object, do not use object again
wxGenericDirCtrl

Erlang module

See external documentation: **wxGenericDirCtrl**.
This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

**DATA TYPES**

**wxGenericDirCtrl()**

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

new() -> wxGenericDirCtrl()

See external documentation.

new(Parent) -> wxGenericDirCtrl()

Types:

Parent = wxWindow:wxWindow()

Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxGenericDirCtrl()

Types:

Parent = wxWindow:wxWindow()

Option = {id, integer()} | {dir, unicode:chardata()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}}
| {style, integer()} | {filter, unicode:chardata()} | {defaultFilter, integer()}

See external documentation.

create(This, Parent) -> boolean()

Types:

This = wxGenericDirCtrl()

Parent = wxWindow:wxWindow()

Equivalent to create(This, Parent, []).

create(This, Parent, Options::[Option]) -> boolean()

Types:

This = wxGenericDirCtrl()

Parent = wxWindow:wxWindow()
wxGenericDirCtrl

Option = {id, integer()} | {dir, unicode:chardata()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {filter, unicode:chardata()} | {defaultFilter, integer()}

See external documentation.

init(This) -> ok
Types:

   This = wxGenericDirCtrl()

See external documentation.

collapseTree(This) -> ok
Types:

   This = wxGenericDirCtrl()

See external documentation.

expandPath(This, Path) -> boolean()
Types:

   This = wxGenericDirCtrl()
   Path = unicode:chardata()

See external documentation.

getDefaultPath(This) -> unicode:charlist()
Types:

   This = wxGenericDirCtrl()

See external documentation.

getPath(This) -> unicode:charlist()
Types:

   This = wxGenericDirCtrl()

See external documentation.

getFilePath(This) -> unicode:charlist()
Types:

   This = wxGenericDirCtrl()

See external documentation.

getFilter(This) -> unicode:charlist()
Types:

   This = wxGenericDirCtrl()

See external documentation.
getFilterIndex(This) -> integer()
Types:
    This = wxGenericDirCtrl()
See external documentation.

gerootId(This) -> integer()
Types:
    This = wxGenericDirCtrl()
See external documentation.

getTreeCtrl(This) -> wxTreeCtrl:wxTreeCtrl()
Types:
    This = wxGenericDirCtrl()
See external documentation.

reCreateTree(This) -> ok
Types:
    This = wxGenericDirCtrl()
See external documentation.

setDefaultPath(This, Path) -> ok
Types:
    This = wxGenericDirCtrl()
    Path = unicode:chardata()
See external documentation.

setFilter(This, Filter) -> ok
Types:
    This = wxGenericDirCtrl()
    Filter = unicode:chardata()
See external documentation.

setFilterIndex(This, N) -> ok
Types:
    This = wxGenericDirCtrl()
    N = integer()
See external documentation.

setPath(This, Path) -> ok
Types:
    This = wxGenericDirCtrl()
    Path = unicode:chardata()
See external documentation.
destroy(This::wxGenericDirCtrl()) -> ok

Destroys this object, do not use object again
wxGraphicsBrush

Erlang module

See external documentation: wxGraphicsBrush.

This class is derived (and can use functions) from:
wxGraphicsObject

DATA TYPES

wxGraphicsBrush()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.
wxGraphicsContext

Erlang module

See external documentation: \texttt{wxGraphicsContext}.

This class is derived (and can use functions) from:
\texttt{wxGraphicsObject}

**DATA TYPES**

\texttt{wxGraphicsContext()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

\texttt{create()} -> \texttt{wxGraphicsContext()}

See external documentation.

\texttt{create(Dc) -> wxGraphicsContext()}  
Types:
\texttt{Dc = wxWindowDC:wxWindowDC() | wxWindow:wxWindow()}

See external documentation.

\texttt{createPen(This, Pen) -> wxGraphicsPen:wxGraphicsPen()}

Types:
\texttt{This = wxGraphicsContext()}
\texttt{Pen = wxPen:wxPen()}

See external documentation.

\texttt{createBrush(This, Brush) -> wxGraphicsBrush:wxGraphicsBrush()}

Types:
\texttt{This = wxGraphicsContext()}
\texttt{Brush = wxBrush:wxBrush()}

See external documentation.

\texttt{createRadialGradientBrush(This, Xo, Yo, Xc, Yc, Radius, OColor, CColor) -> wxGraphicsBrush:wxGraphicsBrush()}

Types:
\texttt{This = wxGraphicsContext()}
\texttt{Xo = number()}
\texttt{Yo = number()}
\texttt{Xc = number()}
\texttt{Yc = number()}

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Radius = number()
OColor = wx:wx_colour()
CColor = wx:wx_colour()

See external documentation.

createLinearGradientBrush(This, X1, Y1, X2, Y2, C1, C2) ->
wxGraphicsBrush:wxGraphicsBrush()

Types:
This = wxGraphicsContext()
X1 = number()
Y1 = number()
X2 = number()
Y2 = number()
C1 = wx:wx_colour()
C2 = wx:wx_colour()

See external documentation.

createFont(This, Font) -> wxGraphicsFont:wxGraphicsFont()

Types:
This = wxGraphicsContext()
Font = wxFont:wxFont()

Equivalent to createFont(This, Font, []).

createFont(This, Font:::[Option]) -> wxGraphicsFont:wxGraphicsFont()

Types:
This = wxGraphicsContext()
Font = wxFont:wxFont()
Option = {col, wx:wx_colour()}

See external documentation.

createMatrix(This) -> wxGraphicsMatrix:wxGraphicsMatrix()

Types:
This = wxGraphicsContext()

Equivalent to createMatrix(This, []).

createMatrix(This, Options:::[Option]) -> wxGraphicsMatrix:wxGraphicsMatrix()

Types:
This = wxGraphicsContext()
Option = {a, number()} | {b, number()} | {c, number()} | {d, number()} | {tx, number()} | {ty, number()}

See external documentation.
createPath(This) -> wxGraphicsPath:wxGraphicsPath()
Types:
    This = wxGraphicsContext()
See external documentation.

clip(This, Region) -> ok
Types:
    This = wxGraphicsContext()
    Region = wxRegion:wxRegion()
See external documentation.

clip(This, X, Y, W, H) -> ok
Types:
    This = wxGraphicsContext()
    X = number()
    Y = number()
    W = number()
    H = number()
See external documentation.

resetClip(This) -> ok
Types:
    This = wxGraphicsContext()
See external documentation.

drawBitmap(This, Bmp, X, Y, W, H) -> ok
Types:
    This = wxGraphicsContext()
    Bmp = wxBitmap:wxBitmap()
    X = number()
    Y = number()
    W = number()
    H = number()
See external documentation.

drawEllipse(This, X, Y, W, H) -> ok
Types:
    This = wxGraphicsContext()
    X = number()
    Y = number()
    W = number()
    H = number()
See external documentation.
drawIcon(This, Icon, X, Y, W, H) -> ok
Types:

This = wxGraphicsContext()
Icon = wxIcon:wxIcon()
X = number()
Y = number()
W = number()
H = number()

See external documentation.

drawLines(This, Points) -> ok
Types:

This = wxGraphicsContext()
Points = [{X::float(), Y::float()}]

Equivalent to drawLines(This, Points, []).

drawLines(This, Points, Options::[Option]) -> ok
Types:

This = wxGraphicsContext()
Points = [{X::float(), Y::float()}]
Option = {fillType, wx:wx_enum()}

See external documentation.

FillStyle = integer

drawPath(This, Path) -> ok
Types:

This = wxGraphicsContext()
Path = wxGraphicsPath:wxGraphicsPath()

Equivalent to drawPath(This, Path, []).

drawPath(This, Path, Options::[Option]) -> ok
Types:

This = wxGraphicsContext()
Path = wxGraphicsPath:wxGraphicsPath()
Option = {fillType, wx:wx_enum()}

See external documentation.

FillStyle = integer

drawRectangle(This, X, Y, W, H) -> ok
Types:

This = wxGraphicsContext()
X = number()
Y = number()
W = number()
H = number()

See external documentation.

drawRoundedRectangle(This, X, Y, W, H, Radius) -> ok
Types:
    This = wxGraphicsContext()
    X = number()
    Y = number()
    W = number()
    H = number()
    Radius = number()

See external documentation.

drawText(This, Str, X, Y) -> ok
Types:
    This = wxGraphicsContext()
    Str = unicode:chardata()
    X = number()
    Y = number()

See external documentation.

drawText(This, Str, X, Y, Angle) -> ok
Types:
    This = wxGraphicsContext()
    Str = unicode:chardata()
    X = number()
    Y = number()
    Angle = number()

See external documentation. Also:
drawText(This, Str, X, Y, BackgroundBrush) -> 'ok' when
This::wxGraphicsContext(), Str::unicode:chardata(), X::number(), Y::number(),
BackgroundBrush::wxGraphicsBrush::wxGraphicsBrush().

drawText(This, Str, X, Y, Angle, BackgroundBrush) -> ok
Types:
    This = wxGraphicsContext()
    Str = unicode:chardata()
    X = number()
    Y = number()
    Angle = number()
    BackgroundBrush = wxGraphicsBrush::wxGraphicsBrush()
fillPath(This, Path) -> ok
Types:
   This = wxGraphicsContext()
   Path = wxGraphicsPath:wxGraphicsPath()
Equivalent to fillPath(This, Path, []).

fillPath(This, Path, Options::[Option]) -> ok
Types:
   This = wxGraphicsContext()
   Path = wxGraphicsPath:wxGraphicsPath()
   Option = {fillStyle, wx:wx_enum()}
See external documentation.
FillStyle = integer

strokePath(This, Path) -> ok
Types:
   This = wxGraphicsContext()
   Path = wxGraphicsPath:wxGraphicsPath()
See external documentation.

getPartialTextExtents(This, Text) -> [number()]
Types:
   This = wxGraphicsContext()
   Text = unicode:chardata()
See external documentation.

getTextExtent(This, Text) -> Result
Types:
   Result = {Width::number(), Height::number(), Descent::number(),
             ExternalLeading::number()}
   This = wxGraphicsContext()
   Text = unicode:chardata()
See external documentation.

rotate(This, Angle) -> ok
Types:
   This = wxGraphicsContext()
   Angle = number()
See external documentation.
scale(This, XScale, YScale) -> ok
Types:
   This = wxGraphicsContext()
   XScale = number()
   YScale = number()
See external documentation.

translate(This, Dx, Dy) -> ok
Types:
   This = wxGraphicsContext()
   Dx = number()
   Dy = number()
See external documentation.

getTransform(This) -> wxGraphicsMatrix:wxGraphicsMatrix()
Types:
   This = wxGraphicsContext()
See external documentation.

setTransform(This, Matrix) -> ok
Types:
   This = wxGraphicsContext()
   Matrix = wxGraphicsMatrix:wxGraphicsMatrix()
See external documentation.

concatTransform(This, Matrix) -> ok
Types:
   This = wxGraphicsContext()
   Matrix = wxGraphicsMatrix:wxGraphicsMatrix()
See external documentation.

setBrush(This, Brush) -> ok
Types:
   This = wxGraphicsContext()
See external documentation.

setFont(This, Font) -> ok
Types:
   This = wxGraphicsContext()
   Font = wxGraphicsFont:wxGraphicsFont()
See external documentation.
setFont(This, Font, Colour) -> ok

Types:

This = wxGraphicsContext()
Font = wxFont:wxFont()
Colour = wx:wx_colour()

See external documentation.

setPen(This, Pen) -> ok

Types:

This = wxGraphicsContext()
Pen = wxPen:wxPen() \ wxGraphicsPen:wxGraphicsPen()

See external documentation.

strokeLine(This, X1, Y1, X2, Y2) -> ok

Types:

This = wxGraphicsContext()
X1 = number()
Y1 = number()
X2 = number()
Y2 = number()

See external documentation.

strokeLines(This, Points) -> ok

Types:

This = wxGraphicsContext()
Points = [{X::float(), Y::float()}]

See external documentation.

destroy(This::wxGraphicsContext()) -> ok

Destroys this object, do not use object again
wxGraphicsFont

Erlang module

See external documentation: wxGraphicsFont.

This class is derived (and can use functions) from:
wxGraphicsObject

DATA TYPES

wxGraphicsFont()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.
wxGraphicsMatrix

Erlang module

See external documentation: `wxGraphicsMatrix`.

This class is derived (and can use functions) from:
`wxGraphicsObject`

DATA TYPES

`wxGraphicsMatrix()`

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

`concat(This, T) -> ok`

Types:

```
This = wxGraphicsMatrix()
T = wxGraphicsMatrix()
```

See external documentation.

`get(This) -> Result`

Types:

```
Result = {A::number(), B::number(), C::number(), D::number(),
Tx::number(), Ty::number()}
This = wxGraphicsMatrix()
```

See external documentation.

`invert(This) -> ok`

Types:

```
This = wxGraphicsMatrix()
```

See external documentation.

`isEqual(This, T) -> boolean()`

Types:

```
This = wxGraphicsMatrix()
T = wxGraphicsMatrix()
```

See external documentation.

`isIdentity(This) -> boolean()`

Types:

```
This = wxGraphicsMatrix()
```

See external documentation.
rotate(This, Angle) -> ok
Types:
  This = wxGraphicsMatrix()
  Angle = number()
See external documentation.

scale(This, XScale, YScale) -> ok
Types:
  This = wxGraphicsMatrix()
  XScale = number()
  YScale = number()
See external documentation.

translate(This, Dx, Dy) -> ok
Types:
  This = wxGraphicsMatrix()
  Dx = number()
  Dy = number()
See external documentation.

set(This) -> ok
Types:
  This = wxGraphicsMatrix()
Equivalent to set(This, []).

set(This, Options::[Option]) -> ok
Types:
  This = wxGraphicsMatrix()
  Option = {a, number()} | {b, number()} | {c, number()} | {d, number()} | {tx, number()} | {ty, number()}
See external documentation.

transformPoint(This) -> {X::number(), Y::number()}
Types:
  This = wxGraphicsMatrix()
See external documentation.

transformDistance(This) -> {Dx::number(), Dy::number()}
Types:
  This = wxGraphicsMatrix()
See external documentation.
wxGraphicsObject

Erlang module

See external documentation: wxGraphicsObject.

DATA TYPES

wxGraphicsObject()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getRenderer(This) -> wxGraphicsRenderer:wxGraphicsRenderer()

Types:

This = wxGraphicsObject()

See external documentation.

isNull(This) -> boolean()

Types:

This = wxGraphicsObject()

See external documentation.

destroy(This::wxGraphicsObject()) -> ok

Destroys this object, do not use object again
wxGraphicsPath

Erlang module

See external documentation: wxGraphicsPath.

This class is derived (and can use functions) from:
wxGraphicsObject

DATA TYPES

wxGraphicsPath()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

moveToPoint(This, P) -> ok
Types:
  This = wxGraphicsPath()
  P = {X::float(), Y::float()}

See external documentation.

moveToPoint(This, X, Y) -> ok
Types:
  This = wxGraphicsPath()
  X = number()
  Y = number()

See external documentation.

addArc(This, C, R, StartAngle, EndAngle, Clockwise) -> ok
Types:
  This = wxGraphicsPath()
  C = {X::float(), Y::float()}
  R = number()
  StartAngle = number()
  EndAngle = number()
  Clockwise = boolean()

See external documentation.

addArc(This, X, Y, R, StartAngle, EndAngle, Clockwise) -> ok
Types:
  This = wxGraphicsPath()
  X = number()
  Y = number()
R = number()
StartAngle = number()
EndAngle = number()
Clockwise = boolean()

See external documentation.

addArcToPoint(This, X1, Y1, X2, Y2, R) -> ok
Types:
  This = wxGraphicsPath()
  X1 = number()
  Y1 = number()
  X2 = number()
  Y2 = number()
  R = number()

See external documentation.

addCircle(This, X, Y, R) -> ok
Types:
  This = wxGraphicsPath()
  X = number()
  Y = number()
  R = number()

See external documentation.

addCurveToPoint(This, C1, C2, E) -> ok
Types:
  This = wxGraphicsPath()
  C1 = {X::float(), Y::float()}
  C2 = {X::float(), Y::float()}
  E = {X::float(), Y::float()}

See external documentation.

addCurveToPoint(This, Cx1, Cy1, Cx2, Cy2, X, Y) -> ok
Types:
  This = wxGraphicsPath()
  Cx1 = number()
  Cy1 = number()
  Cx2 = number()
  Cy2 = number()
  X = number()
  Y = number()

See external documentation.
wxGraphicsPath

addEllipse(This, X, Y, W, H) -> ok
Types:
  This = wxGraphicsPath()
  X = number()
  Y = number()
  W = number()
  H = number()
See external documentation.

addLineToPoint(This, P) -> ok
Types:
  This = wxGraphicsPath()
  P = {X::float(), Y::float()}
See external documentation.

addLineToPoint(This, X, Y) -> ok
Types:
  This = wxGraphicsPath()
  X = number()
  Y = number()
See external documentation.

addPath(This, Path) -> ok
Types:
  This = wxGraphicsPath()
  Path = wxGraphicsPath()
See external documentation.

addQuadCurveToPoint(This, Cx, Cy, X, Y) -> ok
Types:
  This = wxGraphicsPath()
  Cx = number()
  Cy = number()
  X = number()
  Y = number()
See external documentation.

addRectangle(This, X, Y, W, H) -> ok
Types:
  This = wxGraphicsPath()
  X = number()
  Y = number()
  W = number()
H = number()
See external documentation.

add RoundedRectangle(This, X, Y, W, H, Radius) -> ok
Types:
  This = wxGraphicsPath()
  X = number()
  Y = number()
  W = number()
  H = number()
  Radius = number()
See external documentation.

closeSubpath(This) -> ok
Types:
  This = wxGraphicsPath()
See external documentation.

contains(This, C) -> boolean()
Types:
  This = wxGraphicsPath()
  C = {X::float(), Y::float()}
Equivalent to contains(This, C, []).

contains(This, X, Y) -> boolean()
Types:
  This = wxGraphicsPath()
  X = number()
  Y = number()
See external documentation.
Also:
contains(This, X, Y, Option) -> boolean() when
This::wxGraphicsPath(), C::{X::float(), Y::float()},
Option :: {'fillStyle', wx:wx_enum()},
FillStyle = integer

contains(This, X, Y, Options::[Option]) -> boolean()
Types:
  This = wxGraphicsPath()
  X = number()
  Y = number()
  Option = {fillStyle, wx:wx_enum()}
See external documentation.
wxGraphicsPath

FillStyle = integer

gBox(This) -> {X::float(), Y::float(), W::float(), H::float()}
Types:
   This = wxGraphicsPath()
See external documentation.

gCurrentPoint(This) -> {X::float(), Y::float()}
Types:
   This = wxGraphicsPath()
See external documentation.

tContext(This, Matrix) -> ok
Types:
   This = wxGraphicsPath()
   Matrix = wxGraphicsMatrix:wxGraphicsMatrix()
See external documentation.
wxGraphicsPen

Erlang module


This class is derived (and can use functions) from:
`wxGraphicsObject`

**DATA TYPES**

`wxGraphicsPen()`

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.
wxGraphicsRenderer

Erlang module

See external documentation: wxGraphicsRenderer.

**DATA TYPES**

wxGraphicsRenderer()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

getDefaultrenderer() -> wxGraphicsRenderer()

See external documentation.

createContext(This, Dc) -> wxGraphicsContext:wxGraphicsContext()

Types:

This = wxGraphicsRenderer()

Dc = wxWindowDC:wxWindowDC() | wxWindow:wxWindow()

See external documentation.

createPen(This, Pen) -> wxGraphicsPen:wxGraphicsPen()

Types:

This = wxGraphicsRenderer()

Pen = wxPen:wxPen()

See external documentation.

createBrush(This, Brush) -> wxGraphicsBrush:wxGraphicsBrush()

Types:

This = wxGraphicsRenderer()

Brush = wxBrush:wxBrush()

See external documentation.

createLinearGradientBrush(This, X1, Y1, X2, Y2, C1, C2) ->
wxGraphicsBrush:wxGraphicsBrush()

Types:

This = wxGraphicsRenderer()

X1 = number()
Y1 = number()
X2 = number()
Y2 = number()
C1 = wx:wx_colour()
C2 = wx:wx_colour()

This function is deprecated: deprecated function not available in wxWidgets-2.9 and later

See external documentation.

createRadialGradientBrush(This, Xo, Yo, Xc, Yc, Radius, OColor, CColor) -> wxGraphicsBrush:wxGraphicsBrush()
Types:
  This = wxGraphicsRenderer()
  Xo = number()
  Yo = number()
  Xc = number()
  Yc = number()
  Radius = number()
  OColor = wx:wx_colour()
  CColor = wx:wx_colour()

This function is deprecated: deprecated function not available in wxWidgets-2.9 and later

See external documentation.

createFont(This, Font) -> wxGraphicsFont:wxGraphicsFont()
Types:
  This = wxGraphicsRenderer()
  Font = wxFont:wxFont()

Equivalent to createFont(This, Font, []).

createFont(This, Font, Options::[Option]) -> wxGraphicsFont:wxGraphicsFont()
Types:
  This = wxGraphicsRenderer()
  Font = wxFont:wxFont()
  Option = {col, wx:wx_colour()}

See external documentation.

createMatrix(This) -> wxGraphicsMatrix:wxGraphicsMatrix()
Types:
  This = wxGraphicsRenderer()

Equivalent to createMatrix(This, []).

createMatrix(This, Options::[Option]) -> wxGraphicsMatrix:wxGraphicsMatrix()
Types:
  This = wxGraphicsRenderer()
  Option = {a, number()} | {b, number()} | {c, number()} | {d, number()} | {tx, number()} | {ty, number()}

See external documentation.
createPath(This) -> wxGraphicsPath:wxGraphicsPath()

Types:

   This = wxGraphicsRenderer()

See external documentation.
wxGrid

Erlang module

See external documentation: wxGrid.

This class is derived (and can use functions) from:
wxScrolledWindow
wxPanel
wxWindow
wxEvtHandler

DATA TYPES

wxGrid()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

new() -> wxGrid()

See external documentation.

new(Parent, Id) -> wxGrid()
Types:
    Parent = wxWindow:wxWindow()
    Id = integer()
Equivalent to new(Parent, Id, []).

new(Parent, X, Y) -> wxGrid()
Types:
    Parent = wxWindow:wxWindow()
    X = integer()
    Y = integer()
See external documentation.
Also:
new(Parent, Id, [Option]) -> wxGrid() when
Parent::wxWindow:wxWindow(), Id::integer(),
Option :: [{'pos', [X::integer(), Y::integer()]} |
          [{'size', [W::integer(), H::integer()]} |
           [{'style', integer()}].

new(Parent, X, Y, Options::[Option]) -> wxGrid()
Types:
    Parent = wxWindow:wxWindow()
    X = integer()
Y = integer()
Option = \{w, integer()\} | \{h, integer()\} | \{style, integer()\}

See external documentation.

appendCols(This) -> boolean()

Types:

\[\text{This} = \text{wxGrid()}\]

Equivalent to \text{appendCols(This, [])}.

appendCols(This, Options::[Option]) -> boolean()

Types:

\[\text{This} = \text{wxGrid()}\]
Option = \{numCols, integer()\} | \{updateLabels, boolean()\}

See external documentation.

appendRows(This) -> boolean()

Types:

\[\text{This} = \text{wxGrid()}\]

Equivalent to \text{appendRows(This, [])}.

appendRows(This, Options::[Option]) -> boolean()

Types:

\[\text{This} = \text{wxGrid()}\]
Option = \{numRows, integer()\} | \{updateLabels, boolean()\}

See external documentation.

autoSize(This) -> ok

Types:

\[\text{This} = \text{wxGrid()}\]

See external documentation.

autoSizeColumn(This, Col) -> ok

Types:

\[\text{This} = \text{wxGrid()}\]
\[\text{Col} = \text{integer()}\]

Equivalent to \text{autoSizeColumn(This, Col, [])}.

autoSizeColumn(This, Col, Options::[Option]) -> ok

Types:

\[\text{This} = \text{wxGrid()}\]
\[\text{Col} = \text{integer()}\]
\[\text{Option} = \{\text{setAsMin}, \text{boolean()}\}\]

See external documentation.
autoSizeColumns(This) -> ok
Types:
   This = wxGrid()
Equivalent to autoSizeColumns(This, []).

autoSizeColumns(This, Options::[Option]) -> ok
Types:
   This = wxGrid()
   Option = {setAsMin, boolean()}
See external documentation.

autoSizeRow(This, Row) -> ok
Types:
   This = wxGrid()
   Row = integer()
Equivalent to autoSizeRow(This, Row, []).

autoSizeRow(This, Row, Options::[Option]) -> ok
Types:
   This = wxGrid()
   Row = integer()
   Option = {setAsMin, boolean()}
See external documentation.

autoSizeRows(This) -> ok
Types:
   This = wxGrid()
Equivalent to autoSizeRows(This, []).

autoSizeRows(This, Options::[Option]) -> ok
Types:
   This = wxGrid()
   Option = {setAsMin, boolean()}
See external documentation.

beginBatch(This) -> ok
Types:
   This = wxGrid()
See external documentation.

blockToDeviceRect(This, TopLeft, BottomRight) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:
wxGrid

This = wxGrid()
TopLeft = {R::integer(), C::integer()}
BottomRight = {R::integer(), C::integer()}
See external documentation.

canDragColSize(This) -> boolean()
Types:
    This = wxGrid()
See external documentation.

canDragRowSize(This) -> boolean()
Types:
    This = wxGrid()
See external documentation.

canDragGridSize(This) -> boolean()
Types:
    This = wxGrid()
See external documentation.

canEnableCellControl(This) -> boolean()
Types:
    This = wxGrid()
See external documentation.

cellToRect(This, Coords) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:
    This = wxGrid()
    Coords = {R::integer(), C::integer()}
See external documentation.

cellToRect(This, Row, Col) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:
    This = wxGrid()
    Row = integer()
    Col = integer()
See external documentation.

clearGrid(This) -> ok
Types:
    This = wxGrid()
See external documentation.

clearSelection(This) -> ok
Types:
   This = wxGrid()
See external documentation.

createGrid(This, NumRows, NumCols) -> boolean()
Types:
   This = wxGrid()
   NumRows = integer()
   NumCols = integer()
Equivalent to createGrid(This, NumRows, NumCols, []).

createGrid(This, NumRows, NumCols, Options::[Option]) -> boolean()
Types:
   This = wxGrid()
   NumRows = integer()
   NumCols = integer()
   Option = {selmode, wx:wx_enum()}
Selmode = ?wxGrid_wxGridSelectCells | ?wxGrid_wxGridSelectRows | ?wxGrid_wxGridSelectColumns
See external documentation.

deleteCols(This) -> boolean()
Types:
   This = wxGrid()
Equivalent to deleteCols(This, []).

deleteCols(This, Options::[Option]) -> boolean()
Types:
   This = wxGrid()
   Option = {pos, integer()} | {numCols, integer()} | {updateLabels, boolean()}
See external documentation.

deleteRows(This) -> boolean()
Types:
   This = wxGrid()
Equivalent to deleteRows(This, []).

deleteRows(This, Options::[Option]) -> boolean()
Types:
   This = wxGrid()
wxGrid

Option = \{pos, integer()\} | \{numRows, integer()\} | \{updateLabels, boolean()\}
See external documentation.

disableCellEditControl(This) -> ok
Types:
   This = \wxGrid()  
See external documentation.

disableDragColSize(This) -> ok
Types:
   This = \wxGrid()  
See external documentation.

disableDragGridSize(This) -> ok
Types:
   This = \wxGrid()  
See external documentation.

disableDragRowSize(This) -> ok
Types:
   This = \wxGrid()  
See external documentation.

enableCellEditControl(This) -> ok
Types:
   This = \wxGrid()  
Equivalent to enableCellEditControl(This, []).

enableCellEditControl(This, Options::[Option]) -> ok
Types:
   This = \wxGrid()  
   Option = \{enable, boolean()\}
See external documentation.

enableDragColSize(This) -> ok
Types:
   This = \wxGrid()  
Equivalent to enableDragColSize(This, []).

enableDragColSize(This, Options::[Option]) -> ok
Types:
   This = \wxGrid()
Option = {enable, boolean()}
See external documentation.

enableDragGridSize(This) -> ok
Types:
   This = wxGrid()
Equivalent to enableDragGridSize(This, []).

enableDragGridSize(This, Options::[Option]) -> ok
Types:
   This = wxGrid()
   Option = {enable, boolean()}
See external documentation.

enableDragRowSize(This) -> ok
Types:
   This = wxGrid()
Equivalent to enableDragRowSize(This, []).

enableDragRowSize(This, Options::[Option]) -> ok
Types:
   This = wxGrid()
   Option = {enable, boolean()}
See external documentation.

enableEditing(This, Edit) -> ok
Types:
   This = wxGrid()
   Edit = boolean()
See external documentation.

enableGridLines(This) -> ok
Types:
   This = wxGrid()
Equivalent to enableGridLines(This, []).

enableGridLines(This, Options::[Option]) -> ok
Types:
   This = wxGrid()
   Option = {enable, boolean()}
See external documentation.
endBatch(This) -> ok
Types:
  This = wxGrid()
See external documentation.

fit(This) -> ok
Types:
  This = wxGrid()
See external documentation.

forceRefresh(This) -> ok
Types:
  This = wxGrid()
See external documentation.

getBatchCount(This) -> integer() 
Types:
  This = wxGrid()
See external documentation.

getCellAlignment(This, Row, Col) -> {Horiz::integer(), Vert::integer()}
Types:
  This = wxGrid()
  Row = integer()
  Col = integer()
See external documentation.

getCellBackgroundColour(This, Row, Col) -> wx:wx_colour4()
Types:
  This = wxGrid()
  Row = integer()
  Col = integer()
See external documentation.

ggetCellEditor(This, Row, Col) -> wxGridCellEditor:wxGridCellEditor()
Types:
  This = wxGrid()
  Row = integer()
  Col = integer()
See external documentation.

ggetCellFont(This, Row, Col) -> wxFont:wxFont()
Types:
This = wxGrid()
Row = integer()
Col = integer()
See external documentation.

getCellRenderer(This, Row, Col) -> wxGridCellRenderer:wxGridCellRenderer()
Types:
    This = wxGrid()
    Row = integer()
    Col = integer()
See external documentation.

getCellTextColour(This, Row, Col) -> wx:wx_colour4()
Types:
    This = wxGrid()
    Row = integer()
    Col = integer()
See external documentation.

getCellValue(This, Coords) -> unicode:charlist()
Types:
    This = wxGrid()
    Coords = {R::integer(), C::integer()}
See external documentation.

getCellValue(This, Row, Col) -> unicode:charlist()
Types:
    This = wxGrid()
    Row = integer()
    Col = integer()
See external documentation.

colLabelAlignment(This) -> {Horiz::integer(), Vert::integer()}
Types:
    This = wxGrid()
See external documentation.

colLabelSize(This) -> integer()
Types:
    This = wxGrid()
See external documentation.
getColLabelValue(This, Col) -> unicode:charlist()
Types:
    This = wxGrid()
    Col = integer()
See external documentation.

getColMinimalAcceptableWidth(This) -> integer()
Types:
    This = wxGrid()
See external documentation.

defaultCellAlignment(This) -> {Horiz::integer(), Vert::integer()}
Types:
    This = wxGrid()
See external documentation.

defaultCellBackgroundColour(This) -> wx:wx_colour4()
Types:
    This = wxGrid()
See external documentation.

defaultCellFont(This) -> wxFont:wxFont()
Types:
    This = wxGrid()
See external documentation.

defaultCellTextColour(This) -> wx:wx_colour4()
Types:
    This = wxGrid()
See external documentation.

defaultColLabelSize(This) -> integer()
Types:
    This = wxGrid()
See external documentation.

defaultColSize(This) -> integer()
Types:
    This = wxGrid()
See external documentation.

defaultEditor(This) -> wxGridCellEditor:wxGridCellEditor()
Types:
This = \texttt{wxGrid()}

See external documentation.

\texttt{getDefaultEditorForCell(This, C) -> wxGridCellEditor:wxGridCellEditor()}

Types:

\begin{itemize}
    \item \texttt{This = wxGrid()}
    \item \texttt{C = \{R::integer(), C::integer()\}}
\end{itemize}

See external documentation.

\texttt{getDefaultEditorForCell(This, Row, Col) -> wxGridCellEditor:wxGridCellEditor()}

Types:

\begin{itemize}
    \item \texttt{This = wxGrid()}
    \item \texttt{Row = integer()}
    \item \texttt{Col = integer()}
\end{itemize}

See external documentation.

\texttt{getDefaultEditorForType(This, TypeName) -> wxGridCellEditor:wxGridCellEditor()}

Types:

\begin{itemize}
    \item \texttt{This = wxGrid()}
    \item \texttt{TypeName = unicode:chardata()}
\end{itemize}

See external documentation.

\texttt{getDefaultRenderer(This) -> wxGridCellRenderer:wxGridCellRenderer()}

Types:

\begin{itemize}
    \item \texttt{This = wxGrid()}
\end{itemize}

See external documentation.

\texttt{getDefaultRendererForCell(This, Row, Col) -> wxGridCellRenderer:wxGridCellRenderer()}

Types:

\begin{itemize}
    \item \texttt{This = wxGrid()}
    \item \texttt{Row = integer()}
    \item \texttt{Col = integer()}
\end{itemize}

See external documentation.

\texttt{getDefaultRendererForType(This, TypeName) -> wxGridCellRenderer:wxGridCellRenderer()}

Types:

\begin{itemize}
    \item \texttt{This = wxGrid()}
    \item \texttt{TypeName = unicode:chardata()}
\end{itemize}

See external documentation.
wxGrid

getDefaultValueLabelSize(This) -> integer()
Types:
   This = wxGrid()
See external documentation.

getDefaultValueRowSize(This) -> integer()
Types:
   This = wxGrid()
See external documentation.

gridCursorCol(This) -> integer()
Types:
   This = wxGrid()
See external documentation.

gridCursorRow(This) -> integer()
Types:
   This = wxGrid()
See external documentation.

gridLineColour(This) -> wx:wx_colour4()
Types:
   This = wxGrid()
See external documentation.

gridLinesEnabled(This) -> boolean()
Types:
   This = wxGrid()
See external documentation.

getLabelBackgroundColour(This) -> wx:wx_colour4()
Types:
   This = wxGrid()
See external documentation.

getLabelFont(This) -> wxFont:wxFont()
Types:
   This = wxGrid()
See external documentation.

getTextColour(This) -> wx:wx_colour4()
Types:
   This = wxGrid()
See external documentation.

getNumberCols(This) -> integer()
Types:
    This = wxGrid()
See external documentation.

getNumberRows(This) -> integer()
Types:
    This = wxGrid()
See external documentation.

getOrCreateCellAttr(This, Row, Col) -> wxGridCellAttr:wxGridCellAttr()
Types:
    This = wxGrid()
    Row = integer()
    Col = integer()
See external documentation.

getRowMinimalAcceptableHeight(This) -> integer()
Types:
    This = wxGrid()
See external documentation.

getRowLabelAlignment(This) -> {Horiz::integer(), Vert::integer()}
Types:
    This = wxGrid()
See external documentation.

getRowLabelSize(This) -> integer()
Types:
    This = wxGrid()
See external documentation.

getRowLabelValue(This, Row) -> unicode:charlist()
Types:
    This = wxGrid()
    Row = integer()
See external documentation.

getRowSize(This, Row) -> integer()
Types:
    This = wxGrid()
Row = integer()
See external documentation.

getScrollLineX(This) -> integer()
Types:
   This = wxGrid()
See external documentation.

getScrollLineY(This) -> integer()
Types:
   This = wxGrid()
See external documentation.

getSelectedCells(This) -> [{R::integer(), C::integer()}]
Types:
   This = wxGrid()
See external documentation.

getSelectedCols(This) -> [integer()]
Types:
   This = wxGrid()
See external documentation.

getSelectedRows(This) -> [integer()]
Types:
   This = wxGrid()
See external documentation.

getSelectionBackground(This) -> wx:wx_colour4()
Types:
   This = wxGrid()
See external documentation.

getAddressSelectionBlockTopLeft(This) -> [{R::integer(), C::integer()}]
Types:
   This = wxGrid()
See external documentation.

getAddressSelectionBlockBottomRight(This) -> [{R::integer(), C::integer()}]
Types:
   This = wxGrid()
See external documentation.
getSelectionForeground(This) -> wx:wx_colour4()
Types:
   This = wxGrid()
See external documentation.

getViewWidth(This) -> integer()
Types:
   This = wxGrid()
See external documentation.

getGridWindow(This) -> wxWindow:wxWindow()
Types:
   This = wxGrid()
See external documentation.

getGridRowLabelWindow(This) -> wxWindow:wxWindow()
Types:
   This = wxGrid()
See external documentation.

getGridColLabelWindow(This) -> wxWindow:wxWindow()
Types:
   This = wxGrid()
See external documentation.

getGridCornerLabelWindow(This) -> wxWindow:wxWindow()
Types:
   This = wxGrid()
See external documentation.

hideCellEditControl(This) -> ok
Types:
   This = wxGrid()
See external documentation.

insertCols(This) -> boolean()
Types:
   This = wxGrid()
Equivalent to insertCols(This, []).

insertCols(This, Options::*[Option]) -> boolean()
Types:
   This = wxGrid()
Option = \{pos, integer()\} | \{numCols, integer()\} | \{updateLabels, boolean()\}

See external documentation.

insertRows(This) -> boolean()
Types:
  \texttt{This} = \texttt{wxGrid()}
Equivalent to \texttt{insertRows(This, [])}.

insertRows(This, Options::[Option]) -> boolean()
Types:
  \texttt{This} = \texttt{wxGrid()}
  Option = \{pos, integer()\} | \{numRows, integer()\} | \{updateLabels, boolean()\}
See external documentation.

isCellEditControlEnabled(This) -> boolean()
Types:
  \texttt{This} = \texttt{wxGrid()}
See external documentation.

isCurrentCellReadOnly(This) -> boolean()
Types:
  \texttt{This} = \texttt{wxGrid()}
See external documentation.

isEditable(This) -> boolean()
Types:
  \texttt{This} = \texttt{wxGrid()}
See external documentation.

isInSelection(This, Coords) -> boolean()
Types:
  \texttt{This} = \texttt{wxGrid()}
  Coords = \{R::integer(), C::integer()\}
See external documentation.

isInSelection(This, Row, Col) -> boolean()
Types:
  \texttt{This} = \texttt{wxGrid()}
  Row = integer()
  Col = integer()
See external documentation.
isReadOnly(This, Row, Col) -> boolean()
Types:
   This = wxGrid()
   Row = integer()
   Col = integer()
See external documentation.

isSelection(This) -> boolean()
Types:
   This = wxGrid()
See external documentation.

isVisible(This, Coords) -> boolean()
Types:
   This = wxGrid()
   Coords = {R::integer(), C::integer()}
Equivalent to isVisible(This, Coords, []).

isVisible(This, Row, Col) -> boolean()
Types:
   This = wxGrid()
   Row = integer()
   Col = integer()
See external documentation.
Also:
isVisible(This, Coords, [Option]) -> boolean() when
This::wxGrid(), Coords::[R::integer(), C::integer()],
Option :: [{'wholeCellVisible', boolean()}].

isVisible(This, Row, Col, Options::[Option]) -> boolean()
Types:
   This = wxGrid()
   Row = integer()
   Col = integer()
   Option = {'wholeCellVisible', boolean()}
See external documentation.

makeCellVisible(This, Coords) -> ok
Types:
   This = wxGrid()
   Coords = {R::integer(), C::integer()}
See external documentation.
makeCellVisible(This, Row, Col) -> ok
Types:
  This = wxGrid()
  Row = integer()
  Col = integer()
See external documentation.

moveCursorDown(This, ExpandSelection) -> boolean()
Types:
  This = wxGrid()
  ExpandSelection = boolean()
See external documentation.

moveCursorLeft(This, ExpandSelection) -> boolean()
Types:
  This = wxGrid()
  ExpandSelection = boolean()
See external documentation.

moveCursorRight(This, ExpandSelection) -> boolean()
Types:
  This = wxGrid()
  ExpandSelection = boolean()
See external documentation.

moveCursorUp(This, ExpandSelection) -> boolean()
Types:
  This = wxGrid()
  ExpandSelection = boolean()
See external documentation.

moveCursorDownBlock(This, ExpandSelection) -> boolean()
Types:
  This = wxGrid()
  ExpandSelection = boolean()
See external documentation.

moveCursorLeftBlock(This, ExpandSelection) -> boolean()
Types:
  This = wxGrid()
  ExpandSelection = boolean()
See external documentation.
moveCursorRightBlock(This, ExpandSelection) -> boolean()
Types:
  This = wxGrid()
  ExpandSelection = boolean()
See external documentation.

moveCursorUpBlock(This, ExpandSelection) -> boolean()
Types:
  This = wxGrid()
  ExpandSelection = boolean()
See external documentation.

movePageDown(This) -> boolean()
Types:
  This = wxGrid()
See external documentation.

movePageUp(This) -> boolean()
Types:
  This = wxGrid()
See external documentation.

registerDataType(This, TypeName, Renderer, Editor) -> ok
Types:
  This = wxGrid()
  TypeName = unicode:chardata()
  Renderer = wxGridCellRenderer:wxGridCellRenderer()
  Editor = wxGridCellEditor:wxGridCellEditor()
See external documentation.

saveEditControlValue(This) -> ok
Types:
  This = wxGrid()
See external documentation.

selectAll(This) -> ok
Types:
  This = wxGrid()
See external documentation.

selectBlock(This, TopLeft, BottomRight) -> ok
Types:
  This = wxGrid()
selectBlock(This, TopLeft, BottomRight, Options::[Option]) -> ok
Types:
    This = wxGrid()
    TopLeft = {R::integer(), C::integer()}
    BottomRight = {R::integer(), C::integer()}
    Option = {addToSelected, boolean()}

See external documentation.

selectBlock(This, TopRow, LeftCol, BottomRow, RightCol) -> ok
Types:
    This = wxGrid()
    TopRow = integer()
    LeftCol = integer()
    BottomRow = integer()
    RightCol = integer()

Equivalent to selectBlock(This, TopRow, LeftCol, BottomRow, RightCol, []).

selectBlock(This, TopRow, LeftCol, BottomRow, RightCol, Options::[Option]) -> ok
Types:
    This = wxGrid()
    TopRow = integer()
    LeftCol = integer()
    BottomRow = integer()
    RightCol = integer()
    Option = {addToSelected, boolean()}

See external documentation.

selectCol(This, Col) -> ok
Types:
    This = wxGrid()
    Col = integer()

Equivalent to selectCol(This, Col, []).}

selectCol(This, Col, Options::[Option]) -> ok
Types:
    This = wxGrid()
    Col = integer()
    Option = {addToSelected, boolean()}
See external documentation.

```
selectRow(This, Row) -> ok
Types:
    This = wxGrid()
    Row = integer()
Equivalent to selectRow(This, Row, []).

selectRow(This, Row, Options::[Option]) -> ok
Types:
    This = wxGrid()
    Row = integer()
    Option = {addToSelected, boolean()}
See external documentation.

setCellAlignment(This, Align) -> ok
Types:
    This = wxGrid()
    Align = integer()
See external documentation.

setCellAlignment(This, Align, Row, Col) -> ok
Types:
    This = wxGrid()
    Align = integer()
    Row = integer()
    Col = integer()
See external documentation.

setCellAlignment(This, Row, Col, Horiz, Vert) -> ok
Types:
    This = wxGrid()
    Row = integer()
    Col = integer()
    Horiz = integer()
    Vert = integer()
See external documentation.

setCellBackgroundColour(This, Col) -> ok
Types:
    This = wxGrid()
    Col = wx:wx_colour()
See external documentation.
```
**wxGrid**

setCellBackgroundColour(This, Row, Col, Val) -> ok

Types:
- This = wxGrid()
- Row = integer()
- Col = integer()
- Val = wx:wx_colour()

See external documentation.

Also:
setCellBackgroundColour(This, Colour, Row, Col) -> 'ok' when
This::wxGrid(), Colour::wx:wx_colour(), Row::integer(), Col::integer().

setCellEditor(This, Row, Col, Editor) -> ok

Types:
- This = wxGrid()
- Row = integer()
- Col = integer()
- Editor = wxGridCellEditor:wxGridCellEditor()

See external documentation.

setCellFont(This, Row, Col, Val) -> ok

Types:
- This = wxGrid()
- Row = integer()
- Col = integer()
- Val = wxFont:wxFont()

See external documentation.

setCellRenderer(This, Row, Col, Renderer) -> ok

Types:
- This = wxGrid()
- Row = integer()
- Col = integer()
- Renderer = wxGridCellRenderer:wxGridCellRenderer()

See external documentation.

setCellTextColour(This, Col) -> ok

Types:
- This = wxGrid()
- Col = wx:wx_colour()

See external documentation.

setCellTextColour(This, Row, Col, Val) -> ok

Types:
This = `wxGrid()`
Row = `integer()`
Col = `integer()`
Val = `wx:wx_colour()`

See external documentation.

Also:

setCellTextColour(This, Val, Row, Col) -> 'ok' when
This::`wxGrid()`, Val::`wx:wx_colour()`, Row::`integer()`, Col::`integer()`.

setCellValue(This, Coords, S) -> ok

Types:

This = `wxGrid()`
Coords = `{R::`integer()`, C::`integer()`}
S = `unicode:chardata()`

See external documentation.

setCellValue(This, Row, Col, S) -> ok

Types:

This = `wxGrid()`
Row = `integer()`
Col = `integer()`
S = `unicode:chardata()`

See external documentation.

Also:

setCellValue(This, Val, Row, Col) -> 'ok' when
This::`wxGrid()`, Val::`unicode:chardata()`, Row::`integer()`, Col::`integer()`.

setColAttr(This, Col, Attr) -> ok

Types:

This = `wxGrid()`
Col = `integer()`
Attr = `wxGridCellAttr:wxGridCellAttr()`

See external documentation.

setColFormatBool(This, Col) -> ok

Types:

This = `wxGrid()`
Col = `integer()`

See external documentation.

setColFormatNumber(This, Col) -> ok

Types:

This = `wxGrid()`
Col = `integer()`
See external documentation.

**setColFormatFloat(This, Col) -> ok**

Types:

```
    This = wxGrid()
    Col = integer()
```

Equivalent to `setColFormatFloat(This, Col, [])`.

**setColFormatFloat(This, Col, Options::[Option]) -> ok**

Types:

```
    This = wxGrid()
    Col = integer()
    Option = {width, integer()} | {precision, integer()}
```

See external documentation.

**setColFormatCustom(This, Col, TypeName) -> ok**

Types:

```
    This = wxGrid()
    Col = integer()
    TypeName = unicode:chardata()
```

See external documentation.

**setColLabelAlignment(This, Horiz, Vert) -> ok**

Types:

```
    This = wxGrid()
    Horiz = integer()
    Vert = integer()
```

See external documentation.

**setColLabelSize(This, Height) -> ok**

Types:

```
    This = wxGrid()
    Height = integer()
```

See external documentation.

**setColLabelValue(This, Col, Val) -> ok**

Types:

```
    This = wxGrid()
    Col = integer()
    Val = unicode:chardata()
```

See external documentation.
setColMinimalWidth(This, Col, Width) -> ok
Types:
   This = wxGrid()
   Col = integer()
   Width = integer()
See external documentation.

setColMinimalAcceptableWidth(This, Width) -> ok
Types:
   This = wxGrid()
   Width = integer()
See external documentation.

setColSize(This, Col, Width) -> ok
Types:
   This = wxGrid()
   Col = integer()
   Width = integer()
See external documentation.

setDefaultCellAlignment(This, Horiz, Vert) -> ok
Types:
   This = wxGrid()
   Horiz = integer()
   Vert = integer()
See external documentation.

setDefaultCellBackgroundColour(This, Val) -> ok
Types:
   This = wxGrid()
   Val = wx:wx_colour()
See external documentation.

setDefaultCellFont(This, Val) -> ok
Types:
   This = wxGrid()
   Val = wxFont:wxFont()
See external documentation.

setDefaultCellTextColour(This, Val) -> ok
Types:
   This = wxGrid()
   Val = wx:wx_colour()
See external documentation.

setDefaultEditor(This, Editor) -> ok
Types:
  This = wxGrid()
  Editor = wxGridCellEditor:wxGridCellEditor()
See external documentation.

setDefaultRenderer(This, Renderer) -> ok
Types:
  This = wxGrid()
  Renderer = wxGridCellRenderer:wxGridCellRenderer()
See external documentation.

setDefaultColSize(This, Width) -> ok
Types:
  This = wxGrid()
  Width = integer()
Equivalent to setDefaultColSize(This, Width, []).

setDefaultColSize(This, Width, Options::[Option]) -> ok
Types:
  This = wxGrid()
  Width = integer()
  Option = {resizeExistingCols, boolean()}
See external documentation.

setDefaultRowSize(This, Height) -> ok
Types:
  This = wxGrid()
  Height = integer()
Equivalent to setDefaultRowSize(This, Height, []).

setDefaultRowSize(This, Height, Options::[Option]) -> ok
Types:
  This = wxGrid()
  Height = integer()
  Option = {resizeExistingRows, boolean()}
See external documentation.

setGridCursor(This, Row, Col) -> ok
Types:
  This = wxGrid()
Row = integer()
Col = integer()
See external documentation.

setGridLineColour(This, Val) -> ok
Types:
   This = wxGrid()
   Val = wx:wx_colour()
See external documentation.

setLabelBackgroundColour(This, Val) -> ok
Types:
   This = wxGrid()
   Val = wx:wx_colour()
See external documentation.

setLabelFont(This, Val) -> ok
Types:
   This = wxGrid()
   Val = wxFont:wxFont()
See external documentation.

setLabelTextColour(This, Val) -> ok
Types:
   This = wxGrid()
   Val = wx:wx_colour()
See external documentation.

setMargins(This, ExtraWidth, ExtraHeight) -> ok
Types:
   This = wxGrid()
   ExtraWidth = integer()
   ExtraHeight = integer()
See external documentation.

setReadOnly(This, Row, Col) -> ok
Types:
   This = wxGrid()
   Row = integer()
   Col = integer()
Equivalent to setReadOnly(This, Row, Col, []).
wxGrid

setReadOnly(This, Row, Col, Options::[Option]) -> ok
Types:
   This = wxGrid()
   Row = integer()
   Col = integer()
   Option = {isReadOnly, boolean()}
See external documentation.

setRowAttr(This, Row, Attr) -> ok
Types:
   This = wxGrid()
   Row = integer()
   Attr = wxGridCellAttr:wxGridCellAttr()
See external documentation.

setRowLabelAlignment(This, Horiz, Vert) -> ok
Types:
   This = wxGrid()
   Horiz = integer()
   Vert = integer()
See external documentation.

setRowLabelSize(This, Width) -> ok
Types:
   This = wxGrid()
   Width = integer()
See external documentation.

setRowLabelValue(This, Row, Val) -> ok
Types:
   This = wxGrid()
   Row = integer()
   Val = unicode:chardata()
See external documentation.

setRowMinimalHeight(This, Row, Width) -> ok
Types:
   This = wxGrid()
   Row = integer()
   Width = integer()
See external documentation.
setRowMinimalAcceptableHeight(This, Width) -> ok
Types:
   This = wxGrid()
   Width = integer()
See external documentation.

setRowSize(This, Row, Height) -> ok
Types:
   This = wxGrid()
   Row = integer()
   Height = integer()
See external documentation.

setScrollLineX(This, X) -> ok
Types:
   This = wxGrid()
   X = integer()
See external documentation.

setScrollLineY(This, Y) -> ok
Types:
   This = wxGrid()
   Y = integer()
See external documentation.

setSelectionBackground(This, C) -> ok
Types:
   This = wxGrid()
   C = wx:wx_colour()
See external documentation.

setSelectionForeground(This, C) -> ok
Types:
   This = wxGrid()
   C = wx:wx_colour()
See external documentation.

setSelectionMode(This, Selmode) -> ok
Types:
   This = wxGrid()
   Selmode = wx:wx_enum()
See external documentation.
Selmode = ?wxGrid_wxGridSelectCells | ?wxGrid_wxGridSelectRows | ?wxGrid_wxGridSelectColumns
showCellEditControl(This) -> ok
Types:
    This = wxGrid()
See external documentation.

xToCol(This, X) -> integer()
Types:
    This = wxGrid()
    X = integer()
Equivalent to xToCol(This, X, []).

xToCol(This, X, Options::[Option]) -> integer()
Types:
    This = wxGrid()
    X = integer()
    Option = {clipToMinMax, boolean()}
See external documentation.

xToEdgeOfCol(This, X) -> integer()
Types:
    This = wxGrid()
    X = integer()
See external documentation.

yToEdgeOfRow(This, Y) -> integer()
Types:
    This = wxGrid()
    Y = integer()
See external documentation.

yToRow(This, Y) -> integer()
Types:
    This = wxGrid()
    Y = integer()
See external documentation.

destroy(This::wxGrid()) -> ok
Destroys this object, do not use object again
**wxGridBagSizer**

Erlang module

See external documentation: `wxGridBagSizer`.

This class is derived (and can use functions) from:
- `wxFlexGridSizer`
- `wxGridSizer`
- `wxSizer`

**DATA TYPES**

`wxGridBagSizer()`

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxGridBagSizer()`

Equivalent to `new([])`.

`new(Options::[Option]) -> wxGridBagSizer()`

Types:

- `Option = {vgap, integer()} | {hgap, integer()}`

See external documentation.

`add(This, Item) -> wxSizerItem:wxSizerItem()`

Types:

- `This = wxGridBagSizer()`` Item = wxSizerItem:wxSizerItem() | wxGBSizerItem:wxGBSizerItem()`

See external documentation.

`add(This, Width, Height) -> wxSizerItem:wxSizerItem()`

Types:

- `This = wxGridBagSizer()`` Width = integer()`` Height = integer()`

See external documentation.

Also:

`add(This, Window, Pos) -> wxSizerItem:wxSizerItem() when`` This::wxGridBagSizer(), Window::wxWindow:wxWindow() | wxSizer:wxSizer(), Pos::[R::integer(), C::integer()];`` (This, Window, [Option]) -> wxSizerItem:wxSizerItem() when`` This::wxGridBagSizer(), Window::wxWindow:wxWindow() | wxSizer:wxSizer(),`` Option :: [{'proportion', integer()}|{'flag', integer()}]`
wxGridBagSizer

[{'border', integer()}]
[{'userData', wx:wx_object()}].

add(This, Width, Height, Pos) -> wxSizerItem:wxSizerItem()
Types:
   This = wxGridBagSizer()
   Width = integer()
   Height = integer()
   Pos = {R::integer(), C::integer()}
See external documentation.
Also:
add(This, Width, Height, [Option]) -> wxSizerItem:wxSizerItem() when
This::wxGridBagSizer(), Width::integer(), Height::integer(),
Option :: [{'proportion', integer()}]
[{'flag', integer()}]
[{'border', integer()}]
[{'userData', wx:wx_object()}];
(This, Window, Pos, [Option]) -> wxSizerItem:wxSizerItem() when
This::wxGridBagSizer(), Window::wxWindow:wxWindow() | wxSizer:wxSizer(), Pos::{R::integer(), C::integer()},
Option :: [{'span', {RS::integer(), CS::integer()}}]
[{'flag', integer()}]
[{'border', integer()}]
[{'userData', wx:wx_object()}].

add(This, Width, Height, Pos, Options::[Option]) -> wxSizerItem:wxSizerItem()
Types:
   This = wxGridBagSizer()
   Width = integer()
   Height = integer()
   Pos = {R::integer(), C::integer()}
   Option = {span, {RS::integer(), CS::integer()}} | {flag, integer()} | {border, integer()} | {userData, wx:wx_object()}
See external documentation.

calcMin(This) -> {W::integer(), H::integer()}
Types:
   This = wxGridBagSizer()
See external documentation.

checkForIntersection(This, Item) -> boolean()
Types:
   This = wxGridBagSizer()
   Item = wxGBSizerItem:wxGBSizerItem()
Equivalent to checkForIntersection(This, Item, []).
checkForIntersection(This, Pos, Span) -> boolean()
Types:
   This = wxGridBagSizer()
   Pos = {R::integer(), C::integer()}
   Span = {RS::integer(), CS::integer()}
See external documentation.
Also:
checkForIntersection(This, Item, [Option]) -> boolean() when
This::wxGridBagSizer(), Item::wxGBSizerItem:wxGBSizerItem(),
Option :: ['excludeItem', wxGBSizerItem:wxGBSizerItem()].

checkForIntersection(This, Pos, Span, Options::[Option]) -> boolean()
Types:
   This = wxGridBagSizer()
   Pos = {R::integer(), C::integer()}
   Span = {RS::integer(), CS::integer()}
   Option = {excludeItem, wxGBSizerItem:wxGBSizerItem()}
See external documentation.

findItem(This, Window) -> wxGBSizerItem:wxGBSizerItem()
Types:
   This = wxGridBagSizer()
   Window = wxWindow:wxWindow() | wxSizer:wxSizer()
See external documentation.

findItemAtPoint(This, Pt) -> wxGBSizerItem:wxGBSizerItem()
Types:
   This = wxGridBagSizer()
   Pt = {X::integer(), Y::integer()}
See external documentation.

findItemAtPosition(This, Pos) -> wxGBSizerItem:wxGBSizerItem()
Types:
   This = wxGridBagSizer()
   Pos = {R::integer(), C::integer()}
See external documentation.

findItemWithData(This, UserData) -> wxGBSizerItem:wxGBSizerItem()
Types:
   This = wxGridBagSizer()
   UserData = wx:wx_object()
See external documentation.
wxGridBagSizer

getCellSize(This, Row, Col) -> {W::integer(), H::integer()}
Types:
  This = wxGridBagSizer()
  Row = integer()
  Col = integer()
See external documentation.

getEmptyCellSize(This) -> {W::integer(), H::integer()}
Types:
  This = wxGridBagSizer()
See external documentation.

getItemPosition(This, Index) -> {R::integer(), C::integer()}
Types:
  This = wxGridBagSizer()
  Index = integer()
See external documentation.
Also:
getItemPosition(This, Window) -> {R::integer(), C::integer()} when
This::wxGridBagSizer(), Window::wxWindow:wxWindow() | wxSizer:wxSizer().

getItemSpan(This, Index) -> {RS::integer(), CS::integer()}
Types:
  This = wxGridBagSizer()
  Index = integer()
See external documentation.
Also:
getItemSpan(This, Window) -> {RS::integer(), CS::integer()} when
This::wxGridBagSizer(), Window::wxWindow:wxWindow() | wxSizer:wxSizer().

setEmptyCellSize(This, Sz) -> ok
Types:
  This = wxGridBagSizer()
  Sz = {W::integer(), H::integer()}
See external documentation.

setItemPosition(This, Index, Pos) -> boolean()
Types:
  This = wxGridBagSizer()
  Index = integer()
  Pos = {R::integer(), C::integer()}
See external documentation.
Also:
setItemPosition(This, Window, Pos) -> boolean() when
setItemSpan(This, Index, Span) -> boolean()

Types:
   This = wxGridBagSizer()
   Index = integer()
   Span = {RS::integer(), CS::integer()}

See external documentation.
Also:
setItemSpan(This, Window, Span) -> boolean() when
This::wxGridBagSizer(), Window::wxWindow::wxWindow() | wxSizer::wxSizer(), Span::{RS::integer(),
CS::integer()}. 

destroy(This::wxGridBagSizer()) -> ok

Destroys this object, do not use object again
wxGridCellAttr

Erlang module

See external documentation: `wxGridCellAttr`.

DATA TYPES

`wxGridCellAttr()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

`setTextColour(This, ColText) -> ok`

Types:

```
This = wxGridCellAttr()
ColText = wx:wx_colour()
```

See external documentation.

`setBackgroundColour(This, ColBack) -> ok`

Types:

```
This = wxGridCellAttr()
ColBack = wx:wx_colour()
```

See external documentation.

`setFont(This, Font) -> ok`

Types:

```
This = wxGridCellAttr()
Font = wxFont:wxFont()
```

See external documentation.

`setAlignment(This, HAlign, VAlign) -> ok`

Types:

```
This = wxGridCellAttr()
HAlign = integer()
VAlign = integer()
```

See external documentation.

`setReadOnly(This) -> ok`

Types:

```
This = wxGridCellAttr()
```

Equivalent to `setReadOnly(This, [])`. 
setReadOnly(This, Options::[Option]) -> ok
Types:
  This = wxGridCellAttr()
  Option = {isReadOnly, boolean()}
See external documentation.

setRenderer(This, Renderer) -> ok
Types:
  This = wxGridCellAttr()
  Renderer = wxGridCellRenderer:wxGridCellRenderer()
See external documentation.

setEditor(This, Editor) -> ok
Types:
  This = wxGridCellAttr()
  Editor = wxGridCellEditor:wxGridCellEditor()
See external documentation.

hasTextColour(This) -> boolean()
Types:
  This = wxGridCellAttr()
See external documentation.

hasBackgroundColor(This) -> boolean()
Types:
  This = wxGridCellAttr()
See external documentation.

hasFont(This) -> boolean()
Types:
  This = wxGridCellAttr()
See external documentation.

hasAlignment(This) -> boolean()
Types:
  This = wxGridCellAttr()
See external documentation.

hasRenderer(This) -> boolean()
Types:
  This = wxGridCellAttr()
See external documentation.
wxGridCellAttr

hasEditor(This) -> boolean()
Types:
  This = wxGridCellAttr()
See external documentation.

getchTextColour(This) -> wx:wx_colour4()
Types:
  This = wxGridCellAttr()
See external documentation.

getBackgroundColour(This) -> wx:wx_colour4()
Types:
  This = wxGridCellAttr()
See external documentation.

getFont(This) -> wxFont:wxFont()
Types:
  This = wxGridCellAttr()
See external documentation.

getAlignment(This) -> {HAlign::integer(), VAlign::integer()}
Types:
  This = wxGridCellAttr()
See external documentation.

getRenderer(This, Grid, Row, Col) -> wxGridCellRenderer:wxGridCellRenderer()
Types:
  This = wxGridCellAttr()
  Grid = wxGrid:wxGrid()
  Row = integer()
  Col = integer()
See external documentation.

getEditor(This, Grid, Row, Col) -> wxGridCellEditor:wxGridCellEditor()
Types:
  This = wxGridCellAttr()
  Grid = wxGrid:wxGrid()
  Row = integer()
  Col = integer()
See external documentation.

isReadOnly(This) -> boolean()
Types:
This = wxGridColumnAttr()

See external documentation.

setDefAttr(This, DefAttr) -> ok

Types:

This = wxGridColumnAttr()

DefAttr = wxGridColumnAttr()

See external documentation.
wxGridCellBoolEditor
Erlang module

See external documentation: wxGridCellBoolEditor.
This class is derived (and can use functions) from:
wxGridCellEditor

DATA TYPES
wxGridCellBoolEditor()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxGridCellBoolEditor()
See external documentation.

isTrueValue(Value) -> boolean()
Types:
   Value = unicode:chardata()
See external documentation.

useStringValues() -> ok
Equivalent to useStringValues([]).

useStringValues(Options::[Option]) -> ok
Types:
   Option = {valueTrue, unicode:chardata()} | {valueFalse, unicode:chardata()}
See external documentation.

destroy(This::wxGridCellBoolEditor()) -> ok
Destroys this object, do not use object again
wxGridCellBoolRenderer

Erlang module

See external documentation: wxGridCellBoolRenderer.
This class is derived (and can use functions) from:
wxGridCellRenderer

DATA TYPES
wxGridCellBoolRenderer()

    An object reference. The representation is internal and can be changed without notice. It can’t be used for
    comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxGridCellBoolRenderer()
See external documentation.

destroy(This::wxGridCellBoolRenderer()) -> ok
Destroy this object, do not use object again
wxGridCellChoiceEditor

Erlang module

See external documentation: wxGridCellChoiceEditor.

This class is derived (and can use functions) from:
wxGridCellEditor

DATA TYPES

wxGridCellChoiceEditor()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Choices) -> wxGridCellChoiceEditor()

Types:

- **Choices** = [unicode:chardata()]

  Equivalent to new(Choices, []).

new(Choices, Options::[Option]) -> wxGridCellChoiceEditor()

Types:

- **Choices** = [unicode:chardata()]
- **Option** = {allowOthers, boolean()}

  See external documentation.

setParameters(This, Params) -> ok

Types:

- **This** = wxGridCellChoiceEditor()
- **Params** = unicode:chardata()

  See external documentation.

destroy(This::wxGridCellChoiceEditor()) -> ok

Destroys this object, do not use object again
wxGridCellEditor

Erlang module

See external documentation: wxGridCellEditor.

DATA TYPES

wxGridCellEditor()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

create(This, Parent, Id, EvtHandler) -> ok
Types:
  This = wxGridCellEditor()
  Parent = wxWindow:wxWindow()
  Id = integer()
  EvtHandler = wxEvtHandler:wxEvtHandler()

See external documentation.

isCreated(This) -> boolean()
Types:
  This = wxGridCellEditor()

See external documentation.

setSize(This, Rect) -> ok
Types:
  This = wxGridCellEditor()
  Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}

See external documentation.

show(This, Show) -> ok
Types:
  This = wxGridCellEditor()
  Show = boolean()

Equivalent to show(This, Show, []).

show(This, Show, Options::[Option]) -> ok
Types:
  This = wxGridCellEditor()
  Show = boolean()
  Option = {attr, wxGridCellAttr:wxGridCellAttr()}
wxGridCellEditor

See external documentation.

paintBackground(This, RectCell, Attr) -> ok
Types:
  This = wxGridCellEditor()
  RectCell = {X::integer(), Y::integer(), W::integer(), H::integer()}
  Attr = wxGridCellAttr:wxGridCellAttr()
This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
See external documentation.

beginEdit(This, Row, Col, Grid) -> ok
Types:
  This = wxGridCellEditor()
  Row = integer()
  Col = integer()
  Grid = wxGrid:wxGrid()
See external documentation.

endEdit(This, Row, Col, Grid) -> boolean()
Types:
  This = wxGridCellEditor()
  Row = integer()
  Col = integer()
  Grid = wxGrid:wxGrid()
This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
See external documentation.

reset(This) -> ok
Types:
  This = wxGridCellEditor()
See external documentation.

startingKey(This, Event) -> ok
Types:
  This = wxGridCellEditor()
  Event = wxKeyEvent:wxKeyEvent()
See external documentation.

startingClick(This) -> ok
Types:
  This = wxGridCellEditor()
See external documentation.
handleReturn(This, Event) -> ok

Types:
   This = wxGridCellEditor()
   Event = wxKeyEvent:wxKeyEvent()

See external documentation.
wxGridCellFloatEditor

Erlang module

See external documentation: `wxGridCellFloatEditor`.

This class is derived (and can use functions) from:
`wxGridCellEditor`

**DATA TYPES**

`wxGridCellFloatEditor()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxGridCellFloatEditor()`

Equivalent to `new([])`.

`new(Options::[Option]) -> wxGridCellFloatEditor()`

Types:

- `Option = {width, integer()} | {precision, integer()}`

See external documentation.

`setParameters(This, Params) -> ok`

Types:

- `This = wxGridCellFloatEditor()`
- `Params = unicode:chardata()`

See external documentation.

`destroy(This::wxGridCellFloatEditor()) -> ok`

Destroys this object, do not use object again.
wxGridCellFloatRenderer

Erlang module

See external documentation: wxGridCellFloatRenderer.
This class is derived (and can use functions) from:
wxGridCellStringRenderer
wxGridCellRenderer

DATA TYPES

wxGridCellFloatRenderer()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxGridCellFloatRenderer()
Equivalent to new([]).

new(Options::[Option]) -> wxGridCellFloatRenderer()
Types:
    Option = {width, integer()} | {precision, integer()}
See external documentation.

getPrecision(This) -> integer()
Types:
    This = wxGridCellFloatRenderer()
See external documentation.

getWidth(This) -> integer()
Types:
    This = wxGridCellFloatRenderer()
See external documentation.

setParameters(This, Params) -> ok
Types:
    This = wxGridCellFloatRenderer()
    Params = unicode:chardata()
See external documentation.

setPrecision(This, Precision) -> ok
Types:
    This = wxGridCellFloatRenderer()
wxGridCellFloatRenderer

\[ \text{Precision} = \text{integer}() \]
See external documentation.

setWidth(This, Width) -> ok
Types:
\[ \text{This} = \text{wxGridCellFloatRenderer()} \]
\[ \text{Width} = \text{integer}() \]
See external documentation.

destroy(This::wxGridCellFloatRenderer()) -> ok
Destroys this object, do not use object again

wxGridCellNumberEditor

Erlang module

See external documentation: wxGridCellNumberEditor.
This class is derived (and can use functions) from:
wxGridCellTextEditor
wxGridCellEditor

DATA TYPES
wxGridCellNumberEditor()

An object reference. The representation is internal and can be changed without notice. It can't be used for
comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxGridCellNumberEditor()
Equivalent to new([]).

new(Options::[Option]) -> wxGridCellNumberEditor()
Types:
  Option = {min, integer()} | {max, integer()}
See external documentation.

getValue(This) -> unicode:charlist()
Types:
  This = wxGridCellNumberEditor()
See external documentation.

setParameters(This, Params) -> ok
Types:
  This = wxGridCellNumberEditor()
  Params = unicode:chardata()
See external documentation.

destroy(This::wxGridCellNumberEditor()) -> ok
Destroys this object, do not use object again
wxGridCellNumberRenderer

Erlang module

See external documentation: *wxGridCellNumberRenderer*.

This class is derived (and can use functions) from:
*wxGridCellStringRenderer*
*wxGridCellRenderer*

**DATA TYPES**

*wxGridCellNumberRenderer()*

An object reference, The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

*new() -> wxGridCellNumberRenderer()*

See external documentation.

*destroy(This::wxGridCellNumberRenderer()) -> ok*

Destroys this object, do not use object again
wxGridCellRenderer

Erlang module

See external documentation: wxGridCellRenderer.

DATA TYPES

wxGridCellRenderer()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

draw(This, Grid, Attr, Dc, Rect, Row, Col, IsSelected) -> ok
Types:
  This = wxGridCellRenderer()
  Grid = wxGrid:wxGrid()
  Attr = wxGridCellAttr:wxGridCellAttr()
  Dc = wxDC:wxDC()
  Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
  Row = integer()
  Col = integer()
  IsSelected = boolean()

See external documentation.

getBestSize(This, Grid, Attr, Dc, Row, Col) -> {W::integer(), H::integer()}
Types:
  This = wxGridCellRenderer()
  Grid = wxGrid:wxGrid()
  Attr = wxGridCellAttr:wxGridCellAttr()
  Dc = wxDC:wxDC()
  Row = integer()
  Col = integer()

See external documentation.
wxGridCellStringRenderer

Erlang module

See external documentation: wxGridCellStringRenderer.

This class is derived (and can use functions) from:
xwGridCellRenderer

DATA TYPES

wxGridCellStringRenderer()

An object reference. The representation is internal and can be changed without notice. It can't be used for comspanson stored on disc or distributed for use on other nodes.

Exports

new() -> wxGridCellStringRenderer()

See external documentation.

destroy(This::wxGridCellStringRenderer()) -> ok

Destroys this object, do not use object again
wxGridCellTextEditor

Erlang module

See external documentation: wxGridCellTextEditor.
This class is derived (and can use functions) from:
wxGridCellEditor

**DATA TYPES**

wxGridCellTextEditor()

An object reference. The representation is internal and can be changed without notice. It can’t be used for
comparison stored on disc or distributed for use on other nodes.

**Exports**

new() -> wxGridCellTextEditor()

See external documentation.

setParameters(This, Params) -> ok

Types:

This = wxGridCellTextEditor()

Params = unicode:chardata()

See external documentation.

destroy(This::wxGridCellTextEditor()) -> ok

Destroys this object, do not use object again
See external documentation: `wxGridEvent`.

Use `wxEvtHandler:connect/3` with EventType:

- `grid_cell_left_click`
- `grid_cell_right_click`
- `grid_cell_left_dclick`
- `grid_cell_right_dclick`
- `grid_label_left_click`
- `grid_label_right_click`
- `grid_label_left_dclick`
- `grid_label_right_dclick`
- `grid_row_size`
- `grid_col_size`
- `grid_range_select`
- `grid_cell_change`
- `grid_select_cell`
- `grid_editor_shown`
- `grid_editor_hidden`
- `grid_editor_created`
- `grid_cell_begin_drag`

See also the message variant `#wxGrid{}` event record type.

This class is derived (and can use functions) from:
- `wxNotifyEvent`
- `wxCommandEvent`
- `wxEvent`

**DATA TYPES**

`wxGridEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`altDown(This) -> boolean()`

Types:

- `This = wxGridEvent()`

See external documentation.

`controlDown(This) -> boolean()`

Types:

- `This = wxGridEvent()`

See external documentation.

`getCol(This) -> integer()`

Types:

- `This = wxGridEvent()`

See external documentation.

`getPosition(This) -> {X::integer(), Y::integer()}`

Types:

- `This = wxGridEvent()`

See external documentation.
getRow(This) -> integer()
Types:
    This = wxGridEvent()
See external documentation.

metaDown(This) -> boolean()
Types:
    This = wxGridEvent()
See external documentation.

selecting(This) -> boolean()
Types:
    This = wxGridEvent()
See external documentation.

shiftDown(This) -> boolean()
Types:
    This = wxGridEvent()
See external documentation.
wxGridSizer

Erlang module

See external documentation: \texttt{wxGridSizer}.
This class is derived (and can use functions) from:
\texttt{wxSizer}

\section*{DATA TYPES}

\texttt{wxGridSizer()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

\section*{Exports}

\texttt{new(Cols) -> wxGridSizer()}

Types:
\begin{verbatim}
  Cols = integer()
\end{verbatim}
Equivalent to \texttt{new(Cols, [])}.

\texttt{new(Cols, Options::[Option]) -> wxGridSizer()}

Types:
\begin{verbatim}
  Cols = integer()
  Option = \{vgap, integer()\} | \{hgap, integer()\}
\end{verbatim}
See external documentation.

\texttt{new(Rows, Cols, Vgap, Hgap) -> wxGridSizer()}

Types:
\begin{verbatim}
  Rows = integer()
  Cols = integer()
  Vgap = integer()
  Hgap = integer()
\end{verbatim}
See external documentation.

\texttt{getCols(This) -> integer()}

Types:
\begin{verbatim}
  This = \texttt{wxGridSizer()}
\end{verbatim}
See external documentation.

\texttt{getHGap(This) -> integer()}

Types:
\begin{verbatim}
  This = \texttt{wxGridSizer()}
\end{verbatim}
See external documentation.
getRows(This) -> integer()
Types:
    This = wxGridSizer()
See external documentation.

getVGap(This) -> integer()
Types:
    This = wxGridSizer()
See external documentation.

setCols(This, Cols) -> ok
Types:
    This = wxGridSizer()
    Cols = integer()
See external documentation.

setHGap(This, Gap) -> ok
Types:
    This = wxGridSizer()
    Gap = integer()
See external documentation.

setRows(This, Rows) -> ok
Types:
    This = wxGridSizer()
    Rows = integer()
See external documentation.

setVGap(This, Gap) -> ok
Types:
    This = wxGridSizer()
    Gap = integer()
See external documentation.

destroy(This::wxGridSizer()) -> ok
Destroys this object, do not use object again
wxHelpEvent

Erlang module

See external documentation: wxHelpEvent.

Use wxEvtHandler:connect/3 with EventType:

```
help, detailed_help
```

See also the message variant #wxHelp/1 event record type.

This class is derived (and can use functions) from:

wxEvent

DATA TYPES

wxHelpEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getOrigin(This) -> wx:wx_enum()

Types:

```
This = wxHelpEvent()
```

See external documentation.

getOrigin(This) -> {X::integer(), Y::integer()}

Types:

```
This = wxHelpEvent()
```

See external documentation.

setPosition(This, Pos) -> ok

Types:

```
This = wxHelpEvent()
Pos = {X::integer(), Y::integer()}
```

See external documentation.

setOrigin(This, Origin) -> ok

Types:

```
This = wxHelpEvent()
Origin = wx:wx_enum()
```

See external documentation.


setPosition(This, Pos) -> ok

Types:

```
This = wxHelpEvent()
Pos = {X::integer(), Y::integer()}
```

See external documentation.
wxHtmlEasyPrinting

Erlang module

See external documentation: *wxHtmlEasyPrinting*.

**DATA TYPES**

wxHtmlEasyPrinting()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

new() -> wxHtmlEasyPrinting()

Equivalent to `new([])`.

new(Options::[Option]) -> wxHtmlEasyPrinting()

Types:

  Option = {name, unicode:chardata()} | {parentWindow, wxWindow:wxWindow()}

See external documentation.

generatePrintData(This) -> wxPrintData:wxPrintData()

Types:

  This = wxHtmlEasyPrinting()

See external documentation.

getPageSetupData(This) -> wxPageSetupDialogData:wxPageSetupDialogData()

Types:

  This = wxHtmlEasyPrinting()

See external documentation.

previewFile(This, Htmlfile) -> boolean()

Types:

  This = wxHtmlEasyPrinting()
  Htmlfile = unicode:chardata()

See external documentation.

previewText(This, Htmltext) -> boolean()

Types:

  This = wxHtmlEasyPrinting()
  Htmltext = unicode:chardata()

Equivalent to `previewText(This, Htmltext, [])`. 
previewText(This, Htmltext, Options::[Option]) -> boolean()
Types:
   This = wxHtmlEasyPrinting()
   Htmltext = unicode:chardata()
   Option = {basepath, unicode:chardata()}
See external documentation.

printFile(This, Htmlfile) -> boolean()
Types:
   This = wxHtmlEasyPrinting()
   Htmlfile = unicode:chardata()
See external documentation.

printText(This, Htmltext) -> boolean()
Types:
   This = wxHtmlEasyPrinting()
   Htmltext = unicode:chardata()
Equivalent to printText(This, Htmltext, []).

printText(This, Htmltext, Options::[Option]) -> boolean()
Types:
   This = wxHtmlEasyPrinting()
   Htmltext = unicode:chardata()
   Option = {basepath, unicode:chardata()}
See external documentation.

pageSetup(This) -> ok
Types:
   This = wxHtmlEasyPrinting()
See external documentation.

setFonts(This, Normal_face, Fixed_face) -> ok
Types:
   This = wxHtmlEasyPrinting()
   Normal_face = unicode:chardata()
   Fixed_face = unicode:chardata()
Equivalent to setFonts(This, Normal_face, Fixed_face, []).

setFonts(This, Normal_face, Fixed_face, Options::[Option]) -> ok
Types:
   This = wxHtmlEasyPrinting()
   Normal_face = unicode:chardata()
   Fixed_face = unicode:chardata()
Option = {sizes, [integer()])
See external documentation.

setHeader(This, Header) -> ok
Types:
  This = wxHtmlEasyPrinting()
  Header = unicode:chardata()
Equivalent to setHeader(This, Header, []).

setHeader(This, Header, Options::[Option]) -> ok
Types:
  This = wxHtmlEasyPrinting()
  Header = unicode:chardata()
  Option = {pg, integer()}
See external documentation.

setFooter(This, Footer) -> ok
Types:
  This = wxHtmlEasyPrinting()
  Footer = unicode:chardata()
Equivalent to setFooter(This, Footer, []).

setFooter(This, Footer, Options::[Option]) -> ok
Types:
  This = wxHtmlEasyPrinting()
  Footer = unicode:chardata()
  Option = {pg, integer()}
See external documentation.

destroy(This::wxHtmlEasyPrinting()) -> ok
Destroys this object, do not use object again
wxHtmlLinkEvent

Erlang module

See external documentation: *wxHtmlLinkEvent*.

Use *wxEvtHandler:connect/3* with EventType:

```erlang
command_html_link_clicked
```

See also the message variant #*wxHtmlLink* event record type.

This class is derived (and can use functions) from:

- *wxCommandEvent*
- *wxEvent*

**DATA TYPES**

*wxHtmlLinkEvent()*

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

```erlang
getLinkInfo(This) -> wx:wx_wxHtmlLinkInfo()
```

Types:

- `This = wxHtmlLinkEvent()`

See external documentation.
wxHtmlWindow

Erlang module

See external documentation: `wxHtmlWindow`.
This class is derived (and can use functions) from:
`wxScrolledWindow`
`wxPanel`
`wxWindow`
`wxEvtHandler`

DATA TYPES

`wxHtmlWindow()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

`new() -> wxHtmlWindow()`
See external documentation.

`new(Parent) -> wxHtmlWindow()`
Types:

- `Parent = wxHtmlWindow:wxHtmlWindow()`
Equivalent to `new(Parent, [])`.

`new(Parent, Options::*[Option]) -> wxHtmlWindow()`
Types:

- `Parent = wxHtmlWindow:wxHtmlWindow()`
- `Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}`

See external documentation.

`appendToPage(This, Source) -> boolean()`
Types:

- `This = wxHtmlWindow()`
- `Source = unicode:chardata()`

See external documentation.

`getOpenedAnchor(This) -> unicode:charlist()`
Types:

- `This = wxHtmlWindow()`

See external documentation.
wxHtmlWindow

getOpenedPage(This) -> unicode:charlist()  
Types:  
    This = wxHtmlWindow()  
See external documentation.

getOpenedPageTitle(This) -> unicode:charlist()  
Types:  
    This = wxHtmlWindow()  
See external documentation.

getRelatedFrame(This) -> wxFrame:wxFrame()  
Types:  
    This = wxHtmlWindow()  
See external documentation.

historyBack(This) -> boolean()  
Types:  
    This = wxHtmlWindow()  
See external documentation.

historyCanBack(This) -> boolean()  
Types:  
    This = wxHtmlWindow()  
See external documentation.

historyCanForward(This) -> boolean()  
Types:  
    This = wxHtmlWindow()  
See external documentation.

historyClear(This) -> ok  
Types:  
    This = wxHtmlWindow()  
See external documentation.

historyForward(This) -> boolean()  
Types:  
    This = wxHtmlWindow()  
See external documentation.

loadFile(This, Filename) -> boolean()  
Types:  
    This = wxHtmlWindow()
Filename = unicode:chardata()
See external documentation.

loadPage(This, Location) -> boolean()
Types:
  This = wxHtmlWindow()
  Location = unicode:chardata()
See external documentation.

selectAll(This) -> ok
Types:
  This = wxHtmlWindow()
See external documentation.

selectionToText(This) -> unicode:charlist()
Types:
  This = wxHtmlWindow()
See external documentation.

selectLine(This, Pos) -> ok
Types:
  This = wxHtmlWindow()
  Pos = {X::integer(), Y::integer()}
See external documentation.

selectWord(This, Pos) -> ok
Types:
  This = wxHtmlWindow()
  Pos = {X::integer(), Y::integer()}
See external documentation.

setBorders(This, B) -> ok
Types:
  This = wxHtmlWindow()
  B = integer()
See external documentation.

setFonts(This, Normal_face, Fixed_face) -> ok
Types:
  This = wxHtmlWindow()
  Normal_face = unicode:chardata()
  Fixed_face = unicode:chardata()
Equivalent to setFonts(This, Normal_face, Fixed_face, []).
setFonts(This, Normal_face, Fixed_face, Options::[Option]) -> ok
Types:
  This = wxHtmlWindow()
  Normal_face = unicode:chardata()
  Fixed_face = unicode:chardata()
  Option = {sizes, integer()}
See external documentation.

setPage(This, Source) -> boolean()
Types:
  This = wxHtmlWindow()
  Source = unicode:chardata()
See external documentation.

setRelatedFrame(This, Frame, Format) -> ok
Types:
  This = wxHtmlWindow()
  Frame = wxFrame:wxFrame()
  Format = unicode:chardata()
See external documentation.

setRelatedStatusBar(This, Bar) -> ok
Types:
  This = wxHtmlWindow()
  Bar = integer()
See external documentation.

toText(This) -> unicode:charlist()
Types:
  This = wxHtmlWindow()
See external documentation.

destroy(This::wxHtmlWindow()) -> ok
Destroys this object, do not use object again
wxIcon

Erlang module

See external documentation: wxIcon.

This class is derived (and can use functions) from:
wxBitmap

DATA TYPES

wxIcon()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxIcon()

See external documentation.

new(Filename) -> wxIcon()

Types:

Filename = unicode:chardata()

See external documentation.

Also:
new(Loc) -> wxIcon() when
Loc::wx:wx_object().

Type = ?wxBITMAP_TYPE_INVALID | ?wxBITMAP_TYPE_BMP | ?wxBITMAP_TYPE_BMP_RESOURCE |
?wxBITMAP_TYPE_ICO | ?wxBITMAP_TYPE_ICO_RESOURCE |
?wxBITMAP_TYPE_CUR | ?wxBITMAP_TYPE_CUR_RESOURCE | ?wxBITMAP_TYPE_XBM | ?wxBITMAP_TYPE_XBM_DATA |
?wxBITMAP_TYPE_XPM | ?wxBITMAP_TYPE_XPM_DATA | ?wxBITMAP_TYPE_TIF |
?wxBITMAP_TYPE_TIF_RESOURCE | ?wxBITMAP_TYPE_GIF | ?wxBITMAP_TYPE_GIF_RESOURCE |
?wxBITMAP_TYPE_PNG | ?wxBITMAP_TYPE_PNG_RESOURCE | ?wxBITMAP_TYPE_PNG_DATA |
?wxBITMAP_TYPE_JPEG | ?wxBITMAP_TYPE_JPEG_RESOURCE | ?wxBITMAP_TYPE_PNM |
?wxBITMAP_TYPE_PNM_RESOURCE | ?wxBITMAP_TYPE_PCX | ?wxBITMAP_TYPE_PCX_RESOURCE |
?wxBITMAP_TYPE_PICT | ?wxBITMAP_TYPE_PICT_RESOURCE | ?wxBITMAP_TYPE_ICON |
?wxBITMAP_TYPE_ICONRESOURCE | ?wxBITMAP_TYPE_ANI | ?wxBITMAP_TYPE_JFF |
wxBITMAP_TYPE_TGA | ?wxBITMAP_TYPE_MACCURSOR |
wxBITMAP_TYPE_MACCURSORRESOURCE | ?wxBITMAP_TYPE_ANY

new(Filename, Options::[Option]) -> wxIcon()

Types:

Filename = unicode:chardata()

Option = {type, wx:wx_enum()} | {desiredWidth, integer()} |
{desiredHeight, integer()}

See external documentation.
wxIcon

Type = ?wxBITMAP_TYPE_INVALID | ?wxBITMAP_TYPE_BMP | ?wxBITMAP_TYPE_BMPRESOURCE
| ?wxBITMAP_TYPERESOURCE | ?wxBITMAP_TYPE_ICO | ?wxBITMAP_TYPE_ICORESOURCE

copyFromBitmap(This, Bmp) -> ok
Types:

    This = wxIcon()
    Bmp = wxBitmap:wxBitmap()

See external documentation.

destroy(This::wxIcon()) -> ok
Destroys this object, do not use object again
wxIconBundle

Erlang module

See external documentation: `wxIconBundle`.

DATA TYPES

wxIconBundle()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxIconBundle()

See external documentation.

ew(Ic) -> wxIconBundle()

Types:

Ic = wxIconBundle() | wxIcon:wxIcon()

See external documentation.

new(File, Type) -> wxIconBundle()

Types:

File = unicode:chardata()
Type = integer()

See external documentation.

addIcon(This, Icon) -> ok

Types:

This = wxIconBundle()
Icon = wxIcon:wxIcon()

See external documentation.

addIcon(This, File, Type) -> ok

Types:

This = wxIconBundle()
File = unicode:chardata()
Type = integer()

See external documentation.

getIcon(This) -> wxIcon:wxIcon()

Types:

This = wxIconBundle()
Equivalent to \texttt{getIcon(This, [])}.

\begin{verbatim}
getIcon(This, Options::[Option]) -> wxIcon:wxIcon()
\end{verbatim}

Types:
- \texttt{This = wxIconBundle()}
- \texttt{Option = \{size, integer()\}}

See \textit{external documentation}.

Also:
- \texttt{getIcon(This, Size) \rightarrow wxIcon:wxIcon() \text{ when }}
  \texttt{This::wxIconBundle(), Size::\{W::integer(), H::integer()\}.}

\texttt{destroy(This::wxIconBundle()) \rightarrow ok}

Destroys this object, do not use object again.
wxIconizeEvent

Erlang module

See external documentation: wxIconizeEvent.

Use $wxEvtHandler:connect/3$ with EventType:

iconize

See also the message variant #wxIconize event record type.

This class is derived (and can use functions) from:

wxEvent

DATA TYPES

wxIconizeEvent()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

iconized(This) -> boolean()

Types:

This = wxIconizeEvent()

See external documentation.
wxIdleEvent

Erlang module

See external documentation: `wxIdleEvent`.

Use `wxEvtHandler:connect/3` with `EventType`:

```
  idle
```

See also the message variant `#wxIdle{}` event record type.

This class is derived (and can use functions) from:

`wxEvent`

**DATA TYPES**

`wxIdleEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`canSend(Win) -> boolean()`

Types:

```
  Win = wxWindow:wxWindow()
```

**This function is deprecated:** deprecated function not available in wxWidgets-2.9 and later

See external documentation.

`getMode() -> wx:wx_enum()`

See external documentation.

Res = `?wxIDLE_PROCESS_ALL` | `?wxIDLE_PROCESS_SPECIFIED`

`requestMore(This) -> ok`

Types:

```
  This = wxIdleEvent()
```

Equivalent to `requestMore(This, [])`.

`requestMore(This, Options::[Option]) -> ok`

Types:

```
  This = wxIdleEvent()
  Option = {needMore, boolean()}
```

See external documentation.

`moreRequested(This) -> boolean()`

Types:

```
  This = wxIdleEvent()
```
See external documentation.

setMode(Mode) -> ok
Types:
    Mode = wx:wx_enum()
See external documentation.
Mode = ?wxIDLE_PROCESS_ALL | ?wxIDLE_PROCESS_SPECIFIED
wxImage

Erlang module

See external documentation: wxImage.
All (default) image handlers are initialized.

DATA TYPES
wxImage()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxImage()
See external documentation.

new(Name) -> wxImage()
Types:

Name = unicode:chardata()

Equivalent to new(Name, []).

new(Width, Height) -> wxImage()
Types:

Width = integer()
Height = integer()

See external documentation.
Also:
new(Name, [Option]) -> wxImage() when
Name::unicode:chardata(),
Option :: [{'type', integer()},
| [{'index', integer()}].

new(Width, Height, Data) -> wxImage()
Types:

Width = integer()
Height = integer()
Data = binary()

See external documentation.
Also:
new(Width, Height, [Option]) -> wxImage() when
Width::integer(), Height::integer(),
Option :: [{'clear', boolean()},
(Name, Mimetype, [Option]) -> wxImage() when
Name::unicode:chardata(), Mimetype::unicode:chardata(),
Option :: ['index', integer()].

new(Width, Height, Data, Alpha) -> wxImage()
Types:
   Width = integer()
   Height = integer()
   Data = binary()
   Alpha = binary()
See external documentation.
Also:
new(Width, Height, Data, [Option]) -> wxImage() when
Width::integer(), Height::integer(), Data::binary(),
Option :: ['static_data', boolean()].

new(Width, Height, Data, Alpha, Options::[Option]) -> wxImage()
Types:
   Width = integer()
   Height = integer()
   Data = binary()
   Alpha = binary()
   Option = {static_data, boolean()}
See external documentation.

blur(This, Radius) -> wxImage()
Types:
   This = wxImage()
   Radius = integer()
See external documentation.

blurHorizontal(This, Radius) -> wxImage()
Types:
   This = wxImage()
   Radius = integer()
See external documentation.

blurVertical(This, Radius) -> wxImage()
Types:
   This = wxImage()
   Radius = integer()
See external documentation.

convertAlphaToMask(This) -> boolean()
Types:
**wxImage**

This = `wxImage()`
Equivalent to `convertAlphaToMask(This, [])`.

`convertAlphaToMask(This, Options::[Option]) -> boolean()`
Types:
- `This = wxImage()`
- `Option = {threshold, integer()}`

See external documentation.

`convertToGreyscale(This) -> wxImage()`
Types:
- `This = wxImage()`
Equivalent to `convertToGreyscale(This, [])`.

`convertToGreyscale(This, Options::[Option]) -> wxImage()`
Types:
- `This = wxImage()`
- `Option = {lr, number()} | {lg, number()} | {lb, number()}`

See external documentation.

`convertToMono(This, R, G, B) -> wxImage()`
Types:
- `This = wxImage()`
- `R = integer()`
- `G = integer()`
- `B = integer()`

See external documentation.

`copy(This) -> wxImage()`
Types:
- `This = wxImage()`
See external documentation.

`create(This, Width, Height) -> boolean()`
Types:
- `This = wxImage()`
- `Width = integer()`
- `Height = integer()`
Equivalent to `create(This, Width, Height, [])`.

`create(This, Width, Height, Data) -> boolean()`
Types:
- `This = wxImage()`
wxImage

Width = integer()
Height = integer()
Data = binary()

See external documentation.

Also:
create(This, Width, Height, [Option]) -> boolean() when
This::wxImage(), Width::integer(), Height::integer(),
Option :: ['clear', boolean()].

create(This, Width, Height, Data, Alpha) -> boolean()

Types:
   This = wxImage()
   Width = integer()
   Height = integer()
   Data = binary()
   Alpha = binary()

See external documentation.

Also:
create(This, Width, Height, Data, [Option]) -> boolean() when
This::wxImage(), Width::integer(), Height::integer(), Data::binary(),
Option :: ['static_data', boolean()].

create(This, Width, Height, Data, Alpha, Options::[Option]) -> boolean()

Types:
   This = wxImage()
   Width = integer()
   Height = integer()
   Data = binary()
   Alpha = binary()
   Option = {static_data, boolean()}

See external documentation.

Destroy(This) -> ok

Types:
   This = wxImage()

See external documentation.

findFirstUnusedColour(This) -> Result

Types:
   Result = {Res::boolean(), R::integer(), G::integer(), B::integer()}
   This = wxImage()

Equivalent to findFirstUnusedColour(This, []).
findFirstUnusedColour(This, Options::[Option]) -> Result
Types:
   Result = {Res::boolean(), R::integer(), G::integer(), B::integer()}
   This = wxImage()
   Option = {startR, integer()} | {startG, integer()} | {startB, integer()}
See external documentation.

getImageExtWildcard() -> unicode:charlist()
See external documentation.

getAlpha(This) -> binary()
Types:
   This = wxImage()
See external documentation.

getAlpha(This, X, Y) -> integer()
Types:
   This = wxImage()
   X = integer()
   Y = integer()
See external documentation.

getBlue(This, X, Y) -> integer()
Types:
   This = wxImage()
   X = integer()
   Y = integer()
See external documentation.

data(This) -> binary()
Types:
   This = wxImage()
See external documentation.

getGreen(This, X, Y) -> integer()
Types:
   This = wxImage()
   X = integer()
   Y = integer()
See external documentation.

getImageCount(Name) -> integer()
**Name** = `unicode:chardata()`  
Equivalent to `getImageCount(Name, [])`.

getImageCount(Name, Options::[Option]) -> integer()  
Types:  
  **Name** = `unicode:chardata()`  
  **Option** = `{type, wx:wx_enum()}`  
See external documentation.  

getHeight(This) -> integer()  
Types:  
  **This** = `wxImage()`  
See external documentation.

getMaskBlue(This) -> integer()  
Types:  
  **This** = `wxImage()`  
See external documentation.

getMaskGreen(This) -> integer()  
Types:  
  **This** = `wxImage()`  
See external documentation.

getMaskRed(This) -> integer()  
Types:  
  **This** = `wxImage()`  
See external documentation.

getOrFindMaskColour(This) -> Result  
Types:  
  **Result** = `{Res::boolean(), R::integer(), G::integer(), B::integer()}`  
  **This** = `wxImage()`
wxImage

See external documentation.

getPalette(This) -> wxPalette:wxPalette()
Types:
    This = wxImage()
See external documentation.

getRed(This, X, Y) -> integer()
Types:
    This = wxImage()
    X = integer()
    Y = integer()
See external documentation.

getSubImage(This, Rect) -> wxImage()
Types:
    This = wxImage()
    Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
See external documentation.

getWidth(This) -> integer()
Types:
    This = wxImage()
See external documentation.

hasAlpha(This) -> boolean()
Types:
    This = wxImage()
See external documentation.

hasMask(This) -> boolean()
Types:
    This = wxImage()
See external documentation.

getOption(This, Name) -> unicode:charlist()
Types:
    This = wxImage()
    Name = unicode:chardata()
See external documentation.

getOptionInt(This, Name) -> integer()
Types:
This = \texttt{wxImage()}
Name = \texttt{unicode:chardata()}

See external documentation.

\texttt{hasOption(This, Name)} -> boolean()
Types:
\hspace{1em} This = \texttt{wxImage()}
\hspace{1em} Name = \texttt{unicode:chardata()}

See external documentation.

\texttt{initAlpha(This)} -> ok
Types:
\hspace{1em} This = \texttt{wxImage()}

See external documentation.

\texttt{initStandardHandlers()} -> ok
See external documentation.

\texttt{isTransparent(This, X, Y)} -> boolean()
Types:
\hspace{1em} This = \texttt{wxImage()}
\hspace{1em} X = integer()
\hspace{1em} Y = integer()

Equivalent to \texttt{isTransparent(This, X, Y, [])}.

\texttt{isTransparent(This, X, Y, Options::[Option])} -> boolean()
Types:
\hspace{1em} This = \texttt{wxImage()}
\hspace{1em} X = integer()
\hspace{1em} Y = integer()
\hspace{1em} Option = \{threshold, integer()\}

See external documentation.

\texttt{loadFile(This, Name)} -> boolean()
Types:
\hspace{1em} This = \texttt{wxImage()}
\hspace{1em} Name = \texttt{unicode:chardata()}

Equivalent to \texttt{loadFile(This, Name, [])}.

\texttt{loadFile(This, Name, Options::[Option])} -> boolean()
Types:
\hspace{1em} This = \texttt{wxImage()}
\hspace{1em} Name = \texttt{unicode:chardata()}
Option = {type, integer()} | {index, integer()}
See external documentation.

loadFile(This, Name, Mimetype, Options::[Option]) -> boolean()
Types:
  This = wxImage()
  Name = unicode:chardata()
  Mimetype = unicode:chardata()
  Option = {index, integer()}
See external documentation.

ok(This) -> boolean()
Types:
  This = wxImage()
See external documentation.

removeHandler(Name) -> boolean()
Types:
  Name = unicode:chardata()
See external documentation.

mirror(This) -> wxImage()
Types:
  This = wxImage()
Equivalent to mirror(This, []).
mirror(This, Options::[Option]) -> wxImage()
Types:
  This = wxImage()
  Option = {horizontally, boolean()}
See external documentation.

replace(This, R1, G1, B1, R2, G2, B2) -> ok
Types:
  This = wxImage()
  R1 = integer()
  G1 = integer()
  B1 = integer()
  R2 = integer()
  G2 = integer()
  B2 = integer()
See external documentation.
rescale(This, Width, Height) -> wxImage()

Types:
  This = wxImage()
  Width = integer()
  Height = integer()

Equivalent to rescale(This, Width, Height, []).

rescale(This, Width, Height, Options::[Option]) -> wxImage()

Types:
  This = wxImage()
  Width = integer()
  Height = integer()
  Option = {quality, wx:wx.enum()}

See external documentation.
Quality = integer

resize(This, Size, Pos) -> wxImage()

Types:
  This = wxImage()
  Size = {W::integer(), H::integer()}
  Pos = {X::integer(), Y::integer()}

Equivalent to resize(This, Size, Pos, []).

resize(This, Size, Pos, Options::[Option]) -> wxImage()

Types:
  This = wxImage()
  Size = {W::integer(), H::integer()}
  Pos = {X::integer(), Y::integer()}
  Option = {r, integer()} | {g, integer()} | {b, integer()}

See external documentation.

rotate(This, Angle, Centre_of_rotation) -> wxImage()

Types:
  This = wxImage()
  Angle = number()
  Centre_of_rotation = {X::integer(), Y::integer()}

Equivalent to rotate(This, Angle, Centre_of_rotation, []).

rotate(This, Angle, Centre_of_rotation, Options::[Option]) -> wxImage()

Types:
  This = wxImage()
  Angle = number()
  Centre_of_rotation = {X::integer(), Y::integer()}
Option = \{interpolating, boolean()\} | \{offset_after_rotation, \{X::integer(), Y::integer()\}\}

See external documentation.

rotateHue(This, Angle) -> ok
Types:
  This  = wxImage()
  Angle = number()

See external documentation.

rotate90(This) -> wxImage()
Types:
  This  = wxImage()

Equivalent to rotate90(This, []).

rotate90(This, Options::[Option]) -> wxImage()
Types:
  This  = wxImage()
  Option = \{clockwise, boolean()\}

See external documentation.

saveFile(This, Name) -> boolean()
Types:
  This  = wxImage()
  Name  = unicode:chardata()

See external documentation.

saveFile(This, Name, Type) -> boolean()
Types:
  This  = wxImage()
  Name  = unicode:chardata()
  Type  = integer()

See external documentation.
Also:
saveFile(This, Name, Mimetype) -> boolean() when
This::wxImage(), Name::unicode:chardata(), Mimetype::unicode:chardata().

scale(This, Width, Height) -> wxImage()
Types:
  This  = wxImage()
  Width = integer()
  Height = integer()

Equivalent to scale(This, Width, Height, []).
scale(This, Width, Height, Options::[Option]) -> wxImage()

Types:
  This = wxImage()
  Width = integer()
  Height = integer()
  Option = {quality, wx:wx_enum()}

See external documentation.
Quality = integer

size(This, Size, Pos) -> wxImage()

Types:
  This = wxImage()
  Size = {W::integer(), H::integer()}
  Pos = {X::integer(), Y::integer()}

Equivalent to size(This, Size, Pos, []).

size(This, Size, Pos, Options::[Option]) -> wxImage()

Types:
  This = wxImage()
  Size = {W::integer(), H::integer()}
  Pos = {X::integer(), Y::integer()}
  Option = {r, integer()} | {g, integer()} | {b, integer()}

See external documentation.

setAlpha(This, Alpha) -> ok

Types:
  This = wxImage()
  Alpha = binary()

Equivalent to setAlpha(This, Alpha, []).

setAlpha(This, Alpha, Options::[Option]) -> ok

Types:
  This = wxImage()
  Alpha = binary()
  Option = {static_data, boolean()}

See external documentation.

setAlpha(This, X, Y, Alpha) -> ok

Types:
  This = wxImage()
  X = integer()
  Y = integer()
  Alpha = integer()
setData(This, Data) -> ok
Types:
   This = wxImage()
   Data = binary()
Equivalent to setData(This, Data, []).

setData(This, Data, Options::[Option]) -> ok
Types:
   This = wxImage()
   Data = binary()
   Option = {static_data, boolean()}
See external documentation.

setData(This, Data, New_width, New_height) -> ok
Types:
   This = wxImage()
   Data = binary()
   New_width = integer()
   New_height = integer()
Equivalent to setData(This, Data, New_width, New_height, []).

setData(This, Data, New_width, New_height, Options::[Option]) -> ok
Types:
   This = wxImage()
   Data = binary()
   New_width = integer()
   New_height = integer()
   Option = {static_data, boolean()}
See external documentation.

setMask(This) -> ok
Types:
   This = wxImage()
Equivalent to setMask(This, []).

setMask(This, Options::[Option]) -> ok
Types:
   This = wxImage()
   Option = {mask, boolean()}
See external documentation.
setMaskColour(This, R, G, B) -> ok
Types:
   This = wxImage()
   R = integer()
   G = integer()
   B = integer()
See external documentation.

setMaskFromImage(This, Mask, Mr, Mg, Mb) -> boolean()
Types:
   This = wxImage()
   Mask = wxImage()
   Mr = integer()
   Mg = integer()
   Mb = integer()
See external documentation.

setOption(This, Name, Value) -> ok
Types:
   This = wxImage()
   Name = unicode:chardata()
   Value = integer()
See external documentation.
Also:
setOption(This, Name, Value) -> 'ok' when
   This::wxImage(), Name::unicode:chardata(), Value::unicode:chardata().

setPalette(This, Palette) -> ok
Types:
   This = wxImage()
   Palette = wxPalette:wxPalette()
See external documentation.

setRGB(This, Rect, R, G, B) -> ok
Types:
   This = wxImage()
   Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
   R = integer()
   G = integer()
   B = integer()
See external documentation.
wxImage

setRGB(This, X, Y, R, G, B) -> ok
Types:
   This = wxImage()
   X = integer()
   Y = integer()
   R = integer()
   G = integer()
   B = integer()
See external documentation.

destroy(This::wxImage()) -> ok
Destroys this object, do not use object again
wxImageList

Erlang module

See external documentation: \texttt{wxImageList}.

**DATA TYPES**

\texttt{wxImageList()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

\texttt{new() -> wxImageList()}

See \texttt{external documentation}.

\texttt{new(Width, Height) -> wxImageList()}

Types:

- \texttt{Width = integer()}
- \texttt{Height = integer()}

Equivalent to \texttt{new(Width, Height, [])}.

\texttt{new(Width, Height, Options::[Option]) -> wxImageList()}

Types:

- \texttt{Width = integer()}
- \texttt{Height = integer()}
- \texttt{Option = \{mask, boolean\} | \{initialCount, integer\}}

See \texttt{external documentation}.

\texttt{add(This, Bitmap) -> integer()}

Types:

- \texttt{This = \texttt{wxImageList}}
- \texttt{Bitmap = \texttt{wxBitmap:wxBitmap}}

See \texttt{external documentation}.

\texttt{add(This, Bitmap, Mask) -> integer()}

Types:

- \texttt{This = \texttt{wxImageList}}
- \texttt{Bitmap = \texttt{wxBitmap:wxBitmap}}
- \texttt{Mask = \texttt{wxBitmap:wxBitmap}}

See \texttt{external documentation}.

Also:

\texttt{add(This, Bitmap, MaskColour) -> integer() when}
wxImageList

create(This, Width, Height) -> boolean()
Types:
   This = wxImageList()
   Width = integer()
   Height = integer()
Equivalent to create(This, Width, Height, []).

create(This, Width, Height, Options::[Option]) -> boolean()
Types:
   This = wxImageList()
   Width = integer()
   Height = integer()
   Option = {mask, boolean()} | {initialCount, integer()}
See external documentation.

draw(This, Index, Dc, X, Y) -> boolean()
Types:
   This = wxImageList()
   Index = integer()
   Dc = wxDC:wxDC()
   X = integer()
   Y = integer()
Equivalent to draw(This, Index, Dc, X, Y, []).

draw(This, Index, Dc, X, Y, Options::[Option]) -> boolean()
Types:
   This = wxImageList()
   Index = integer()
   Dc = wxDC:wxDC()
   X = integer()
   Y = integer()
   Option = {flags, integer()} | {solidBackground, boolean()}
See external documentation.

getBitmap(This, Index) -> wxBitmap:wxBitmap()
Types:
   This = wxImageList()
   Index = integer()
See external documentation.
getIcon(This, Index) -> wxIcon:wxIcon()
Types:
   This = wxImageList()
   Index = integer()
See external documentation.

getImageCount(This) -> integer()
Types:
   This = wxImageList()
See external documentation.

getSize(This, Index) -> Result
Types:
   Result = {Res::boolean(), Width::integer(), Height::integer()}
   This = wxImageList()
   Index = integer()
See external documentation.

remove(This, Index) -> boolean()
Types:
   This = wxImageList()
   Index = integer()
See external documentation.

removeAll(This) -> boolean()
Types:
   This = wxImageList()
See external documentation.

replace(This, Index, Bitmap) -> boolean()
Types:
   This = wxImageList()
   Index = integer()
   Bitmap = wxBitmap:wxBitmap()
See external documentation.

replace(This, Index, Bitmap, Mask) -> boolean()
Types:
   This = wxImageList()
   Index = integer()
   Bitmap = wxBitmap:wxBitmap()
   Mask = wxBitmap:wxBitmap()
See external documentation.
wxImageList

\texttt{destroy(This::wxImageList()) -> ok}

Destroys this object, do not use object again
wxInitDialogEvent

Erlang module

See external documentation: `wxInitDialogEvent`.

Use `wxEvtHandler:connect/3` with EventType:

- `init_dialog`

See also the message variant `#wxInitDialog/1` event record type.

This class is derived (and can use functions) from:

- `wxEvent`

**DATA TYPES**

`wxInitDialogEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.
wxJoystickEvent

Erlang module

See external documentation: wxJoystickEvent.

Use wxEvtHandler:connect/3 with EventType:

joy_button_down, joy_button_up, joy_move, joy_zmove

See also the message variant #wxJoystick event record type.

This class is derived (and can use functions) from:
wxEvent

DATA TYPES

wxJoystickEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

buttonDown(This) -> boolean()
Types:

This = wxJoystickEvent()
Equivalent to buttonDown(This, []).

buttonDown(This, Options::[Option]) -> boolean()
Types:

This = wxJoystickEvent()
Option = {but, integer()}
See external documentation.

buttonIsDown(This) -> boolean()
Types:

This = wxJoystickEvent()
Equivalent to buttonIsDown(This, []).

buttonIsDown(This, Options::[Option]) -> boolean()
Types:

This = wxJoystickEvent()
Option = {but, integer()}
See external documentation.

buttonUp(This) -> boolean()
Types:
This = `wxJoystickEvent()`
Equivalent to `buttonUp(This, []).`

`buttonUp(This, Options::[Option]) -> boolean()`
Types:
  This = `wxJoystickEvent()`
  Option = `{but, integer()}`
See external documentation.

`getButtonChange(This) -> integer()`
Types:
  This = `wxJoystickEvent()`
See external documentation.

`getButtonState(This) -> integer()`
Types:
  This = `wxJoystickEvent()`
See external documentation.

`getJoystick(This) -> integer()`
Types:
  This = `wxJoystickEvent()`
See external documentation.

`getPosition(This) -> {X::integer(), Y::integer()}`
Types:
  This = `wxJoystickEvent()`
See external documentation.

`getZPosition(This) -> integer()`
Types:
  This = `wxJoystickEvent()`
See external documentation.

`isButton(This) -> boolean()`
Types:
  This = `wxJoystickEvent()`
See external documentation.

`isMove(This) -> boolean()`
Types:
  This = `wxJoystickEvent()`
See external documentation.
isZMove(This) -> boolean()

Types:
    This = wxJoystickEvent()

See external documentation.
wxKeyEvent

Erlang module

See external documentation: `wxKeyEvent`.

Use `wxEvtHandler:connect/3` with EventType:

```
char, char_hook, key_down, key_up
```

See also the message variant `#wxKey{}` event record type.

This class is derived (and can use functions) from: `wxEvent`

DATA TYPES

`wxKeyEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

```
altDown(This) -> boolean()
```

Types:

```
This = wxKeyEvent()
```

See external documentation.

```
cmdDown(This) -> boolean()
```

Types:

```
This = wxKeyEvent()
```

See external documentation.

```
controlDown(This) -> boolean()
```

Types:

```
This = wxKeyEvent()
```

See external documentation.

```
keyCode(This) -> integer()
```

Types:

```
This = wxKeyEvent()
```

See external documentation.

```
getModifiers(This) -> integer()
```

Types:

```
This = wxKeyEvent()
```

See external documentation.
wxKeyEvent

getPosition(This) -> {X::integer(), Y::integer()}
Types:
  This = wxKeyEvent()
See external documentation.

getRawKeyCode(This) -> integer()
Types:
  This = wxKeyEvent()
See external documentation.

getRawKeyFlags(This) -> integer()
Types:
  This = wxKeyEvent()
See external documentation.

getUnicodeKey(This) -> integer()
Types:
  This = wxKeyEvent()
See external documentation.

gX(This) -> integer()
Types:
  This = wxKeyEvent()
See external documentation.

gY(This) -> integer()
Types:
  This = wxKeyEvent()
See external documentation.

hasModifiers(This) -> boolean()
Types:
  This = wxKeyEvent()
See external documentation.

metaDown(This) -> boolean()
Types:
  This = wxKeyEvent()
See external documentation.

shiftDown(This) -> boolean()
Types:
  This = wxKeyEvent()
See external documentation.
wxLayoutAlgorithm

Erlang module

See external documentation: wxLayoutAlgorithm.

DATA TYPES

wxLayoutAlgorithm()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxLayoutAlgorithm()

See external documentation.

layoutFrame(This, Frame) -> boolean()

Types:

This = wxLayoutAlgorithm()
Frame = wxFrame:wxFrame()

Equivalent to layoutFrame(This, Frame, []).

layoutFrame(This, Frame, Options::[Option]) -> boolean()

Types:

This = wxLayoutAlgorithm()
Frame = wxFrame:wxFrame()
Option = {mainWindow, wxWindow:wxWindow()}

See external documentation.

layoutMDIFrame(This, Frame) -> boolean()

Types:

This = wxLayoutAlgorithm()
Frame = wxMDIParentFrame:wxMDIParentFrame()

Equivalent to layoutMDIFrame(This, Frame, []).

layoutMDIFrame(This, Frame, Options::[Option]) -> boolean()

Types:

This = wxLayoutAlgorithm()
Frame = wxMDIParentFrame:wxMDIParentFrame()
Option = {rect, [X::integer(), Y::integer(), W::integer(), H::integer()]}
layoutWindow(This, Frame) -> boolean()
Types:
  This = wxLayoutAlgorithm()
  Frame = wxWindow:wxWindow()
Equivalent to layoutWindow(This, Frame, []).

layoutWindow(This, Frame, Options::[Option]) -> boolean()
Types:
  This = wxLayoutAlgorithm()
  Frame = wxWindow:wxWindow()
  Option = {mainWindow, wxWindow:wxWindow()}
See external documentation.

destroy(This::wxLayoutAlgorithm()) -> ok
Destroys this object, do not use object again
wxListBox

Erlang module

See external documentation: wxListBox.
This class is derived (and can use functions) from:
wxControlWithItems
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxListBox()

An object reference, The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

new() -> wxListBox()
See external documentation.

new(Parent, Id) -> wxListBox()
Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
Equivalent to new(Parent, Id, []).

new(Parent, Id, Options::[Option]) -> wxListBox()
Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(),
H::integer()}} | {choices, [unicode:chardata()] | {style, integer()} | 
{validator, wx:wx_object()}
See external documentation.

create(This, Parent, Id, Pos, Size, Choices) -> boolean()
Types:
  This = wxListBox()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Pos = {X::integer(), Y::integer()}
  Size = {W::integer(), H::integer()}
  Choices = [unicode:chardata()]
Equivalent to `create(This, Parent, Id, Pos, Size, Choices, [])`.

```
create(This, Parent, Id, Pos, Size, Choices, Options::[Option]) -> boolean()
```

Types:

```
This = wxListBox()
Parent = wxWindow:wxWindow()
Id = integer()
Pos = {X::integer(), Y::integer()}
Size = {W::integer(), H::integer()}
Choices = [unicode:chardata()]
Option = {style, integer()} | {validator, wx:wx_object()}
```

See **external documentation**.

```
deselect(This, N) -> ok
```

Types:

```
This = wxListBox()
N = integer()
```

See **external documentation**.

```
getSelections(This) -> Result
```

Types:

```
Result = {Res::integer(), ASelections::[integer()]} 
This = wxListBox()
```

See **external documentation**.

```
insertItems(This, Items, Pos) -> ok
```

Types:

```
This = wxListBox()
Items = [unicode:chardata()]
Pos = integer()
```

See **external documentation**.

```
isSelected(This, N) -> boolean()
```

Types:

```
This = wxListBox()
N = integer()
```

See **external documentation**.

```
set(This, Items) -> ok
```

Types:

```
This = wxListBox()
Items = [unicode:chardata()]
```

See **external documentation**.
hitTest(This, Point) -> integer()
Types:
   This = wxListBox()
   Point = {X::integer(), Y::integer()}
See external documentation.

setFirstItem(This, N) -> ok
Types:
   This = wxListBox()
   N = integer()
See external documentation.
Also:
setFirstItem(This, S) -> 'ok' when
This::wxListBox(), S::unicode:chardata().

destroy(This::wxListBox()) -> ok
Destroys this object, do not use object again
wxListCtrl

Erlang module

See external documentation: wxListCtrl.
This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES
wxListCtrl()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxListCtrl()
See external documentation.

new(Parent) -> wxListCtrl()
Types:
   Parent = wxWindow:wxWindow()

new(Parent, Options::[Option]) -> wxListCtrl()
Types:
   Parent = wxWindow:wxWindow()
   Option = {winid, integer()} | {pos, {X::integer(), Y::integer()}} |
            {size, {W::integer(), H::integer()}} | {style, integer()} | {validator,
            wx:wx_object()} | {onGetItemText, function()} | {onGetItemAttr,
            function() | {onGetItemColumnImage, function()}

Creates a listctrl with optional callback functions:
OnGetItemText = (This, Item, Column) -> unicode:charlist() OnGetItemAttr = (This, Item) ->
wxListItemAttr:wxListItemAttr() OnGetItemColumnImage = (This, Item, Column) -> integer()
See external documentation.

arrange(This) -> boolean()
Types:
   This = wxListCtrl()
Equivalent to arrange(This, []).

arrange(This, Options::[Option]) -> boolean()
Types:
   This = wxListCtrl()
wxListCtrl

```

Option = {flag, integer()}
```

See external documentation.

```

assignImageList(This, ImageList, Which) -> ok
Types:
    This = wxListCtrl()
    ImageList = wxImageList:wxImageList()
    Which = integer()
See external documentation.
```

```

clearAll(This) -> ok
Types:
    This = wxListCtrl()
See external documentation.
```

```

create(This, Parent) -> wxListCtrl()
Types:
    This = wxWindow:wxWindow()
    Parent = wxWindow:wxWindow()
Equivalent to create(This, Parent, []).
```

```

create(This, Parent, Options::[Option]) -> wxListCtrl()
Types:
    This = wxWindow:wxWindow()
    Parent = wxWindow:wxWindow()
    Option = {winid, integer()} | {pos, {X::integer(), Y::integer()}} |
    {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, 
    wx:wx_object()} | {onGetItemText, function()} | {onGetItemAttr,
    function()} | {onGetItemColumnImage, function()}
See external documentation.
```

```

deleteAllItems(This) -> boolean()
Types:
    This = wxListCtrl()
See external documentation.
```

```

deleteColumn(This, Col) -> boolean()
Types:
    This = wxListCtrl()
    Col = integer()
See external documentation.
```
deleteItem(This, Item) -> boolean()
Types:
  This = wxListCtrl()
  Item = integer()
See external documentation.

editLabel(This, Item) -> wxTextCtrl:wxTextCtrl()
Types:
  This = wxListCtrl()
  Item = integer()
See external documentation.

ensureVisible(This, Item) -> boolean()
Types:
  This = wxListCtrl()
  Item = integer()
See external documentation.

findItem(This, Start, Str) -> integer()
Types:
  This = wxListCtrl()
  Start = integer()
  Str = unicode:chardata()
Equivalent to findItem(This, Start, Str, []).

findItem(This, Start, Str, Options::[Option]) -> integer()
Types:
  This = wxListCtrl()
  Start = integer()
  Str = unicode:chardata()
  Option = {partial, boolean()}
See external documentation.
Also:
findItem(This, Start, Pt, Direction) -> integer() when
This::wxListCtrl(), Start::integer(), Pt::{X::integer(), Y::integer()}, Direction::integer().

column(This, Col, Item) -> boolean()
Types:
  This = wxListCtrl()
  Col = integer()
  Item = wxListItem:wxListItem()
See external documentation.
wxListCtrl

getColumnCount(This) -> integer()
Types:
   This = wxListCtrl()
See external documentation.

columnWidth(This, Col) -> integer()
Types:
   This = wxListCtrl()
   Col = integer()
See external documentation.

getCountPerPage(This) -> integer()
Types:
   This = wxListCtrl()
See external documentation.

getEditControl(This) -> wxTextCtrl:wxTextCtrl()
Types:
   This = wxListCtrl()
See external documentation.

getImageList(This, Which) -> wxImageList:wxImageList()
Types:
   This = wxListCtrl()
   Which = integer()
See external documentation.

getItem(This, Info) -> boolean()
Types:
   This = wxListCtrl()
   Info = wxListItem:wxListItem()
See external documentation.

getItemBackgroundColour(This, Item) -> wx:wx_colour4()
Types:
   This = wxListCtrl()
   Item = integer()
See external documentation.

getItemCount(This) -> integer()
Types:
   This = wxListCtrl()
See external documentation.
getItemData(This, Item) -> integer()
Types:
   This = wxListCtrl()
   Item = integer()
See external documentation.

ggetItemFont(This, Item) -> wxFont:wxFont()
Types:
   This = wxListCtrl()
   Item = integer()
See external documentation.

ggetItemPosition(This, Item) -> Result
Types:
   Result = {Res::boolean(), Pos::{X::integer(), Y::integer()}}
   This = wxListCtrl()
   Item = integer()
See external documentation.

ggetItemRect(This, Item) -> Result
Types:
   Result = {Res::boolean(), Rect::{X::integer(), Y::integer(), W::integer(), H::integer()}}
   This = wxListCtrl()
   Item = integer()
Equivalent to getItemRect(This, Item, []).

ggetItemRect(This, Item, Options::[Option]) -> Result
Types:
   Result = {Res::boolean(), Rect::{X::integer(), Y::integer(), W::integer(), H::integer()}}
   This = wxListCtrl()
   Item = integer()
   Option = {code, integer()}
See external documentation.

ggetItemSpacing(This) -> {W::integer(), H::integer()}
Types:
   This = wxListCtrl()
See external documentation.

ggetItemState(This, Item, StateMask) -> integer()
Types:
wxListCtrl

This = wxListCtrl()
Item = integer()
StateMask = integer()

See external documentation.

gItemText(This, Item) -> unicode:charlist()
Types:

This = wxListCtrl()
Item = integer()

See external documentation.

gItemTextColour(This, Item) -> wx:wx_colour4()
Types:

This = wxListCtrl()
Item = integer()

See external documentation.

gNextItem(This, Item) -> integer()
Types:

This = wxListCtrl()
Item = integer()

Equivalent to getNextItem(This, Item, []).

gNextItem(This, Item, Options::[Option]) -> integer()
Types:

This = wxListCtrl()
Item = integer()
Option = {geometry, integer()} | {state, integer()}

See external documentation.

gSelectedItemCount(This) -> integer()
Types:

This = wxListCtrl()

See external documentation.

gTextColour(This) -> wx:wx_colour4()
Types:

This = wxListCtrl()

See external documentation.

gTopItem(This) -> integer()
Types:

This = wxListCtrl()
getViewRect(This) -> \{X::integer(), Y::integer(), W::integer(), H::integer()\}
Types:
    This = wxListCtrl()
See external documentation.

hitTest(This, Point) -> Result
Types:
    Result = \{Res::integer(), Flags::integer(), PSubItem::integer()\}
    This = wxListCtrl()
    Point = \{X::integer(), Y::integer()\}
See external documentation.

insertColumn(This, Col, Heading) -> integer()
Types:
    This = wxListCtrl()
    Col = integer()
    Heading = unicode:chardata()
See external documentation.
Also:
insertColumn(This, Col, Info) -> integer() when
This::wxListCtrl(), Col::integer(), Info::wxListItem:wxListItem().

insertColumn(This, Col, Heading, Options::[Option]) -> integer()
Types:
    This = wxListCtrl()
    Col = integer()
    Heading = unicode:chardata()
    Option = \{format, integer()\} | \{width, integer()\}
See external documentation.

insertItem(This, Info) -> integer()
Types:
    This = wxListCtrl()
    Info = wxListItem:wxListItem()
See external documentation.

insertItem(This, Index, ImageIndex) -> integer()
Types:
    This = wxListCtrl()
    Index = integer()
    ImageIndex = integer()
See external documentation.
Also:
insertItem(This, Index, Label) -> integer() when
This::wxListCtrl(), Index::integer(), Label::unicode:chardata().

insertItem(This, Index, Label, ImageIndex) -> integer()
Types:
   This = wxListCtrl()
   Index = integer()
   Label = unicode:chardata()
   ImageIndex = integer()
See external documentation.

refreshItem(This, Item) -> ok
Types:
   This = wxListCtrl()
   Item = integer()
See external documentation.

refreshItems(This, ItemFrom, ItemTo) -> ok
Types:
   This = wxListCtrl()
   ItemFrom = integer()
   ItemTo = integer()
See external documentation.

scrollList(This, Dx, Dy) -> boolean()
Types:
   This = wxListCtrl()
   Dx = integer()
   Dy = integer()
See external documentation.

setBackgroundColour(This, Colour) -> boolean()
Types:
   This = wxListCtrl()
   Colour = wx:wx_colour()
See external documentation.

setColumn(This, Col, Item) -> boolean()
Types:
   This = wxListCtrl()
   Col = integer()
   Item = wxListItem:wxListItem()
See external documentation.

setColumnWidth(This, Col, Width) -> boolean()

Types:
  This = wxListCtrl()
  Col = integer()
  Width = integer()

See external documentation.

setImageList(This, ImageList, Which) -> ok

Types:
  This = wxListCtrl()
  ImageList = wxImageList:wxImageList()
  Which = integer()

See external documentation.

setItem(This, Info) -> boolean()

Types:
  This = wxListCtrl()
  Info = wxListItem:wxListItem()

See external documentation.

setItem(This, Index, Col, Label) -> integer()

Types:
  This = wxListCtrl()
  Index = integer()
  Col = integer()
  Label = unicode:chardata()

Equivalent to setItem(This, Index, Col, Label, []).

setItem(This, Index, Col, Label, Options::[Option]) -> integer()

Types:
  This = wxListCtrl()
  Index = integer()
  Col = integer()
  Label = unicode:chardata()
  Option = {imageId, integer()}

See external documentation.

setItemBackgroundColour(This, Item, Col) -> ok

Types:
  This = wxListCtrl()
  Item = integer()
wxListCtrl

    Col = wx:wx_colour()
See external documentation.

setItemCount(This, Count) -> ok
Types:
    This = wxListCtrl()
    Count = integer()
See external documentation.

setItemData(This, Item, Data) -> boolean()
Types:
    This = wxListCtrl()
    Item = integer()
    Data = integer()
See external documentation.

setItemFont(This, Item, F) -> ok
Types:
    This = wxListCtrl()
    Item = integer()
    F = wxFont:wxFont()
See external documentation.

setItemImage(This, Item, Image) -> boolean()
Types:
    This = wxListCtrl()
    Item = integer()
    Image = integer()
Equivalent to setItemImage(This, Item, Image, []).

setItemImage(This, Item, Image, Options::[Option]) -> boolean()
Types:
    This = wxListCtrl()
    Item = integer()
    Image = integer()
    Option = {selImage, integer()}
See external documentation.

setItemColumnImage(This, Item, Column, Image) -> boolean()
Types:
    This = wxListCtrl()
    Item = integer()
    Column = integer()
Image = integer()
See external documentation.

setItemPosition(This, Item, Pos) -> boolean()
Types:
   This = wxListCtrl()
   Item = integer()
   Pos = {X::integer(), Y::integer()}
See external documentation.

setItemState(This, Item, State, StateMask) -> boolean()
Types:
   This = wxListCtrl()
   Item = integer()
   State = integer()
   StateMask = integer()
See external documentation.

setItemText(This, Item, Str) -> ok
Types:
   This = wxListCtrl()
   Item = integer()
   Str = unicode:chardata()
See external documentation.

setItemTextColour(This, Item, Col) -> ok
Types:
   This = wxListCtrl()
   Item = integer()
   Col = wx:wx_colour()
See external documentation.

setSingleStyle(This, Style) -> ok
Types:
   This = wxListCtrl()
   Style = integer()
Equivalent to setSingleStyle(This, Style, []).

setSingleStyle(This, Style, Options::[Option]) -> ok
Types:
   This = wxListCtrl()
   Style = integer()
   Option = {add, boolean()}
wxListCtrl

See external documentation.

setTextColour(This, Col) -> ok
Types:
  This = wxListCtrl()
  Col = wx:wx_colour()
See external documentation.

setWindowStyleFlag(This, Style) -> ok
Types:
  This = wxListCtrl()
  Style = integer()
See external documentation.

sortItems(This::wxListCtrl(), SortCallBack::function()) -> boolean()
Sort the items in the list control

SortCallBack(Item1,Item2) -> integer()
SortCallBack receives the client data associated with two items to compare, and should return 0 if the items are equal, a negative value if the first item is less than the second one and a positive value if the first item is greater than the second one.
NOTE: The callback may not call other (wx) processes.

destroy(This::wxListCtrl()) -> ok
Destroys this object, do not use object again
wxListEvent

Erlang module

See external documentation: wxListEvent.

Use wxEvtHandler:connect/3 with EventType:

- command_list_begin_drag
- command_list_end_label_edit
- command_list_key_down
- command_list_col_right_click
- command_list_col_end_drag
- command_list_item_right_click
- command_list_item_focused
- command_list_cache_hint

- command_list_begin_rdrag
- command_list_delete_item
- command_list_insert_item
- command_list_col_begin_drag
- command_list_item_selected
- command_list_item_middle_click
- command_list_item_activated

See also the message variant #wxList event record type.

This class is derived (and can use functions) from:

wxNotifyEvent
wxCommandEvent
wxEvent

DATA TYPES

wxListEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getCacheFrom(This) -> integer()  
Types:
  This = wxListEvent()

See external documentation.

getCacheTo(This) -> integer()  
Types:
  This = wxListEvent()

See external documentation.

getKeyCode(This) -> integer()  
Types:
  This = wxListEvent()

See external documentation.

getIndex(This) -> integer()  
Types:
  This = wxListEvent()
wxListEvent

See external documentation.

g getColumn(This) -> integer()
Types:
   This = wxListEvent()
See external documentation.

g getPoint(This) -> {X::integer(), Y::integer()}
Types:
   This = wxListEvent()
See external documentation.

g getLabel(This) -> unicode:charlist()
Types:
   This = wxListEvent()
See external documentation.

g getText(This) -> unicode:charlist()
Types:
   This = wxListEvent()
See external documentation.

g getImage(This) -> integer()
Types:
   This = wxListEvent()
See external documentation.

g getData(This) -> integer()
Types:
   This = wxListEvent()
See external documentation.

g getMask(This) -> integer()
Types:
   This = wxListEvent()
See external documentation.

g getItem(This) -> wxListItem:wxListItem()
Types:
   This = wxListEvent()
See external documentation.
isEditCancelled(This) -> boolean()
Types:
   This = wxListEvent()
See external documentation.
wxListItem

Erlang module

See external documentation: `wxListItem`.

**DATA TYPES**

`wxListItem()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxListItem()`  
See external documentation.

`new(Item) -> wxListItem()`  
Types:  
`Item = wxListItem()`  
See external documentation.

`clear(This) -> ok`  
Types:  
`This = wxListItem()`  
See external documentation.

`getAlign(This) -> wx:wx_enum()`  
Types:  
`This = wxListItem()`  
See external documentation.  

`getBackgroundColour(This) -> wx:wx_colour4()`  
Types:  
`This = wxListItem()`  
See external documentation.

`getColumn(This) -> integer()`  
Types:  
`This = wxListItem()`  
See external documentation.
wxListItem

setFont(This) -> wxFont:wxFont()
Types:
    This = wxListItem()
See external documentation.

getId(This) -> integer()
Types:
    This = wxListItem()
See external documentation.

getImage(This) -> integer()
Types:
    This = wxListItem()
See external documentation.

getState(This) -> integer()
Types:
    This = wxListItem()
See external documentation.

getText(This) -> unicode:charlist()
Types:
    This = wxListItem()
See external documentation.

getTextColour(This) -> wx:wx_colour4()
Types:
    This = wxListItem()
See external documentation.

getWidth(This) -> integer()
Types:
    This = wxListItem()
See external documentation.

setAlign(This, Align) -> ok
Types:
    This = wxListItem()
Align = \texttt{wx:wxEnum()}

See external documentation.

\texttt{Align = \texttt{wxLIST\_FORMAT\_LEFT} \mid \texttt{wxLIST\_FORMAT\_RIGHT} \mid \texttt{wxLIST\_FORMAT\_CENTRE} \mid \texttt{wxLIST\_FORMAT\_CENTER}}

\texttt{setBackgroundColour(This, ColBack) -> ok}

Types:
\begin{verbatim}
    \texttt{This = \texttt{wxListItem()}}
    \texttt{ColBack = \texttt{wx:wx\_colour()}}
\end{verbatim}

See external documentation.

\texttt{setColumn(This, Col) -> ok}

Types:
\begin{verbatim}
    \texttt{This = \texttt{wxListItem()}}
    \texttt{Col = integer()}
\end{verbatim}

See external documentation.

\texttt{setFont(This, Font) -> ok}

Types:
\begin{verbatim}
    \texttt{This = \texttt{wxListItem()}}
    \texttt{Font = \texttt{wxFont:wxFont()}}
\end{verbatim}

See external documentation.

\texttt{setId(This, Id) -> ok}

Types:
\begin{verbatim}
    \texttt{This = \texttt{wxListItem()}}
    \texttt{Id = integer()}
\end{verbatim}

See external documentation.

\texttt{setImage(This, Image) -> ok}

Types:
\begin{verbatim}
    \texttt{This = \texttt{wxListItem()}}
    \texttt{Image = integer()}
\end{verbatim}

See external documentation.

\texttt{setMask(This, Mask) -> ok}

Types:
\begin{verbatim}
    \texttt{This = \texttt{wxListItem()}}
    \texttt{Mask = integer()}
\end{verbatim}

See external documentation.

\texttt{setState(This, State) -> ok}

Types:
This = wxListItem()
State = integer()
See external documentation.

setStateMask(This, StateMask) -> ok
Types:
    This = wxListItem()
    StateMask = integer()
See external documentation.

setText(This, Text) -> ok
Types:
    This = wxListItem()
    Text = unicode:chardata()
See external documentation.

setTextColour(This, ColText) -> ok
Types:
    This = wxListItem()
    ColText = wx:wx_colour()
See external documentation.

setWidth(This, Width) -> ok
Types:
    This = wxListItem()
    Width = integer()
See external documentation.

destroy(This::wxListItem()) -> ok
Destroys this object, do not use object again
wxListItemAttr

Erlang module

See external documentation: wxListItemAttr.

DATA TYPES

wxListItemAttr()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxListItemAttr()
See external documentation.

ew(ColText, ColBack, Font) -> wxListItemAttr()
Types:
    ColText = wx:wx_colour()
    ColBack = wx:wx_colour()
    Font = wxFont:wxFont()
See external documentation.

getBackgroundColour(This) -> wx:wx_colour4()
Types:
    This = wxListItemAttr()
See external documentation.

getFont(This) -> wxFont:wxFont()
Types:
    This = wxListItemAttr()
See external documentation.

getTextColour(This) -> wx:wx_colour4()
Types:
    This = wxListItemAttr()
See external documentation.

hasBackgroundColour(This) -> boolean()
Types:
    This = wxListItemAttr()
See external documentation.
hasFont(This) -> boolean()
Types:
    This = wxListItemAttr()
See external documentation.

hasTextColour(This) -> boolean()
Types:
    This = wxListItemAttr()
See external documentation.

setBackgroundColour(This, ColBack) -> ok
Types:
    This = wxListItemAttr()
    ColBack = wx:wx_colour()
See external documentation.

setFont(This, Font) -> ok
Types:
    This = wxListItemAttr()
    Font = wxFont:wxFont()
See external documentation.

setTextColour(This, ColText) -> ok
Types:
    This = wxListItemAttr()
    ColText = wx:wx_colour()
See external documentation.

destroy(This::wxListItemAttr()) -> ok
Destroys this object, do not use object again
wxListView

Erlang module

See external documentation: `wxListView`.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

* wxListView()

  An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

clearColumnImage(This, Col) -> ok

Types:
  
  * This = `wxListView()`
  * Col = integer()

  See external documentation.

focus(This, Index) -> ok

Types:

  * This = `wxListView()`
  * Index = integer()

  See external documentation.

getFirstSelected(This) -> integer()

Types:

  * This = `wxListView()`

  See external documentation.

getFocusedItem(This) -> integer()

Types:

  * This = `wxListView()`

  See external documentation.

ggetNextSelected(This, Item) -> integer()

Types:

  * This = `wxListView()`
  * Item = integer()
See external documentation.

isSelected(This, Index) -> boolean()
Types:
    This = wxListView()
    Index = integer()
See external documentation.

select(This, N) -> ok
Types:
    This = wxListView()
    N = integer()
Equivalent to select(This, N, []).

select(This, N, Options::[Option]) -> ok
Types:
    This = wxListView()
    N = integer()
    Option = {on, boolean()}
See external documentation.

setColumnImage(This, Col, Image) -> ok
Types:
    This = wxListView()
    Col = integer()
    Image = integer()
See external documentation.
wxListbook

Erlang module

See external documentation: *wxListbook*.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

**DATA TYPES**

**wxListbook()**

An object reference, The representation is internal and can be changed without notice. It can’t be used for
comparison stored on disc or distributed for use on other nodes.

**Exports**

**new() -> wxListbook()**

See external documentation.

**new(Parent, Id) -> wxListbook()**

Types:

Parent = wxWindow:wxWindow()
Id = integer()

Equivalent to **new(Parent, Id, []).**

**new(Parent, Id, Options::[Option]) -> wxListbook()**

Types:

Parent = wxWindow:wxWindow()
Id = integer()
Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(),
H::integer()}} | {style, integer()}

See external documentation.

**addPage(This, Page, Text) -> boolean()**

Types:

This = wxListbook()
Page = wxWindow:wxWindow()
Text = unicode:chardata()

Equivalent to **addPage(This, Page, Text, []).**

**addPage(This, Page, Text, Options::[Option]) -> boolean()**

Types:
This = wxListbook()
Page = wxWindow:wxWindow()
Text = unicode:chardata()
Option = {bSelect, boolean()} | {imageId, integer()}
See external documentation.

advanceSelection(This) -> ok
Types:
   This = wxListbook()
Equivalent to advanceSelection(This, []).

advanceSelection(This, Options::[Option]) -> ok
Types:
   This = wxListbook()
   Option = {forward, boolean()}
See external documentation.

assignImageList(This, ImageList) -> ok
Types:
   This = wxListbook()
   ImageList = wxImageList:wxImageList()
See external documentation.

create(This, Parent, Id) -> boolean()
Types:
   This = wxListbook()
   Parent = wxWindow:wxWindow()
   Id = integer()
Equivalent to create(This, Parent, Id, []).

create(This, Parent, Id, Options::[Option]) -> boolean()
Types:
   This = wxListbook()
   Parent = wxWindow:wxWindow()
   Id = integer()
   Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

deleteAllPages(This) -> boolean()
Types:
   This = wxListbook()
See external documentation.
wxListbook

deletePage(This, N) -> boolean()
Types:
  This = wxListbook()
  N = integer()
See external documentation.

removePage(This, N) -> boolean()
Types:
  This = wxListbook()
  N = integer()
See external documentation.

currentPage(This) -> wxWindow:wxWindow()
Types:
  This = wxListbook()
See external documentation.

getImageList(This) -> wxImageList:wxImageList()
Types:
  This = wxListbook()
See external documentation.

getPage(This, N) -> wxWindow:wxWindow()
Types:
  This = wxListbook()
  N = integer()
See external documentation.

currentPageCount(This) -> integer()
Types:
  This = wxListbook()
See external documentation.

getPageImage(This, N) -> integer()
Types:
  This = wxListbook()
  N = integer()
See external documentation.

getPageText(This, N) -> unicode:charlist()
Types:
  This = wxListbook()
  N = integer()
See external documentation.

getSelection(This) -> integer()
Types:
    This = wxListbook()
See external documentation.

hitTest(This, Pt) -> Result
Types:
    Result = {Res::integer(), Flags::integer()}
    This = wxListbook()
    Pt = {X::integer(), Y::integer()}
See external documentation.

insertPage(This, N, Page, Text) -> boolean()
Types:
    This = wxListbook()
    N = integer()
    Page = wxWindow:wxWindow()
    Text = unicode:chardata()
Equivalent to insertPage(This, N, Page, Text, []).

insertPage(This, N, Page, Text, Options::[Option]) -> boolean()
Types:
    This = wxListbook()
    N = integer()
    Page = wxWindow:wxWindow()
    Text = unicode:chardata()
    Option = {bSelect, boolean()} | {imageId, integer()}
See external documentation.

setImageList(This, ImageList) -> ok
Types:
    This = wxListbook()
    ImageList = wxImageList:wxImageList()
See external documentation.

setPageSize(This, Size) -> ok
Types:
    This = wxListbook()
    Size = {W::integer(), H::integer()}
See external documentation.
setPageImage(This, N, ImageId) -> boolean()
Types:
   This = wxListbook()
   N = integer()
   ImageId = integer()
See external documentation.

setPageText(This, N, StrText) -> boolean()
Types:
   This = wxListbook()
   N = integer()
   StrText = unicode:chardata()
See external documentation.

setSelection(This, N) -> integer()
Types:
   This = wxListbook()
   N = integer()
See external documentation.

changeSelection(This, N) -> integer()
Types:
   This = wxListbook()
   N = integer()
See external documentation.

destroy(This::wxListbook()) -> ok
Destroys this object, do not use object again
wxLocale

Erlang module

See external documentation: wxLocale.

**DATA TYPES**

**wxLocale()**

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

**new() -> wxLocale()**

See [external documentation](#).

**new(Language) -> wxLocale()**

Types:

```
Language = integer()
```

Equivalent to `new(Language, [])`.

**new(Language, Options::[Option]) -> wxLocale()**

Types:

```
Language = integer()
Option = {flags, integer()}
```

See [external documentation](#).

**init(This) -> boolean()**

Types:

```
This = wxLocale()
```

Equivalent to `init(This, [])`.

**init(This, Options::[Option]) -> boolean()**

Types:

```
This = wxLocale()
Option = {language, integer()} | {flags, integer()}
```

See [external documentation](#).

**addCatalog(This, SzDomain) -> boolean()**

Types:

```
This = wxLocale()
SzDomain = unicode:chardata()
```

See [external documentation](#).
addCatalog(This, SzDomain, MsgIdLanguage, MsgIdCharset) -> boolean()

Types:

This = wxLocale()

SzDomain = unicode:chardata()
MsgIdLanguage = wx:wx_enum()
MsgIdCharset = unicode:chardata()

See external documentation.

wxLocale

addCatalogLookupPathPrefix(Prefix) -> ok

Types:
  Prefix = unicode:chardata()

See external documentation.
wxLocale

getCanonicalName(This) -> unicode:charlist()
Types:
   This = wxLocale()
See external documentation.

getLanguage(This) -> integer()
Types:
   This = wxLocale()
See external documentation.

getLanguageName(Lang) -> unicode:charlist()
Types:
   Lang = integer()
See external documentation.

getLocale(This) -> unicode:charlist()
Types:
   This = wxLocale()
See external documentation.

getName(This) -> unicode:charlist()
Types:
   This = wxLocale()
See external documentation.

getString(This, SzOrigString) -> unicode:charlist()
Types:
   This = wxLocale()
   SzOrigString = unicode:chardata()
Equivalent to getString(This, SzOrigString, []).

getString(This, SzOrigString, Options::[Option]) -> unicode:charlist()
Types:
   This = wxLocale()
   SzOrigString = unicode:chardata()
   Option = {szDomain, unicode:chardata()}
See external documentation.

getString(This, SzOrigString, SzOrigString2, N) -> unicode:charlist()
Types:
   This = wxLocale()
   SzOrigString = unicode:chardata()
   SzOrigString2 = unicode:chardata()
N = integer()
Equivalent to getString(This, SzOrigString, SzOrigString2, N, []).

getString(This, SzOrigString, SzOrigString2, N, Options::[Option]) ->
    unicode:charlist()
Types:
    This = wxLocale()
    SzOrigString = unicode:chardata()
    SzOrigString2 = unicode:chardata()
    N = integer()
    Option = {szDomain, unicode:chardata()}
See external documentation.

getHeaderValue(This, SzHeader) -> unicode:charlist()
Types:
    This = wxLocale()
    SzHeader = unicode:chardata()
Equivalent to getString(This, SzHeader, []).

getHeaderValue(This, SzHeader, Options::[Option]) -> unicode:charlist()
Types:
    This = wxLocale()
    SzHeader = unicode:chardata()
    Option = {szDomain, unicode:chardata()}
See external documentation.

getSysName(This) -> unicode:charlist()
Types:
    This = wxLocale()
See external documentation.

getAddressEncoding() -> wx:wx_enum()
See external documentation.
wxLocale

wxFONTENCODING_CP1252 | ?wxFONTENCODING_CP1253 | ?wxFONTENCODING_CP1254 | ?
wxFONTENCODING_CP1255 | ?wxFONTENCODING_CP1256 | ?wxFONTENCODING_CP1257 | ?
wxFONTENCODING_CP12_MAX | ?wxFONTENCODING_UTF7 | ?wxFONTENCODING_UTF8 | ?
wxFONTENCODING_EUC_JP | ?wxFONTENCODING_UTF16BE | ?wxFONTENCODING_UTF16LE | ?
wxFONTENCODING_UTF32BE | ?wxFONTENCODING_UTF32LE | ?wxFONTENCODING_MACROMAN
| ?wxFONTENCODING_MACJAPANESE | ?wxFONTENCODING_MACCHINESEETRAD | ?
wxFONTENCODING_MACKOREAN | ?wxFONTENCODING_MACARABIC | ?
wxFONTENCODING_MACBREBREW | ?wxFONTENCODING_MACGREEK | ?
wxFONTENCODING_MACCYRILLIC | ?wxFONTENCODING_MACDEVANAGARI | ?
wxFONTENCODING_MACGURMUKHI | ?wxFONTENCODING_MACGUJARATI | ?
wxFONTENCODING_MACCORIYA | ?wxFONTENCODING_MACBENGALI | ?
wxFONTENCODING_MACTAMIL | ?wxFONTENCODING_MACTELUGU | ?
wxFONTENCODING_MACKANNADA | ?wxFONTENCODING_MACMALAJALAM | ?
wxFONTENCODING_MACSINHALESE | ?wxFONTENCODING_MACBURMESE | ?
wxFONTENCODING_MACKHMER | ?wxFONTENCODING_MACTHAI | ?
wxFONTENCODING_MCLAOTIAN | ?wxFONTENCODING_MACGEORGIAN | ?
wxFONTENCODING_MACARMENIAN | ?wxFONTENCODING_MACCHINESESIMP | ?
wxFONTENCODING_MACTIBETAN | ?wxFONTENCODING_MACMONGOLIAN | ?
wxFONTENCODING_MACETHIOPIIC | ?wxFONTENCODING_MACCENIALEUR | ?
wxFONTENCODING_MACVIATNAMESE | ?wxFONTENCODING_MACARABICEXT | ?
wxFONTENCODING_MACSYMBOL | ?wxFONTENCODING_MACISINGBATS | ?
wxFONTENCODING_MACTURKISH | ?wxFONTENCODING_MACCROATIAN | ?
wxFONTENCODING_MACCELTIC | ?wxFONTENCODING_MACROMANIAN | ?
wxFONTENCODING_MACGCELTIC | ?wxFONTENCODING_MACGAEILIC | ?
wxFONTENCODING_MACKEYBOARD | ?wxFONTENCODING_MAX | ?wxFONTENCODING_MACMIN
| ?wxFONTENCODING_MACMAX | ?wxFONTENCODING_UTF16 | ?wxFONTENCODING_UTF32 | ?
wxFONTENCODING_UNICODE | ?wxFONTENCODING_GB2312 | ?wxFONTENCODING_BIG5 | ?
wxFONTENCODING_SHIFT_JIS

getsystemEncodingName() -> unicode:charlist()
See external documentation.

getsystemLanguage() -> integer()
See external documentation.

isLoaded(This, SzDomain) -> boolean()
Types:

This = wxLocale()
SzDomain = unicode:chardata()
See external documentation.

isOk(This) -> boolean()
Types:

This = wxLocale()
See external documentation.

destroy(This::wxLocale()) -> ok
Destroys this object, do not use object again.
wxLogNull

Erlang module

See external documentation: wxLogNull.

DATA TYPES
wxLogNull()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxLogNull()

See external documentation.

destroy(This::wxLogNull()) -> ok

Destroys this object, do not use object again
wxMDIChildFrame

Erlang module

See external documentation: wxMDIChildFrame.

This class is derived (and can use functions) from:
wxFrame
wxTopLevelWindow
wxWindow
wxEvtHandler

DATA TYPES

wxMDIChildFrame()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxMDIChildFrame()
See external documentation.

new(Parent, Id, Title) -> wxMDIChildFrame()
Types:
   Parent = wxMDIParentFrame:wxMDIParentFrame()
   Id = integer()
   Title = unicode:chardata()
Equivalent to new(Parent, Id, Title, []).

new(Parent, Id, Title, Options::[Option]) -> wxMDIChildFrame()
Types:
   Parent = wxMDIParentFrame:wxMDIParentFrame()
   Id = integer()
   Title = unicode:chardata()
   Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

activate(This) -> ok
Types:
   This = wxMDIChildFrame()
See external documentation.
create(This, Parent, Id, Title) -> boolean()
Types:
  This = wxMDIChildFrame()
  Parent = wxMDIParentFrame:wxMDIParentFrame()
  Id = integer()
  Title = unicode:chardata()
Equivalent to create(This, Parent, Id, Title, []).

create(This, Parent, Id, Title, Options::[Option]) -> boolean()
Types:
  This = wxMDIChildFrame()
  Parent = wxMDIParentFrame:wxMDIParentFrame()
  Id = integer()
  Title = unicode:chardata()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

maximize(This) -> ok
Types:
  This = wxMDIChildFrame()
Equivalent to maximize(This, []).

maximize(This, Options::[Option]) -> ok
Types:
  This = wxMDIChildFrame()
  Option = {maximize, boolean()}
See external documentation.

restore(This) -> ok
Types:
  This = wxMDIChildFrame()
See external documentation.

destroy(This::wxMDIChildFrame()) -> ok
Destroys this object, do not use object again
wxMDIClientWindow

Erlang module

See external documentation: wxMDIClientWindow.

This class is derived (and can use functions) from:
wxWindow
wxEvtHandler

DATA TYPES

wxMDIClientWindow()

An object reference, The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxMDIClientWindow()
See external documentation.

ew(Parent) -> wxMDIClientWindow()
Types:
  Parent = wxMDIParentFrame:wxMDIParentFrame()
This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
Equivalent to new(Parent, []).

ew(Parent, Options::[Option]) -> wxMDIClientWindow()
Types:
  Parent = wxMDIParentFrame:wxMDIParentFrame()
  Option = {style, integer()}
This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
See external documentation.

createClient(This, Parent) -> boolean()
Types:
  This = wxMDIClientWindow()
  Parent = wxMDIParentFrame:wxMDIParentFrame()
Equivalent to createClient(This, Parent, []).

createClient(This, Parent, Options::[Option]) -> boolean()
Types:
  This = wxMDIClientWindow()
  Parent = wxMDIParentFrame:wxMDIParentFrame()
  Option = {style, integer()}
See external documentation.

\[
\text{destroy(\texttt{This}::
\texttt{wxMDIClientWindow}())) \rightarrow \text{ok}
\]

Destroys this object, do not use object again
wxMDIParentFrame

Erlang module

See external documentation: wxMDIParentFrame.

This class is derived (and can use functions) from:
wxFrame
wxTopLevelWindow
wxWindow
wxEvtHandler

DATA TYPES

wxMDIParentFrame()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxMDIParentFrame()
See external documentation.

new(Parent, Id, Title) -> wxMDIParentFrame()
Types:
   Parent = wxWindow:wxWindow()
   Id = integer()
   Title = unicode:chardata()
Equivalent to new(Parent, Id, Title, []).

new(Parent, Id, Title, Options::[Option]) -> wxMDIParentFrame()
Types:
   Parent = wxWindow:wxWindow()
   Id = integer()
   Title = unicode:chardata()
   Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

activateNext(This) -> ok
Types:
   This = wxMDIParentFrame()
See external documentation.
activatePrevious(This) -> ok
Types:
    This = wxMDIParentFrame()
See external documentation.

arrangeIcons(This) -> ok
Types:
    This = wxMDIParentFrame()
See external documentation.

cascade(This) -> ok
Types:
    This = wxMDIParentFrame()
See external documentation.

create(This, Parent, Id, Title) -> boolean()
Types:
    This = wxMDIParentFrame()
    Parent = wxWindow:wxWindow()
    Id = integer()
    Title = unicode:chardata()
Equivalent to create(This, Parent, Id, Title, []).

create(This, Parent, Id, Title, Options::[Option]) -> boolean()
Types:
    This = wxMDIParentFrame()
    Parent = wxWindow:wxWindow()
    Id = integer()
    Title = unicode:chardata()
    Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

getActiveChild(This) -> wxMDIChildFrame:wxMDIChildFrame()
Types:
    This = wxMDIParentFrame()
See external documentation.

getClientWindow(This) -> wxMDIClientWindow:wxMDIClientWindow()
Types:
    This = wxMDIParentFrame()
See external documentation.
tile(This) -> ok
Types:
  This = wxMDIParentFrame()
Equivalent to tile(This, []).

tile(This, Options::[Option]) -> ok
Types:
  This = wxMDIParentFrame()
  Option = {orient, wx:wx_enum()}
See external documentation.
Orient = ?wxHORIZONTAL | ?wxVERTICAL | ?wxBOTH

destroy(This::wxMDIParentFrame()) -> ok
Destroys this object, do not use object again
wxMask

Erlang module

See external documentation: wxMask.

DATA TYPES

wxMask()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

ew() -> wxMask()

See external documentation.

new(Bitmap) -> wxMask()
Types:

    Bitmap = wxBitmap:wxBitmap()

See external documentation.

new(Bitmap, PaletteIndex) -> wxMask()
Types:

    Bitmap = wxBitmap:wxBitmap()
    PaletteIndex = integer()

See external documentation.

Also:

ew(Bitmap, Colour) -> wxMask() when
Bitmap::wxBitmap:wxBitmap(), Colour::wx:wx_colour().

create(This, Bitmap) -> boolean()
Types:

    This = wxMask()
    Bitmap = wxBitmap:wxBitmap()

See external documentation.

create(This, Bitmap, PaletteIndex) -> boolean()
Types:

    This = wxMask()
    Bitmap = wxBitmap:wxBitmap()
    PaletteIndex = integer()

See external documentation.

Also:
wxMask

create(This, Bitmap, Colour) -> boolean() when
This::wxMask(), Bitmap::wxBitmap:wxBitmap(), Colour::wx:wx_colour.

destroy(This::wxMask()) -> ok
Destroys this object, do not use object again
wxMaximizeEvent

Erlang module

See external documentation:wxMaximizeEvent.

Use wxEvtHandler:connect/3 with EventType:

maximize

See also the message variant #wxMaximize() event record type.

This class is derived (and can use functions) from:
wxEvent

DATA TYPES

wxMaximizeEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.
wxMemoryDC

Erlang module

See external documentation: \texttt{wxMemoryDC}.

This class is derived (and can use functions) from: \texttt{wxDC}

**DATA TYPES**

\texttt{wxMemoryDC()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

\texttt{new()} \rightarrow \texttt{wxMemoryDC()}

See external documentation.

\texttt{new(Dc)} \rightarrow \texttt{wxMemoryDC()}

Types:

\[ Dc = \texttt{wxDC:wxDC()} | \texttt{wxBitmap:wxBitmap()} \]

See external documentation.

\texttt{selectObject(This, Bmp)} \rightarrow \texttt{ok}

Types:

\[
\begin{align*}
\text{This} &= \texttt{wxMemoryDC()} \\
\text{Bmp} &= \texttt{wxBitmap:wxBitmap()}
\end{align*}
\]

See external documentation.

\texttt{selectObjectAsSource(This, Bmp)} \rightarrow \texttt{ok}

Types:

\[
\begin{align*}
\text{This} &= \texttt{wxMemoryDC()} \\
\text{Bmp} &= \texttt{wxBitmap:wxBitmap()}
\end{align*}
\]

See external documentation.

\texttt{destroy(This::wxMemoryDC())} \rightarrow \texttt{ok}

Destroys this object, do not use object again.
wxMenu

Erlang module

See external documentation: **wxMenu**.
This class is derived (and can use functions) from:
{**wxEvtHandler**}

**DATA TYPES**

**wxMenu()**

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

**new() -> wxMenu()**

Equivalent to `new([])`.

**new(Options::[Option]) -> wxMenu()**

Types:

```
Option = {style, integer()}
```

See external documentation.

**new(Title, Options::[Option]) -> wxMenu()**

Types:

```
Title = unicode:chardata()
Option = {style, integer()}
```

See external documentation.

**append(This, Item) -> wxMenuItem:wxMenuItem()**

Types:

```
This = wxMenu()
Item = wxMenuItem:wxMenuItem()
```

See external documentation.

**append(This, Itemid, Text) -> wxMenuItem:wxMenuItem()**

Types:

```
This = wxMenu()
Itemid = integer()
Text = unicode:chardata()
```

Equivalent to `append(This, Itemid, Text, [])`.
wxMenuItem

append(This, Itemid, Text, Submenu) -> wxMenuItem:wxMenuItem()
Types:
- **This** = `wxMenu()`  
- **Itemid** = `integer()`  
- **Text** = `unicode:chardata()`  
- **Submenu** = `wxMenu()`

See external documentation.
Also:
append(This, Itemid, Text, [Option]) -> wxMenuItem:wxMenuItem() when
This::wxMenu(), Itemid::integer(), Text::unicode:chardata(),
Option :: [{'help', unicode:chardata()}]
| {'kind', wx:wx_enum()}. 

append(This, Itemid, Text, Help, IsCheckable) -> ok
Types:
- **This** = `wxMenu()`  
- **Itemid** = `integer()`  
- **Text** = `unicode:chardata()`  
- **Help** = `unicode:chardata()`  
- **IsCheckable** = `boolean()`

See external documentation.
Also:
append(This, Itemid, Text, Submenu, [Option]) -> wxMenuItem:wxMenuItem() when
This::wxMenu(), Itemid::integer(), Text::unicode:chardata(), Submenu::wxMenu(),
Option :: [{'help', unicode:chardata()}].

appendCheckItem(This, Itemid, Text) -> wxMenuItem:wxMenuItem()
Types:
- **This** = `wxMenu()`  
- **Itemid** = `integer()`  
- **Text** = `unicode:chardata()`

Equivalent to appendCheckItem(This, Itemid, Text, []).

appendCheckItem(This, Itemid, Text, Options::[Option]) -> wxMenuItem:wxMenuItem()
Types:
- **This** = `wxMenu()`  
- **Itemid** = `integer()`  
- **Text** = `unicode:chardata()`  
- **Option** = [{‘help’, unicode:chardata()}]

See external documentation.
appendRadioItem(This, Itemid, Text) -> wxMenuItem:wxMenuItem()
Types:
   This = wxMenu()
   Itemid = integer()
   Text = unicode:chardata()
Equivalent to appendRadioItem(This, Itemid, Text, []).

appendRadioItem(This, Itemid, Text, Options::[Option]) ->
wxMenuItem:wxMenuItem()
Types:
   This = wxMenu()
   Itemid = integer()
   Text = unicode:chardata()
   Option = {help, unicode:chardata()}
See external documentation.

appendSeparator(This) -> wxMenuItem:wxMenuItem()
Types:
   This = wxMenu()
See external documentation.

break(This) -> ok
Types:
   This = wxMenu()
See external documentation.

check(This, Itemid, Check) -> ok
Types:
   This = wxMenu()
   Itemid = integer()
   Check = boolean()
See external documentation.

delete(This, Itemid) -> boolean()
Types:
   This = wxMenu()
   Itemid = integer()
See external documentation.
Also:
delete(This, Item) -> boolean() when
This::wxMenu(), Item::wxMenuItem:wxMenuItem().

Destroy(This, Itemid) -> boolean()
Types:
wxMenu

This = wxMenu()
Itemid = integer()

See external documentation.

Also:
'Destroy'(This, Item) -> boolean() when
This::wxMenu(), Item::wxMenuItem:wxMenuItem().

enable(This, Itemid, Enable) -> ok
Types:

This = wxMenu()
Itemid = integer()
Enable = boolean()

See external documentation.

findItem(This, Itemid) -> wxMenuItem:wxMenuItem()
Types:

This = wxMenu()
Itemid = integer()

See external documentation.

Also:
findItem(This, Item) -> integer() when
This::wxMenu(), Item::unicode:chardata().

findItemByPosition(This, Position) -> wxMenuItem:wxMenuItem()
Types:

This = wxMenu()
Position = integer()

See external documentation.

getHelpString(This, Itemid) -> unicode:charlist()
Types:

This = wxMenu()
Itemid = integer()

See external documentation.

getLabel(This, Itemid) -> unicode:charlist()
Types:

This = wxMenu()
Itemid = integer()

See external documentation.

getMenuItemCount(This) -> integer()
Types:

This = wxMenu()
See external documentation.

getMenuItems(This) -> [wxMenuItem:wxMenuItem()]
Types:
    This = wxMenu()
See external documentation.

getTitle(This) -> unicode:charlist()
Types:
    This = wxMenu()
See external documentation.

insert(This, Pos, Itemid) -> wxMenuItem:wxMenuItem()
Types:
    This = wxMenu()
    Pos = integer()
    Itemid = integer()
See external documentation.
Also:
insert(This, Pos, Item, Options::[Option]) -> wxMenuItem:wxMenuItem() when
This::wxMenu(), Pos::integer(), Item::wxMenuItem:wxMenuItem().

insert(This, Pos, Itemid, Text, Submenu) -> wxMenuItem:wxMenuItem()
Types:
    This = wxMenu()
    Pos = integer()
    Itemid = integer()
    Text = unicode:chardata()
    Submenu = wxMenu()
Equivalent to insert(This, Pos, Itemid, Text, Submenu, []).
insert(This, Pos, Itemid, Text, Help, IsCheckable) -> ok

Types:
  This = wxMenu()
  Pos = integer()
  Itemid = integer()
  Text = unicode:chardata()
  Help = unicode:chardata()
  IsCheckable = boolean()

See external documentation.

Also:
insert(This, Pos, Itemid, Text, Submenu, [Option]) -> wxMenuItem:wxMenuItem() when
This::wxMenu(), Pos::integer(), Itemid::integer(), Text::unicode:chardata(), Submenu::wxMenu(),
Option :: [‘help’, unicode:chardata()].

insertCheckItem(This, Pos, Itemid, Text) -> wxMenuItem:wxMenuItem()

Types:
  This = wxMenu()
  Pos = integer()
  Itemid = integer()
  Text = unicode:chardata()

Equivalent to insertCheckItem(This, Pos, Itemid, Text, []).

insertCheckItem(This, Pos, Itemid, Text, Options::[Option]) ->
wxMenuItem:wxMenuItem()

Types:
  This = wxMenu()
  Pos = integer()
  Itemid = integer()
  Text = unicode:chardata()
  Option = {‘help’, unicode:chardata()}

See external documentation.

insertRadioItem(This, Pos, Itemid, Text) -> wxMenuItem:wxMenuItem()

Types:
  This = wxMenu()
  Pos = integer()
  Itemid = integer()
  Text = unicode:chardata()

Equivalent to insertRadioItem(This, Pos, Itemid, Text, []).

insertRadioItem(This, Pos, Itemid, Text, Options::[Option]) ->
wxMenuItem:wxMenuItem()

Types:
  This = wxMenu()
Pos = integer()
Itemid = integer()
Text = unicode:chardata()
Option = {help, unicode:chardata()}

See external documentation.

insertSeparator(This, Pos) -> wxMenuItem:wxMenuItem()
Types:
  This = wxMenu()
  Pos = integer()

See external documentation.

isChecked(This, Itemid) -> boolean()
Types:
  This = wxMenu()
  Itemid = integer()

See external documentation.

isEnabled(This, Itemid) -> boolean()
Types:
  This = wxMenu()
  Itemid = integer()

See external documentation.

prepend(This, Itemid) -> wxMenuItem:wxMenuItem()
Types:
  This = wxMenu()
  Itemid = integer()

See external documentation.

Also:
prepend(This, Item) -> wxMenuItem:wxMenuItem() when
This::wxMenu(), Item::wxMenuItem:wxMenuItem().


prepend(This, Itemid, Options::[Option]) -> wxMenuItem:wxMenuItem()
Types:
  This = wxMenu()
  Itemid = integer()
  Option = {text, unicode:chardata()} | {help, unicode:chardata()} | {kind, wx:wx_enum()}

See external documentation.

prepend(This, Itemid, Text, Submenu) -> wxMenuItem:wxMenu{Item()} Types:
  This = wxMenu()
  Itemid = integer()
  Text = unicode:chardata()
  Submenu = wxMenu()
Equivalent to prepend(This, Itemid, Text, Submenu, []).

prepend(This, Itemid, Text, Help, IsCheckable) -> ok Types:
  This = wxMenu()
  Itemid = integer()
  Text = unicode:chardata()
  Help = unicode:chardata()
  IsCheckable = boolean()
See external documentation.
Also:
prepend(This, Itemid, Text, Submenu, [Option]) -> wxMenuItem:wxMenu{Item()} when
This::wxMenu(), Itemid::integer(), Text::unicode:chardata(), Submenu::wxMenu(),
Option :: ['help', unicode:chardata()].

prependCheckItem(This, Itemid, Text) -> wxMenuItem:wxMenu{Item()} Types:
  This = wxMenu()
  Itemid = integer()
  Text = unicode:chardata()
Equivalent to prependCheckItem(This, Itemid, Text, []).

prependCheckItem(This, Itemid, Text, Options::[Option]) ->
wxMenuItem:wxMenu{Item()} Types:
  This = wxMenu()
  Itemid = integer()
  Text = unicode:chardata()
  Option = {help, unicode:chardata()}
See external documentation.

prependRadioItem(This, Itemid, Text) -> wxMenuItem:wxMenu{Item()} Types:
  This = wxMenu()
  Itemid = integer()
  Text = unicode:chardata()
Equivalent to prependRadioItem(This, Itemid, Text, []).
prependRadioItem(This, Itemid, Text, Options::[Option]) -> wxMenuItem:wxMenuItem()
Types:
  This = wxMenu()
  Itemid = integer()
  Text = unicode:chardata()
  Option = {help, unicode:chardata()}
See external documentation.

prependSeparator(This) -> wxMenuItem:wxMenuItem()
Types:
  This = wxMenu()
See external documentation.

remove(This, Itemid) -> wxMenuItem:wxMenuItem()
Types:
  This = wxMenu()
  Itemid = integer()
See external documentation.
Also:
remove(This, Item) -> wxMenuItem:wxMenuItem() when
This::wxMenu(), Item::wxMenuItem:wxMenuItem().

setHelpString(This, Itemid, HelpString) -> ok
Types:
  This = wxMenu()
  Itemid = integer()
  HelpString = unicode:chardata()
See external documentation.

setLabel(This, Itemid, Label) -> ok
Types:
  This = wxMenu()
  Itemid = integer()
  Label = unicode:chardata()
See external documentation.

setTitle(This, Title) -> ok
Types:
  This = wxMenu()
  Title = unicode:chardata()
See external documentation.
wxMenu

`destroy(This::wxMenu()) -> ok`

Destroys this object, do not use object again.
**wxMenuBar**

Erlang module

See external documentation: *wxMenuBar*.

This class is derived (and can use functions) from:

*wxWindow*

*wxEvtHandler*

**DATA TYPES**

*wxMenuBar()*

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

new() -> wxMenuBar()
See external documentation.

new(Style) -> wxMenuBar()
Types:

*Style = integer()*
See external documentation.

append(This, Menu, Title) -> boolean()
Types:

*This = wxMenuBar()*
*Menu = wxMenu:wxMenu()*
*Title = unicode:chardata()*
See external documentation.

check(This, Itemid, Check) -> ok
Types:

*This = wxMenuBar()*
*Itemid = integer()*
*Check = boolean()*
See external documentation.

enable(This) -> boolean()
Types:

*This = wxMenuBar()*
Equivalent to *enable(This, []).*
enable(This, Options::[Option]) -> boolean()
Types:
  This = wxMenuBar()
  Option = {enable, boolean()}
See external documentation.

enable(This, Itemid, Enable) -> ok
Types:
  This = wxMenuBar()
  Itemid = integer()
  Enable = boolean()
See external documentation.

enableTop(This, Pos, Flag) -> ok
Types:
  This = wxMenuBar()
  Pos = integer()
  Flag = boolean()
See external documentation.

findMenu(This, Title) -> integer()
Types:
  This = wxMenuBar()
  Title = unicode::chardata()
See external documentation.

findMenuItem(This, MenuString, ItemString) -> integer()
Types:
  This = wxMenuBar()
  MenuString = unicode::chardata()
  ItemString = unicode::chardata()
See external documentation.

findItem(This, Id) -> wxMenuItem:wxMenuItem()
Types:
  This = wxMenuBar()
  Id = integer()
See external documentation.

getHelpString(This, Itemid) -> unicode:charlist()
Types:
  This = wxMenuBar()
  Itemid = integer()
See external documentation.

**getLabel(This) -> unicode:charlist()**

Types:

- **This** = `wxMenuBar()`

See external documentation.

**getLabel(This, Itemid) -> unicode:charlist()**

Types:

- **This** = `wxMenuBar()`
- **Itemid** = `integer()`

See external documentation.

**getLabelTop(This, Pos) -> unicode:charlist()**

Types:

- **This** = `wxMenuBar()`
- **Pos** = `integer()`

See external documentation.

**getMenu(This, Pos) -> wxMenu:wxMenu()**

Types:

- **This** = `wxMenuBar()`
- **Pos** = `integer()`

See external documentation.

**getMenuCount(This) -> integer()**

Types:

- **This** = `wxMenuBar()`

See external documentation.

**insert(This, Pos, Menu, Title) -> boolean()**

Types:

- **This** = `wxMenuBar()`
- **Pos** = `integer()`
- **Menu** = `wxMenu:wxMenu()`
- **Title** = `unicode:chardata()`

See external documentation.

**isChecked(This, Itemid) -> boolean()**

Types:

- **This** = `wxMenuBar()`
- **Itemid** = `integer()`

See external documentation.
isEnable(This) -> boolean()
Types:
    This = wxMenuBar()
See external documentation.

isEnable(This, Itemid) -> boolean()
Types:
    This = wxMenuBar()
    Itemid = integer()
See external documentation.

remove(This, Pos) -> wxMenu:wxMenu()
Types:
    This = wxMenuBar()
    Pos = integer()
See external documentation.

replace(This, Pos, Menu, Title) -> wxMenu:wxMenu()
Types:
    This = wxMenuBar()
    Pos = integer()
    Menu = wxMenu:wxMenu()
    Title = unicode:chardata()
See external documentation.

setHelpString(This, Itemid, HelpString) -> ok
Types:
    This = wxMenuBar()
    Itemid = integer()
    HelpString = unicode:chardata()
See external documentation.

setLabel(This, S) -> ok
Types:
    This = wxMenuBar()
    S = unicode:chardata()
See external documentation.

setLabel(This, Itemid, Label) -> ok
Types:
    This = wxMenuBar()
    Itemid = integer()
    Label = unicode:chardata()
See external documentation.

```erlang
setLabelTop(This, Pos, Label) -> ok
Types:
  This = wxMenuBar()
  Pos = integer()
  Label = unicode:chardata()
See external documentation.
```

```erlang
destroy(This::wxMenuBar()) -> ok
Destroys this object, do not use object again
```
wxMenuEvent

Erlang module

See external documentation: wxMenuEvent.

Use wxEvtHandler:connect/3 with EventType:

  menu_open, menu_close, menu_highlight

See also the message variant #wxMenu/1 event record type.

This class is derived (and can use functions) from:
wxEvent

DATA TYPES

wxMenuEvent()

  An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getMenu(This) -> wxMenu:wxMenu()
Types:
  This = wxMenuEvent()
See external documentation.

getMenuId(This) -> integer()
Types:
  This = wxMenuEvent()
See external documentation.

isPopup(This) -> boolean()
Types:
  This = wxMenuEvent()
See external documentation.
wxMenuItem

Erlang module

See external documentation: wxMenuItem.

DATA TYPES

wxMenuItem()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxMenuItem()
Equivalent to new([]).

ew(Options::[Option]) -> wxMenuItem()
Types:

    Option = {parentMenu, wxMenu:wxMenu()} | {id, integer()} | {text, unicode:chardata()} | {help, unicode:chardata()} | {kind, wx:wx_enum()} | {subMenu, wxMenu:wxMenu()}

See external documentation.


check(This) -> ok
Types:

    This = wxMenuItem()
Equivalent to check(This, []).

check(This, Options::[Option]) -> ok
Types:

    This = wxMenuItem()
    Option = {check, boolean()}

See external documentation.

enable(This) -> ok
Types:

    This = wxMenuItem()
Equivalent to enable(This, []).

enable(This, Options::[Option]) -> ok
Types:
wxMenuItem

This = wxMenuItem()
Option = {enable, boolean()}

See external documentation.

getBitmap(This) -> wxBitmap:wxBitmap()
Types:
This = wxMenuItem()
See external documentation.

getHelp(This) -> unicode:charlist()
Types:
This = wxMenuItem()
See external documentation.

getId(This) -> integer()
Types:
This = wxMenuItem()
See external documentation.

getKind(This) -> wx:wx_enum()
Types:
This = wxMenuItem()
See external documentation.

getLabel(This) -> unicode:charlist()
Types:
This = wxMenuItem()
See external documentation.

getLabelFromText(Text) -> unicode:charlist()
Types:
Text = unicode:chardata()
See external documentation.

getMenu(This) -> wxMenu:wxMenu()
Types:
This = wxMenuItem()
See external documentation.

getText(This) -> unicode:charlist()
Types:
This = wxMenuItem()
See external documentation.

`getSubMenu(This) -> wxMenu:wxMenu()`  
Types:  
This = `wxMenuItem()`  
See external documentation.

`isCheckable(This) -> boolean()`  
Types:  
This = `wxMenuItem()`  
See external documentation.

`isChecked(This) -> boolean()`  
Types:  
This = `wxMenuItem()`  
See external documentation.

`isEnabled(This) -> boolean()`  
Types:  
This = `wxMenuItem()`  
See external documentation.

`isSeparator(This) -> boolean()`  
Types:  
This = `wxMenuItem()`  
See external documentation.

`isSubMenu(This) -> boolean()`  
Types:  
This = `wxMenuItem()`  
See external documentation.

`setBitmap(This, Bitmap) -> ok`  
Types:  
This = `wxMenuItem()`  
Bitmap = `wxBitmap:wxBitmap()`  
See external documentation.

`setHelp(This, Str) -> ok`  
Types:  
This = `wxMenuItem()`  
Str = `unicode:chardata()`  
See external documentation.
wxMenuItem

setMenu(This, Menu) -> ok
Types:
  This = wxMenuItem()
  Menu = wxMenu:wxMenu()
See external documentation.

setSubMenu(This, Menu) -> ok
Types:
  This = wxMenuItem()
  Menu = wxMenu:wxMenu()
See external documentation.

setText(This, Str) -> ok
Types:
  This = wxMenuItem()
  Str = unicode:chardata()
See external documentation.

destroy(This::wxMenuItem()) -> ok
Destroys this object, do not use object again
wxMessageDialog

Erlang module

See external documentation: wxMessageDialog.

This class is derived (and can use functions) from:
wxDialog
wxTopLevelWindow
wxWindow
wxEvtHandler

DATA TYPES

wxMessageDialog()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Parent, Message) -> wxMessageDialog()

Types:
Parent = wxWindow:wxWindow()
Message = unicode:chardata()

Equivalent to new(Parent, Message, []).

new(Parent, Message, Options::[Option]) -> wxMessageDialog()

Types:
Parent = wxWindow:wxWindow()
Message = unicode:chardata()
Option = {caption, unicode:chardata()} | {style, integer()} | {pos, {X::integer(), Y::integer()}}

See external documentation.

destroy(This::wxMessageDialog()) -> ok

Destroys this object, do not use object again
wxMiniFrame

Erlang module

See external documentation: *wxMiniFrame*.

This class is derived (and can use functions) from:

*wxFrame*
*wxTopLevelWindow*
*wxWindow*
*wxEvtHandler*

**DATA TYPES**

*wxMiniFrame()*

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

**new()** -> *wxMiniFrame()*

See external documentation.

**new(Parent, Id, Title)** -> *wxMiniFrame()*

Types:

- **Parent** = *wxWindow:* *wxWindow()*
- **Id** = integer()
- **Title** = *unicode:* *chardata()*

Equivalent to **new(Parent, Id, Title, [])**.

**new(Parent, Id, Title, Options::[Option])** -> *wxMiniFrame()*

Types:

- **Parent** = *wxWindow:* *wxWindow()*
- **Id** = integer()
- **Title** = *unicode:* *chardata()*
- **Option** = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

**create(This, Parent, Id, Title)** -> boolean()

Types:

- **This** = *wxMiniFrame()*
- **Parent** = *wxWindow:* *wxWindow()*
- **Id** = integer()
- **Title** = *unicode:* *chardata()*
Equivalent to `create(This, Parent, Id, Title, [])`.

```erlang
create(This, Parent, Id, Title, Options::[Option]) -> boolean()
```

Types:
- `This` = `wxMiniFrame()`
- `Parent` = `wxWindow:wxWindow()`
- `Id` = `integer()`
- `Title` = `unicode:chardata()`
- `Option` = `{pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

```erlang
destroy(This::wxMiniFrame()) -> ok
```

Destroys this object, do not use object again
wxMirrorDC

Erlang module

See external documentation: wxMirrorDC.
This class is derived (and can use functions) from: wxDC

DATA TYPES

wxMirrorDC()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Dc, Mirror) -> wxMirrorDC()
Types:
    Dc = wxDC:wxDC()
    Mirror = boolean()
See external documentation.

destroy(This::wxMirrorDC()) -> ok
Destroys this object, do not use object again
wxMouseCaptureChangedEvent

Erlang module

See external documentation: wxMouseCaptureChangedEvent.

Use wxEvtHandler:connect/3 with EventType:

    mouse_capture_changed

See also the message variant #wxMouseCaptureChanged{} event record type.

This class is derived (and can use functions) from:

    wxEvent

DATA TYPES

wxMouseCaptureChangedEvent()

    An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getCapturedWindow(This) -> wxWindow:wxWindow()

Types:

    This = wxMouseCaptureChangedEvent()

See external documentation.
wxMouseCaptureLostEvent

See external documentation: wxMouseCaptureLostEvent.

Use wxEvtHandler:connect/3 with EventType:

mouse_capture_lost

See also the message variant #wxMouseCaptureLost{} event record type.

This class is derived (and can use functions) from:

wxEvent

DATA TYPES

wxMouseCaptureLostEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.
wxMouseEvent

Erlang module

See external documentation: `wxMouseEvent`.

Use `wxEvtHandler:connect/3` with EventType:

- `left_down`, `left_up`, `middle_down`, `middle_up`, `right_down`, `right_up`, `motion`, `enter_window`, `leave_window`, `left_dclick`, `middle_dclick`, `right_dclick`, `mousewheel`

See also the message variant `#wxMouse{}` event record type.

This class is derived (and can use functions) from: `wxEvent`

**DATA TYPES**

`wxMouseEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`altDown(This) -> boolean()`

Types:

- `This = wxMouseEvent()`

See external documentation.

`button(This, But) -> boolean()`

Types:

- `This = wxMouseEvent()`
- `But = integer()`

See external documentation.

`buttonDClick(This) -> boolean()`

Types:

- `This = wxMouseEvent()`

Equivalent to `buttonDClick(This, [])`.

`buttonDClick(This, Options::[Option]) -> boolean()`

Types:

- `This = wxMouseEvent()`
- `Option = {but, integer()}`

See external documentation.
buttonDown(This) -> boolean()
Types:
    This = wxMouseEvent()
Equivalent to buttonDown(This, []).

buttonDown(This, Options::[Option]) -> boolean()
Types:
    This = wxMouseEvent()
    Option = {but, integer()}
See external documentation.

buttonUp(This) -> boolean()
Types:
    This = wxMouseEvent()
Equivalent to buttonUp(This, []).

buttonUp(This, Options::[Option]) -> boolean()
Types:
    This = wxMouseEvent()
    Option = {but, integer()}
See external documentation.

cmdDown(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.

cmdDown(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.

dragging(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.

entering(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.
getButton(This) -> integer()
Types:
    This = wxMouseEvent()
See external documentation.

getPosition(This) -> {X::integer(), Y::integer()}
Types:
    This = wxMouseEvent()
See external documentation.

getLogicalPosition(This, Dc) -> {X::integer(), Y::integer()}
Types:
    This = wxMouseEvent()
    Dc = wxDC:wxDC()
See external documentation.

getLinesPerAction(This) -> integer()
Types:
    This = wxMouseEvent()
See external documentation.

getWheelRotation(This) -> integer()
Types:
    This = wxMouseEvent()
See external documentation.

getWheelDelta(This) -> integer()
Types:
    This = wxMouseEvent()
See external documentation.

g getX(This) -> integer()
Types:
    This = wxMouseEvent()
See external documentation.

g getY(This) -> integer()
Types:
    This = wxMouseEvent()
See external documentation.

isButton(This) -> boolean()
Types:
wxMouseEvent

    This = wxMouseEvent()
See external documentation.

isPageScroll(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.

leaving(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.

leftDClick(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.

leftDown(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.

leftIsDown(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.

leftUp(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.

metaDown(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.

middleDClick(This) -> boolean()
Types:
    This = wxMouseEvent()
See external documentation.
middleDown(This) -> boolean()
Types:
   This = wxMouseEvent()
See external documentation.

middleIsDown(This) -> boolean()
Types:
   This = wxMouseEvent()
See external documentation.

middleUp(This) -> boolean()
Types:
   This = wxMouseEvent()
See external documentation.

moving(This) -> boolean()
Types:
   This = wxMouseEvent()
See external documentation.

rightDClick(This) -> boolean()
Types:
   This = wxMouseEvent()
See external documentation.

rightDown(This) -> boolean()
Types:
   This = wxMouseEvent()
See external documentation.

rightIsDown(This) -> boolean()
Types:
   This = wxMouseEvent()
See external documentation.

rightUp(This) -> boolean()
Types:
   This = wxMouseEvent()
See external documentation.

shiftDown(This) -> boolean()
Types:
   This = wxMouseEvent()
See external documentation.
wxMoveEvent

Erlang module

See external documentation: wxMoveEvent.

Use wxEvtHandler:connect/3 with EventType:

move

See also the message variant #wxMove/1 event record type.

This class is derived (and can use functions) from:
wxEvent

DATA TYPES

wxMoveEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

ggetPosition(This) -> {X::integer(), Y::integer()}

Types:

This = wxMoveEvent()

See external documentation.
wxMultiChoiceDialog

Erlang module

See external documentation: `wxMultiChoiceDialog`.

This class is derived (and can use functions) from:
- `wxDialog`
- `wxTopLevelWindow`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

wxMultiChoiceDialog()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxMultiChoiceDialog()`

See external documentation.

`new(Parent, Message, Caption, Choices) -> wxMultiChoiceDialog()`

Types:
- `Parent` = `wxWindow:wxWindow()`
- `Message` = `unicode:chardata()`
- `Caption` = `unicode:chardata()`
- `Choices` = `[unicode:chardata()]`

Equivalent to `new(Parent, Message, Caption, Choices, [])`.

`new(Parent, Message, Caption, Choices, Options::[Option]) -> wxMultiChoiceDialog()`

Types:
- `Parent` = `wxWindow:wxWindow()`
- `Message` = `unicode:chardata()`
- `Caption` = `unicode:chardata()`
- `Choices` = `[unicode:chardata()]`
- `Option` = `{style, integer()} | {pos, {X::integer(), Y::integer()}}`

See external documentation.

`getSelections(This) -> [integer()]`

Types:
- `This` = `wxMultiChoiceDialog()`

See external documentation.
setSelections(This, Selections) -> ok

Types:
  This = wxMultiChoiceDialog()
  Selections = [integer()]

See external documentation.

destroy(This::wxMultiChoiceDialog()) -> ok

Destroys this object, do not use object again
wxNavigationKeyEvent

Erlang module

See external documentation: `wxNavigationKeyEvent`.

Use `wxEvtHandler:connect/3` with EventType:

    `navigation_key`

See also the message variant `#wxNavigationKey/[]` event record type.

This class is derived (and can use functions) from:

`wxEvent`

**DATA TYPES**

`wxNavigationKeyEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`getDirection(This) -> boolean()`

Types:

    `This = wxNavigationKeyEvent()`

See external documentation.

`setDirection(This, BForward) -> ok`

Types:

    `This = wxNavigationKeyEvent()`
    `BForward = boolean()`

See external documentation.

`isWindowChange(This) -> boolean()`

Types:

    `This = wxNavigationKeyEvent()`

See external documentation.

`setWindowChange(This, BIs) -> ok`

Types:

    `This = wxNavigationKeyEvent()`
    `BIs = boolean()`

See external documentation.

`isFromTab(This) -> boolean()`

Types:
This = wxNavigationKeyEvent()

See external documentation.

setFromTab(This, BIs) -> ok
Types:
   This = wxNavigationKeyEvent()
   BIs = boolean()

See external documentation.

gGetCurrentFocus(This) -> wxWindow:wxWindow()
Types:
   This = wxNavigationKeyEvent()

See external documentation.

setCurrentFocus(This, Win) -> ok
Types:
   This = wxNavigationKeyEvent()
   Win = wxWindow:wxWindow()

See external documentation.
wxNotebook

Erlang module

See external documentation: wxNotebook.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxNotebook()

An object reference. The representation is internal and can be changed without notice. It can't be used for
comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxNotebook()

See external documentation.

new(Parent, Winid) -> wxNotebook()

Types:
  Parent = wxWindow:wxWindow()
  Winid = integer()

Equivalent to new(Parent, Winid, []).

new(Parent, Winid, Options::[Option]) -> wxNotebook()

Types:
  Parent = wxWindow:wxWindow()
  Winid = integer()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

addPage(This, Page, Text) -> boolean()

Types:
  This = wxNotebook()
  Page = wxWindow:wxWindow()
  Text = unicode:chardata()

Equivalent to addPage(This, Page, Text, []).

addPage(This, Page, Text, Options::[Option]) -> boolean()

Types:
This = wxNotebook()
Page = wxWindow:wxWindow()
Text = unicode:chardata()
Option = {bSelect, boolean()} | {imageId, integer()}

See external documentation.

advanceSelection(This) -> ok
Types:
   This = wxNotebook()
Equivalent to advanceSelection(This, []).

advanceSelection(This, Options::[Option]) -> ok
Types:
   This = wxNotebook()
   Option = {forward, boolean()}
See external documentation.

assignImageList(This, ImageList) -> ok
Types:
   This = wxNotebook()
   ImageList = wxImageList:wxImageList()
See external documentation.

create(This, Parent, Id) -> boolean()
Types:
   This = wxNotebook()
   Parent = wxWindow:wxWindow()
   Id = integer()
Equivalent to create(This, Parent, Id, []).

cREATE(This, Parent, Id, Options::[Option]) -> boolean()
Types:
   This = wxNotebook()
   Parent = wxWindow:wxWindow()
   Id = integer()
   Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

deleteAllPages(This) -> boolean()
Types:
   This = wxNotebook()
See external documentation.
wxNotebook

deletePage(This, NPage) -> boolean()

Types:
    This = wxNotebook()
    NPage = integer()

See external documentation.

removePage(This, NPage) -> boolean()

Types:
    This = wxNotebook()
    NPage = integer()

See external documentation.

getCurrentPage(This) -> wxWindow:wxWindow()

Types:
    This = wxNotebook()

See external documentation.

getImageList(This) -> wxImageList:wxImageList()

Types:
    This = wxNotebook()

See external documentation.

getPage(This, N) -> wxWindow:wxWindow()

Types:
    This = wxNotebook()
    N = integer()

See external documentation.

getPageCount(This) -> integer()

Types:
    This = wxNotebook()

See external documentation.

getPageImage(This, NPage) -> integer()

Types:
    This = wxNotebook()
    NPage = integer()

See external documentation.

getPageText(This, NPage) -> unicode:charlist()

Types:
    This = wxNotebook()
    NPage = integer()
See external documentation.

getRowCount(This) -> integer()

Types:
    This = wxNotebook()

See external documentation.

getSelection(This) -> integer()

Types:
    This = wxNotebook()

See external documentation.

getThemeBackgroundColour(This) -> wx:wx_colour4()

Types:
    This = wxNotebook()

See external documentation.

hitTest(This, Pt) -> Result

Types:
    Result = {Res::integer(), Flags::integer()}
    This = wxNotebook()
    Pt = {X::integer(), Y::integer()}

See external documentation.

insertPage(This, Position, Win, StrText) -> boolean()

Types:
    This = wxNotebook()
    Position = integer()
    Win = wxWindow:wxWindow()
    StrText = unicode:chardata()

Equivalent to insertPage(This, Position, Win, StrText, []).

insertPage(This, Position, Win, StrText, Options::[Option]) -> boolean()

Types:
    This = wxNotebook()
    Position = integer()
    Win = wxWindow:wxWindow()
    StrText = unicode:chardata()
    Option = {bSelect, boolean()} | {imageId, integer()}

See external documentation.

setImageList(This, ImageList) -> ok

Types:
wxNotebook

This = wxNotebook()
ImageList = wxImageList:wxImageList()

See external documentation.

setPadding(This, Padding) -> ok
Types:
   This = wxNotebook()
   Padding = {W::integer(), H::integer()}

See external documentation.

setPageSize(This, Size) -> ok
Types:
   This = wxNotebook()
   Size = {W::integer(), H::integer()}

See external documentation.

setPageImage(This, NPage, NImage) -> boolean()
Types:
   This = wxNotebook()
   NPage = integer()
   NImage = integer()

See external documentation.

setPageText(This, NPage, StrText) -> boolean()
Types:
   This = wxNotebook()
   NPage = integer()
   StrText = unicode:chardata()

See external documentation.

setSelection(This, NPage) -> integer()
Types:
   This = wxNotebook()
   NPage = integer()

See external documentation.

changeSelection(This, NPage) -> integer()
Types:
   This = wxNotebook()
   NPage = integer()

See external documentation.
destroy(This::wxNotebook()) -> ok

Destroys this object, do not use object again
wxNotebookEvent

Erlang module

See external documentation: `wxNotebookEvent`.

Use `wxEvtHandler:connect/3` with EventType:

```
command_notebook_page_changed, command_notebook_page_changing
```

See also the message variant `#wxNotebook/[]` event record type.

This class is derived (and can use functions) from:

- `wxNotifyEvent`
- `wxCommandEvent`
- `wxEvent`

**DATA TYPES**

**wxNotebookEvent()**

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

- `getOldSelection(This) -> integer()`
  
  Types:
  ```
  This = wxNotebookEvent()
  ```

  See external documentation.

- `getSelection(This) -> integer()`
  
  Types:
  ```
  This = wxNotebookEvent()
  ```

  See external documentation.

- `setOldSelection(This, NOldSel) -> ok`
  
  Types:
  ```
  This = wxNotebookEvent()
  NOldSel = integer()
  ```

  See external documentation.

- `setSelection(This, NSel) -> ok`
  
  Types:
  ```
  This = wxNotebookEvent()
  NSel = integer()
  ```

  See external documentation.
wxNotifyEvent

Erlang module

See external documentation: wxNotifyEvent.
This class is derived (and can use functions) from:
wxCommandEvent
wxEvent

DATA TYPES
wxNotifyEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

allow(This) -> ok
Types:
   This = wxNotifyEvent()
See external documentation.

isAllowed(This) -> boolean()
Types:
   This = wxNotifyEvent()
See external documentation.

veto(This) -> ok
Types:
   This = wxNotifyEvent()
See external documentation.
wxOverlay

Erlang module

See external documentation: `wxOverlay`.

## DATA TYPES

`wxOverlay()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

### Exports

```erl
new() -> wxOverlay()
```

See external documentation.

```erl
reset(This) -> ok
```

Types:

```
    This = wxOverlay()
```

See external documentation.

```erl
destroy(This::wxOverlay()) -> ok
```

Destroys this object, do not use object again
wxPageSetupDialog

Erlang module

See external documentation: wxPageSetupDialog.

DATA TYPES

wxPageSetupDialog()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

new(Parent) -> wxPageSetupDialog()
Types:
   Parent = wxWindow:wxWindow()
Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxPageSetupDialog()
Types:
   Parent = wxWindow:wxWindow()
   Option = {data, wxPageSetupDialogData:wxPageSetupDialogData()}
See external documentation.

getPageSetupData(This) -> wxPageSetupDialogData:wxPageSetupDialogData()
Types:
   This = wxPageSetupDialog()
See external documentation.

showModal(This) -> integer()
Types:
   This = wxPageSetupDialog()
See external documentation.

destroy(This::wxPageSetupDialog()) -> ok
Destroys this object, do not use object again
wxPageSetupDialogData

Erlang module

See external documentation: `wxPageSetupDialogData`.

DATA TYPES

wxPageSetupDialogData()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxPageSetupDialogData()
See external documentation.

new(PrintData) -> wxPageSetupDialogData()
Types:

\[
\text{PrintData} = \text{wxPrintData:wxPrintData}() | \text{wxPageSetupDialogData}()
\]
See external documentation.

enableHelp(This, Flag) -> ok
Types:

\[
\text{This} = \text{wxPageSetupDialogData}() \\
\text{Flag} = \text{boolean}()
\]
See external documentation.

enableMargins(This, Flag) -> ok
Types:

\[
\text{This} = \text{wxPageSetupDialogData}() \\
\text{Flag} = \text{boolean}()
\]
See external documentation.

enableOrientation(This, Flag) -> ok
Types:

\[
\text{This} = \text{wxPageSetupDialogData}() \\
\text{Flag} = \text{boolean}()
\]
See external documentation.

enablePaper(This, Flag) -> ok
Types:

\[
\text{This} = \text{wxPageSetupDialogData}() \\
\text{Flag} = \text{boolean}()
\]
enablePrinter(This, Flag) -> ok
Types:
    This = wxPageSetupDialogData()
    Flag = boolean()
See external documentation.

getDefaultMinMargins(This) -> boolean()
Types:
    This = wxPageSetupDialogData()
See external documentation.

getEnableMargins(This) -> boolean()
Types:
    This = wxPageSetupDialogData()
See external documentation.

getEnableOrientation(This) -> boolean()
Types:
    This = wxPageSetupDialogData()
See external documentation.

getEnablePaper(This) -> boolean()
Types:
    This = wxPageSetupDialogData()
See external documentation.

getEnablePrinter(This) -> boolean()
Types:
    This = wxPageSetupDialogData()
See external documentation.

getEnableHelp(This) -> boolean()
Types:
    This = wxPageSetupDialogData()
See external documentation.

getDefaultInfo(This) -> boolean()
Types:
    This = wxPageSetupDialogData()
See external documentation.
wxPageSetupDialogData

getMarginTopLeft(This) -> {X::integer(), Y::integer()}
Types:
   This = wxPageSetupDialogData()
See external documentation.

getMarginBottomRight(This) -> {X::integer(), Y::integer()}
Types:
   This = wxPageSetupDialogData()
See external documentation.

getMinMarginTopLeft(This) -> {X::integer(), Y::integer()}
Types:
   This = wxPageSetupDialogData()
See external documentation.

getMinMarginBottomRight(This) -> {X::integer(), Y::integer()}
Types:
   This = wxPageSetupDialogData()
See external documentation.

g PaperId(This) -> wx:wx_enum()
Types:
   This = wxPageSetupDialogData()
See external documentation.

wxPAPER_A4SMALL | ?wxPAPER_A5 | ?wxPAPER_B4 | ?wxPAPER_B5 | ?wxPAPER_FOLIO | ?
| ?wxPAPER_TABLOID_EXTRA | ?wxPAPER_A4_EXTRA | ?wxPAPER_LETTER_EXTRA_TRANSVERSE | ?
wxPAPER_A4_TRANSVERSE | ?wxPAPER_LETTER_EXTRA_TRANSVERSE | ?wxPAPER_A_PLUS | ?
wxPAPER_B_PLUS | ?wxPAPER_LETTER_PLUS | ?wxPAPER_A4_PLUS | ?wxPAPER_A5_TRANSVERSE | ?
wxPAPER_B5_TRANSVERSE | ?wxPAPER_A3_EXTRA | ?wxPAPER_A5_EXTRA | ?wxPAPER_B5_EXTRA |
| ?wxPAPER_A2 | ?wxPAPER_A3_TRANSVERSE | ?wxPAPER_A3_EXTRA_TRANSVERSE | ?
wxPAPER_DBL_JAPANESE_POSTCARD | ?wxPAPER_A6 | ?wxPAPER_JENV_KAKU2 | ?
wxPAPER_JENV_KAKU3 | ?wxPAPER_JENV_CHOUS | ?wxPAPER_JENV_CHOUS |
| ?wxPAPER_LETTER_ROTATED | ?wxPAPER_A3_ROTATED | ?wxPAPER_A4_ROTATED | ?
wxPAPER_A5_ROTATED | ?wxPAPER_B4_JIS_ROTATED | ?wxPAPER_B5_JIS_ROTATED | ?
wxPAPER_JAPANESE_POSTCARD_ROTATED | ?wxPAPER_DBL_JAPANESE_POSTCARD_ROTATED | ?
wxPAPER_A6_ROTATED | ?wxPAPER_JENV_KAKU2_ROTATED | ?wxPAPER_JENV_KAKU3_ROTATED

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wxPageSetupDialogData

| ?wxPAPER_JENV_CHOU3_ROTATED | ?wxPAPER_JENV_CHOU4_ROTATED | ?wxPAPER_B6_JIS |
| ?wxPAPER_B6_JIS_ROTATED | ?wxPAPER_12X11 | ?wxPAPER_JENV_YOU4 |
| ?wxPAPER_PENV_1 | ?wxPAPER_PENV_2 | ?wxPAPER_PENV_3 | ?wxPAPER_PENV_4 |
| ?wxPAPER_PENV_5 | ?wxPAPER_PENV_6 | ?wxPAPER_PENV_7 | ?wxPAPER_PENV_8 |
| ?wxPAPER_P32KBIG_ROTATED | ?wxPAPER_PENV_1_ROTATED | ?wxPAPER_PENV_2_ROTATED |
| ?wxPAPER_PENV_3_ROTATED | ?wxPAPER_PENV_4_ROTATED | ?wxPAPER_PENV_5_ROTATED |
| ?wxPAPER_PENV_6_ROTATED | ?wxPAPER_PENV_7_ROTATED | ?wxPAPER_PENV_8_ROTATED |
| ?wxPAPER_PENV_9_ROTATED | ?wxPAPER_PENV_10_ROTATED

getPaperSize(This) -> {W::integer(), H::integer()}
Types:
  This = wxPageSetupDialogData()
See external documentation.

getPrintData(This) -> wxPrintData:wxPrintData()
Types:
  This = wxPageSetupDialogData()
See external documentation.

isOk(This) -> boolean()
Types:
  This = wxPageSetupDialogData()
See external documentation.

setDefaultInfo(This, Flag) -> ok
Types:
  This = wxPageSetupDialogData()
  Flag = boolean()
See external documentation.

setDefaultMinMargins(This, Flag) -> ok
Types:
  This = wxPageSetupDialogData()
  Flag = boolean()
See external documentation.

setMarginTopLeft(This, Pt) -> ok
Types:
  This = wxPageSetupDialogData()
  Pt = {X::integer(), Y::integer()}
See external documentation.
setMarginBottomRight(This, Pt) -> ok
Types:
    This = wxPageSetupDialogData()
    Pt = {X::integer(), Y::integer()}
See external documentation.

setMinMarginTopLeft(This, Pt) -> ok
Types:
    This = wxPageSetupDialogData()
    Pt = {X::integer(), Y::integer()}
See external documentation.

setMinMarginBottomRight(This, Pt) -> ok
Types:
    This = wxPageSetupDialogData()
    Pt = {X::integer(), Y::integer()}
See external documentation.

setId(This, Id) -> ok
Types:
    This = wxPageSetupDialogData()
    Id = wx:wx_enum()
See external documentation.

```erlang
setTypeSize(This, Id) -> ok

Types:

This = wxPageSetupDialogData()
Id = wx:wx_enum()

See external documentation.

Also:

setPageSize(This, Sz) -> 'ok' when
This::wxPageSetupDialogData(), Sz::{W::integer(), H::integer()}.

| ?wxPAPER_FANFOLD_STD_GERMAN | ?wxPAPER_FANFOLD_LGL_GERMAN
| ?wxPAPER_LETTER_EXTRA_TRANSVERSE | ?wxPAPER_A_PLUS | ?wxPAPER_B_PLUS
| ?wxPAPER_LETTER_PLUS | ?wxPAPER_A4_PLUS | ?wxPAPER_A5_TRANSVERSE | ?wxPAPER_A3_TRANSVERSE
| ?wxPAPER_B4_JIS_ROTATED | ?wxPAPER_B5_JIS_ROTATED | ?wxPAPER_JAPANESE_POSTCARD_ROTATED
| ?wxPAPER_B6_JIS_ROTATED | ?wxPAPER_B6_JIS
| ?wxPAPER_B6_JIS_ROTATED | ?wxPAPER_B6_JIS
| ?wxPAPER_B4_JIS_ROTATED | ?wxPAPER_B5_JIS_ROTATED | ?wxPAPER_B6_JIS
| ?wxPAPER_PENV_1 | ?wxPAPER_PENV_2 | ?wxPAPER_PENV_3 | ?wxPAPER_PENV_4
| ?wxPAPER_PENV_5 | ?wxPAPER_PENV_6 | ?wxPAPER_PENV_7 | ?wxPAPER_PENV_8
| ?wxPAPER_P32KBIG_ROTATED | ?wxPAPER_PENV_1_ROTATED | ?wxPAPER_PENV_2_ROTATED | ?wxPAPER_PENV_3_ROTATED
| ?wxPAPER_PENV_4_ROTATED | ?wxPAPER_PENV_5_ROTATED | ?wxPAPER_PENV_6_ROTATED | ?wxPAPER_PENV_7_ROTATED
| ?wxPAPER_PENV_8_ROTATED | ?wxPAPER_PENV_9_ROTATED | ?wxPAPER_PENV_10_ROTATED
```
wxPageSetupDialogData

wxPAPER_PENV_6_ROTATED  |  ?wxPAPER_PENV_7_ROTATED  |  ?wxPAPER_PENV_8_ROTATED  |  ?wxPAPER_PENV_9_ROTATED  |  ?wxPAPER_PENV_10_ROTATED

setPrintData(This, PrintData) -> ok
Types:
   This = wxPageSetupDialogData()
   PrintData = wxPrintData:wxPrintData()
See external documentation.

destroy(This::wxPageSetupDialogData()) -> ok
Destroys this object, do not use object again
wxPaintDC

Erlang module

See external documentation: wxPaintDC.
This class is derived (and can use functions) from:
  wxWindowDC
  wxDC

DATA TYPES
wxPaintDC()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxPaintDC()

This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
See external documentation.

new(Win) -> wxPaintDC()
Types:
  Win = wxWindow:wxWindow()
See external documentation.

destroy(This::wxPaintDC()) -> ok
Destroys this object, do not use object again
wxPaintEvent

Erlang module

See external documentation: wxPaintEvent.

Use wxEvtHandler:connect/3 with EventType:

    paint

See also the message variant #wxPaint/ event record type.

This class is derived (and can use functions) from:

wxEvent

DATA TYPES

wxPaintEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.
wxPalette

Erlang module

See external documentation: wxPalette.

**DATA TYPES**

wxPalette()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

new() -> wxPalette()

See [external documentation](#).

new(Red, Green, Blue) -> wxPalette()

Types:

- Red = binary()
- Green = binary()
- Blue = binary()

See [external documentation](#).

create(This, Red, Green, Blue) -> boolean()

Types:

- This = wxPalette()
- Red = binary()
- Green = binary()
- Blue = binary()

See [external documentation](#).

getColoursCount(This) -> integer()

Types:

- This = wxPalette()

See [external documentation](#).

getPixel(This, Red, Green, Blue) -> integer()

Types:

- This = wxPalette()
- Red = integer()
- Green = integer()
- Blue = integer()

See [external documentation](#).
getRGB(This, Pixel) -> Result
Types:

  Result = \{Res::boolean(), Red::integer(), Green::integer(),
           Blue::integer()\}
  This = wxPalette()
  Pixel = integer()
See external documentation.

isOk(This) -> boolean()
Types:

  This = wxPalette()
See external documentation.

destroy(This::wxPalette()) -> ok
Destroys this object, do not use object again
wxPaletteChangedEvent

Erlang module

See external documentation: `wxPaletteChangedEvent`.

Use `wxEvtHandler:connect/3` with EventType:

`palette_changed`

See also the message variant `#wxPaletteChanged[]` event record type.

This class is derived (and can use functions) from: `wxEvent`

DATA TYPES

`wxPaletteChangedEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

```erlang
setChangedWindow(This, Win) -> ok
```

Types:

```erlang
This = wxPaletteChangedEvent()
Win = wxWindow:wxWindow()
```

See external documentation.

```erlang
getChangedWindow(This) -> wxWindow:wxWindow()
```

Types:

```erlang
This = wxPaletteChangedEvent()
```

See external documentation.
wxPanel

Erlang module

See external documentation: wxPanel.

This class is derived (and can use functions) from:
wxWindow
wxEvtHandler

DATA TYPES

wxPanel()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

call newfound() -> wxPanel()

See external documentation.

call newfound(Parent) -> wxPanel()

Types:

  Parent = wxWindow:wxWindow()

Equivalent to newfound(Parent, []).

call newfound(Parent, Options::[Option]) -> wxPanel()

Types:

  Parent = wxWindow:wxWindow()
  Option = {winid, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

call newfound(Parent, X, Y, Width, Height) -> wxPanel()

Types:

  Parent = wxWindow:wxWindow()
  X = integer()
  Y = integer()
  Width = integer()
  Height = integer()

Equivalent to newfound(Parent, X, Y, Width, Height, []).

call newfound(Parent, X, Y, Width, Height, Options::[Option]) -> wxPanel()

Types:

  Parent = wxWindow:wxWindow()
wxPanel

X = integer()
Y = integer()
Width = integer()
Height = integer()
Option = {style, integer()}

See external documentation.

initDialog(This) -> ok
Types:
   This = wxPanel()
See external documentation.

setFocusIgnoringChildren(This) -> ok
Types:
   This = wxPanel()
See external documentation.

destroy(This::wxPanel()) -> ok
Destroys this object, do not use object again
wxPasswordEntryDialog

wxPasswordEntryDialog

Erlang module

See external documentation: wxPasswordEntryDialog.

This class is derived (and can use functions) from:

wxTextEntryDialog
wxDialog
wxTopLevelWindow
wxWindow
wxEvtHandler

DATA TYPES

wxPasswordEntryDialog()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Parent, Message) -> wxPasswordEntryDialog()

Types:

Parent = wxWindow:wxWindow()
Message = unicode:chardata()

Equivalent to new(Parent, Message, []).

new(Parent, Message, Options::[Option]) -> wxPasswordEntryDialog()

Types:

Parent = wxWindow:wxWindow()
Message = unicode:chardata()
Option = {caption, unicode:chardata()} | {value, unicode:chardata()} | {style, integer()} | {pos, {X::integer(), Y::integer()}}

See external documentation.

destroy(This::wxPasswordEntryDialog()) -> ok

Destroys this object, do not use object again
wxPen

Erlang module

See external documentation: wxPen.

DATA TYPES

wxPen()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxPen()
See external documentation.

ew(Colour) -> wxPen()
Types:
  Colour = wx:wx_colour()
Equivalent to new(Colour, []).

new(Colour, Options::[Option]) -> wxPen()
Types:
  Colour = wx:wx_colour()
  Option = {width, integer()} | {style, integer()}
See external documentation.

getCap(This) -> integer()
Types:
  This = wxPen()
See external documentation.

gGetColour(This) -> wx:wx_colour4()
Types:
  This = wxPen()
See external documentation.

gGetJoin(This) -> integer()
Types:
  This = wxPen()
See external documentation.
wxPen

getStyle(This) -> integer()
Types:
    This = wxPen()
See external documentation.

getWidth(This) -> integer()
Types:
    This = wxPen()
See external documentation.

isOk(This) -> boolean()
Types:
    This = wxPen()
See external documentation.

setCap(This, CapStyle) -> ok
Types:
    This = wxPen()
    CapStyle = wx:wx_enum()
See external documentation.
CapStyle = integer

setColour(This, Colour) -> ok
Types:
    This = wxPen()
    Colour = wx:wx_colour()
See external documentation.

setColour(This, Red, Green, Blue) -> ok
Types:
    This = wxPen()
    Red = integer()
    Green = integer()
    Blue = integer()
See external documentation.

setJoin(This, JoinStyle) -> ok
Types:
    This = wxPen()
    JoinStyle = wx:wx_enum()
See external documentation.
JoinStyle = integer
wxPen

setqStyle(This, Style) -> ok
Types:
  This = wxPen()
  Style = integer()
See external documentation.

setWidth(This, Width) -> ok
Types:
  This = wxPen()
  Width = integer()
See external documentation.

destroy(This::wxPen()) -> ok
Destroys this object, do not use object again
wxPickerBase

Erlang module

See external documentation: wxPickerBase.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES
wxPickerBase()

An object reference, The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

setInternalMargin(This, Newmargin) -> ok
Types:
   This = wxPickerBase()
   Newmargin = integer()
See external documentation.

getInternalMargin(This) -> integer()
Types:
   This = wxPickerBase()
See external documentation.

setTextCtrlProportion(This, Prop) -> ok
Types:
   This = wxPickerBase()
   Prop = integer()
See external documentation.

setPickerCtrlProportion(This, Prop) -> ok
Types:
   This = wxPickerBase()
   Prop = integer()
See external documentation.

getTextCtrlProportion(This) -> integer()
Types:
   This = wxPickerBase()
getPickerCtrlProportion(This) -> integer()

Types:

This = wxPickerBase()

See external documentation.

hasTextCtrl(This) -> boolean()

Types:

This = wxPickerBase()

See external documentation.

getTextCtrl(This) -> wxTextCtrl:wxTextCtrl()

Types:

This = wxPickerBase()

See external documentation.

isTextCtrlGrowable(This) -> boolean()

Types:

This = wxPickerBase()

See external documentation.

setPickerCtrlGrowable(This) -> ok

Types:

This = wxPickerBase()

Equivalent to setPickerCtrlGrowable(This, []).

setPickerCtrlGrowable(This, Options::[Option]) -> ok

Types:

This = wxPickerBase()

Option = {grow, boolean()}

See external documentation.

setTextCtrlGrowable(This) -> ok

Types:

This = wxPickerBase()

Equivalent to setTextCtrlGrowable(This, []).

setTextCtrlGrowable(This, Options::[Option]) -> ok

Types:

This = wxPickerBase()

Option = {grow, boolean()}

See external documentation.
isPickerCtrlGrowable(This) -> boolean()

Types:

This = wxPickerBase()

See external documentation.
wxPopupTransientWindow

Erlang module

See external documentation: `wxPopupTransientWindow`.

This class is derived (and can use functions) from:

- `wxPopupWindow`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

- `wxPopupTransientWindow()`

  An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

- `new() -> wxPopupTransientWindow()`
  
  See [external documentation](#).

- `new(Parent) -> wxPopupTransientWindow()`
  
  Types:
  
  Parent = `wxWindow:wxWindow()`

  Equivalent to `new(Parent, [])`.

- `new(Parent, Options::[Option]) -> wxPopupTransientWindow()`
  
  Types:
  
  Parent = `wxWindow:wxWindow()`
  
  Option = `{style, integer()}`

  See [external documentation](#).

- `popup(This) -> ok`
  
  Types:
  
  This = `wxPopupTransientWindow()`

  Equivalent to `popup(This, [])`.

- `popup(This, Options::[Option]) -> ok`
  
  Types:
  
  This = `wxPopupTransientWindow()`
  
  Option = `{focus, `wxWindow:wxWindow()`}`

  See [external documentation](#).
wxPopupTransientWindow

dismiss(This) -> ok
Types:
   This = wxPopupTransientWindow()
See external documentation.

destroy(This::wxPopupTransientWindow()) -> ok
Destroys this object, do not use object again
wxPopupWindow

Erlang module

See external documentation: <wxPopupWindow>

This class is derived (and can use functions) from:
<wxWindow>
<wxEvtHandler>

DATA TYPES

wxPopupWindow()

An object reference. The representation is internal and can be changed without notice. It can't be used for
comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxPopupWindow()
See external documentation.

ew(Parent) -> wxPopupWindow()
Types:
  Parent = wxWindow:wxWindow()
Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxPopupWindow()
Types:
  Parent = wxWindow:wxWindow()
  Option = {flags, integer()}
See external documentation.

create(This, Parent) -> boolean()
Types:
  This = wxPopupWindow()
  Parent = wxWindow:wxWindow()
Equivalent to create(This, Parent, []).

create(This, Parent, Options::[Option]) -> boolean()
Types:
  This = wxPopupWindow()
  Parent = wxWindow:wxWindow()
  Option = {flags, integer()}
See external documentation.
**wxPopupWindow**

position(This, PtOrigin, Size) -> ok

Types:

- **This** = `wxPopupWindow()`
- **PtOrigin** = `{X::integer(), Y::integer()}`
- **Size** = `{W::integer(), H::integer()}`

See external documentation.

destroy(This::wxPopupWindow()) -> ok

Destroys this object, do not use object again
wxPostScriptDC

Erlang module

See external documentation: wxPostScriptDC.
This class is derived (and can use functions) from:
wxDC

DATA TYPES

wxPostScriptDC()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxPostScriptDC()
See external documentation.

new(PrintData) -> wxPostScriptDC()
Types:

  PrintData = wxPrintData:wxPrintData()

See external documentation.

setResolution(Ppi) -> ok
Types:

  Ppi = integer()

This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
See external documentation.

getResolution() -> integer()
This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
See external documentation.

destroy(This::wxPostScriptDC()) -> ok
Destroys this object, do not use object again
wxPreviewCanvas

Erlang module

See external documentation: wxPreviewCanvas.

This class is derived (and can use functions) from:
wxScrolledWindow
wxPanel
wxWindow
wxEvtHandler

DATA TYPES
wxPreviewCanvas()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.
wxPreviewControlBar

Erlang module

See external documentation: wxPreviewControlBar.

This class is derived (and can use functions) from:
wxPanel
wxWindow
wxEvtHandler

DATA TYPES

wxPreviewControlBar()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Preview, Buttons, Parent) -> wxPreviewControlBar()

Types:
  Preview = wxPrintPreview:wxPrintPreview()
  Buttons = integer()
  Parent = wxWindow:wxWindow()

Equivalent to new(Preview, Buttons, Parent, []).

new(Preview, Buttons, Parent, Options::[Option]) -> wxPreviewControlBar()

Types:
  Preview = wxPrintPreview:wxPrintPreview()
  Buttons = integer()
  Parent = wxWindow:wxWindow()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

createButtons(This) -> ok

Types:
  This = wxPreviewControlBar()

See external documentation.

getPrintPreview(This) -> wxPrintPreview:wxPrintPreview()

Types:
  This = wxPreviewControlBar()

See external documentation.
wxPreviewControlBar

getZoomControl(This) -> integer()
Types:
   This = wxPreviewControlBar()
See external documentation.

setZoomControl(This, Zoom) -> ok
Types:
   This = wxPreviewControlBar()
   Zoom = integer()
See external documentation.

destroy(This::wxPreviewControlBar()) -> ok
Destroys this object, do not use object again
wxPreviewFrame

Erlang module

See external documentation: *wxPreviewFrame*.

This class is derived (and can use functions) from:
wxFrame
wxTopLevelWindow
wxWindow
wxEvtHandler

**DATA TYPES**

wxPreviewFrame()

An object reference, The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

new(Preview, Parent) -> wxPreviewFrame()

Types:

- `Preview = wxPrintPreview:wxPrintPreview()`
- `Parent = wxWindow:wxWindow()`

Equivalent to `new(Preview, Parent, [])`.

new(Preview, Parent, Options::[Option]) -> wxPreviewFrame()

Types:

- `Preview = wxPrintPreview:wxPrintPreview()`
- `Parent = wxWindow:wxWindow()`
- `Option = {title, unicode:chardata()} | {pos, {X::integer(), Y::integer()}} |
  {size, {W::integer(), H::integer()}} | {style, integer()}`

See external documentation.

createControlBar(This) -> ok

Types:

- `This = wxPreviewFrame()`

See external documentation.

createCanvas(This) -> ok

Types:

- `This = wxPreviewFrame()`

See external documentation.
wxPreviewFrame

initialize(This) -> ok
Types:
    This = wxPreviewFrame()
See external documentation.

onCloseWindow(This, Event) -> ok
Types:
    This = wxPreviewFrame()
    Event = wxCloseEvent:wxCloseEvent()
See external documentation.

destroy(This::wxPreviewFrame()) -> ok
Destroys this object, do not use object again
wxPrintData

Erlang module

See external documentation: wxPrintData.

DATA TYPES

wxPrintData()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxPrintData()
See external documentation.

new(PrintData) -> wxPrintData()
Types:
PrintData = wxPrintData()
See external documentation.

getCollate(This) -> boolean()
Types:
This = wxPrintData()
See external documentation.

getBin(This) -> wx:wx_enum()
Types:
This = wxPrintData()
See external documentation.

getColour(This) -> boolean()
Types:
This = wxPrintData()
See external documentation.

getDuplex(This) -> wx:wx_enum()
Types:
This = wxPrintData()
### wxPrintData

- **getNoCopies** *(This) -> integer()*

  **Types:**
  
  **This** = `wxPrintData()`

  See external documentation.

- **getOrientation** *(This) -> integer()*

  **Types:**
  
  **This** = `wxPrintData()`

  See external documentation.

- **getPaperId** *(This) -> wx:wx_enum()*

  **Types:**
  
  **This** = `wxPrintData()`

  See external documentation.

**Res = ?wxDUPLEX_SIMPLEX | ?wxDUPLEX_HORIZONTAL | ?wxDUPLEX_VERTICAL**
getPrinterName(This) -> unicode:charlist()
Types:
   This = wxPrintData()
See external documentation.

getQuality(This) -> integer()
Types:
   This = wxPrintData()
See external documentation.

isOk(This) -> boolean()
Types:
   This = wxPrintData()
See external documentation.

setBin(This, Bin) -> ok
Types:
   This = wxPrintData()
   Bin = wx:wx_enum()
See external documentation.
   Bin = ?wxPRINTBIN_DEFAULT | ?wxPRINTBIN_ONLYONE | ?wxPRINTBIN_LOWER
   | ?wxPRINTBIN_MIDDLE | ?wxPRINTBIN_MANUAL | ?wxPRINTBIN_ENVELOPE | ?
   wxPRINTBIN_ENVMANUAL | ?wxPRINTBIN_AUTO | ?wxPRINTBIN_TRACTOR | ?
   wxPRINTBIN_SMALLFMT | ?wxPRINTBIN_LARGEFMT | ?wxPRINTBIN_LARGECAPACITY | ?
   wxPRINTBIN_CASSETTE | ?wxPRINTBIN_FORMSOURCE | ?wxPRINTBIN_USER

setCollate(This, Flag) -> ok
Types:
   This = wxPrintData()
   Flag = boolean()
See external documentation.

setColour(This, Colour) -> ok
Types:
   This = wxPrintData()
   Colour = boolean()
See external documentation.

setDuplex(This, Duplex) -> ok
Types:
   This = wxPrintData()
Duplex = \texttt{wx:wx_enum()}

See external documentation.

Duplex = ?wxDUPLEX_SIMPLEX | ?wxDUPLEX_HORIZONTAL | ?wxDUPLEX_VERTICAL

**setNoCopies(This, V) -> ok**

Types:

\[
\begin{align*}
\text{This} & = \texttt{wxPrintData()} \\
V & = \texttt{integer()}
\end{align*}
\]

See external documentation.

**setOrientation(This, Orient) -> ok**

Types:

\[
\begin{align*}
\text{This} & = \texttt{wxPrintData()} \\
Orient & = \texttt{integer()}
\end{align*}
\]

See external documentation.

**setPaperId(This, SizeId) -> ok**

Types:

\[
\begin{align*}
\text{This} & = \texttt{wxPrintData()} \\
\text{SizeId} & = \texttt{wx:wx_enum()}
\end{align*}
\]

See external documentation.


456 | Ericsson AB. All Rights Reserved.: wxErlang
setPrinterName(This, Name) -> ok

Types:
   This = wxPrintData()
   Name = unicode:chardata()

See external documentation.

setQuality(This, Quality) -> ok

Types:
   This = wxPrintData()
   Quality = integer()

See external documentation.

destroy(This::wxPrintData()) -> ok

DESTROYS this object, do not use object again
wxPrintDialog

Erlang module

See external documentation: `wxPrintDialog`.

This class is derived (and can use functions) from:
- `wxDialog`
- `wxTopLevelWindow`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

`wxPrintDialog()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

new(Parent) -> wxPrintDialog()

Types:
- `Parent = wxWindow:wxWindow()`

Equivalent to `new(Parent, [])`.

new(Parent, Options::[Option]) -> wxPrintDialog()

Types:
- `Parent = wxWindow:wxWindow()`
- `Option = {data, wxPrintDialogData:wxPrintDialogData()}`

See external documentation.

Also:
new(Parent, Data) -> wxPrintDialog() when
- `Parent::wxWindow:wxWindow()`, `Data::wxPrintData:wxPrintData()`.

getPrintDialogData(This) -> wxPrintDialogData:wxPrintDialogData()

Types:
- `This = wxPrintDialog()`

See external documentation.

getPrintDC(This) -> wxDC:wxDC()

Types:
- `This = wxPrintDialog()`

See external documentation.

destroy(This::wxPrintDialog()) -> ok

Destroys this object, do not use object again
wxPrintDialogData

Erlang module

See external documentation: wxPrintDialogData.

DATA TYPES

wxPrintDialogData()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxPrintDialogData()
See external documentation.

ew(DialogData) -> wxPrintDialogData()
Types:
  DialogData = wxPrintDialogData() | wxPrintData:wxPrintData()
See external documentation.

enableHelp(This, Flag) -> ok
Types:
  This = wxPrintDialogData()
  Flag = boolean()
See external documentation.

enablePageNumbers(This, Flag) -> ok
Types:
  This = wxPrintDialogData()
  Flag = boolean()
See external documentation.

enablePrintToFile(This, Flag) -> ok
Types:
  This = wxPrintDialogData()
  Flag = boolean()
See external documentation.

enableSelection(This, Flag) -> ok
Types:
  This = wxPrintDialogData()
  Flag = boolean()
wxPrintDialogData

See external documentation.

getAllPages(This) -> boolean()
Types:
   This = wxPrintDialogData()
See external documentation.

collate(This) -> boolean()
Types:
   This = wxPrintDialogData()
See external documentation.

getPageFrom(This) -> integer()
Types:
   This = wxPrintDialogData()
See external documentation.

getMaxPage(This) -> integer()
Types:
   This = wxPrintDialogData()
See external documentation.

getMinPage(This) -> integer()
Types:
   This = wxPrintDialogData()
See external documentation.

getNoCopies(This) -> integer()
Types:
   This = wxPrintDialogData()
See external documentation.

getPrintData(This) -> wxPrintData:wxPrintData()
Types:
   This = wxPrintDialogData()
See external documentation.

getPrintToFile(This) -> boolean()
Types:
   This = wxPrintDialogData()
See external documentation.
getSelection(This) -> boolean()
Types:
    This = wxPrintDialogData()
See external documentation.

getToPage(This) -> integer()
Types:
    This = wxPrintDialogData()
See external documentation.

isOk(This) -> boolean()
Types:
    This = wxPrintDialogData()
See external documentation.

setCollate(This, Flag) -> ok
Types:
    This = wxPrintDialogData()
    Flag = boolean()
See external documentation.

setFromPage(This, V) -> ok
Types:
    This = wxPrintDialogData()
    V = integer()
See external documentation.

setMaxPage(This, V) -> ok
Types:
    This = wxPrintDialogData()
    V = integer()
See external documentation.

setMinPage(This, V) -> ok
Types:
    This = wxPrintDialogData()
    V = integer()
See external documentation.

setNoCopies(This, V) -> ok
Types:
    This = wxPrintDialogData()
    V = integer()
wxPrintDialogData

See external documentation.

setPrintData(This, PrintData) -> ok
Types:
   This = wxPrintDialogData()
   PrintData = wxPrintData:wxPrintData()
See external documentation.

setPrintToFile(This, Flag) -> ok
Types:
   This = wxPrintDialogData()
   Flag = boolean()
See external documentation.

setSelection(This, Flag) -> ok
Types:
   This = wxPrintDialogData()
   Flag = boolean()
See external documentation.

setToPage(This, V) -> ok
Types:
   This = wxPrintDialogData()
   V = integer()
See external documentation.

destroy(This::wxPrintDialogData()) -> ok
Destroys this object, do not use object again
wxPrintPreview
Erlang module

See external documentation: wxPrintPreview.

DATA TYPES

wxPrintPreview()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

Exports

new(Printout) -> wxPrintPreview()

Types:

Printout = wxPrintout:wxPrintout()

Equivalent to new(Printout, []).

new(Printout, Options::[Option]) -> wxPrintPreview()

Types:

Printout = wxPrintout:wxPrintout()
Option = {printoutForPrinting, wxPrintout:wxPrintout()} | {data, wxPrintDialogData:wxPrintDialogData()}

See external documentation.

new(Printout, PrintoutForPrinting, Data) -> wxPrintPreview()

Types:

Printout = wxPrintout:wxPrintout()
PrintoutForPrinting = wxPrintout:wxPrintout()
Data = wxPrintData:wxPrintData()

See external documentation.

getCanvas(This) -> wxPreviewCanvas:wxPreviewCanvas()

Types:

This = wxPrintPreview()

See external documentation.

gGetCurrentPage(This) -> integer()

Types:

This = wxPrintPreview()

See external documentation.
getFrame(This) -> wxFrame:wxFrame()
Types:
   This = wxPrintPreview()
See external documentation.

getMaxPage(This) -> integer()
Types:
   This = wxPrintPreview()
See external documentation.

getMinPage(This) -> integer()
Types:
   This = wxPrintPreview()
See external documentation.

getPrintout(This) -> wxPrintout:wxPrintout()
Types:
   This = wxPrintPreview()
See external documentation.

getPrintoutForPrinting(This) -> wxPrintout:wxPrintout()
Types:
   This = wxPrintPreview()
See external documentation.

isOk(This) -> boolean()
Types:
   This = wxPrintPreview()
See external documentation.

paintPage(This, Canvas, Dc) -> boolean()
Types:
   This = wxPrintPreview()
   Canvas = wxPreviewCanvas:wxPreviewCanvas()
   Dc = wxDC:wxDC()
See external documentation.

print(This, Interactive) -> boolean()
Types:
   This = wxPrintPreview()
   Interactive = boolean()
See external documentation.
renderPage(This, PageNum) -> boolean()
Types:
   This = wxPrintPreview()
   PageNum = integer()
See external documentation.

setCanvas(This, Canvas) -> ok
Types:
   This = wxPrintPreview()
   Canvas = wxPreviewCanvas:wxPreviewCanvas()
See external documentation.

setCurrentPage(This, PageNum) -> boolean()
Types:
   This = wxPrintPreview()
   PageNum = integer()
See external documentation.

setFrame(This, Frame) -> ok
Types:
   This = wxPrintPreview()
   Frame = wxFrame:wxFrame()
See external documentation.

setPrintout(This, Printout) -> ok
Types:
   This = wxPrintPreview()
   Printout = wxPrintout:wxPrintout()
See external documentation.

setZoom(This, Percent) -> ok
Types:
   This = wxPrintPreview()
   Percent = integer()
See external documentation.

destroy(This::wxPrintPreview()) -> ok
Destroys this object, do not use object again
wxPrinter

Erlang module

See external documentation: wxPrinter.

DATA TYPES

wxPrinter()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxPrinter()
Equivalent to new([]).

new(Options::[Option]) -> wxPrinter()
Types:
  Option = {data, wxPrintDialogData:wxPrintDialogData()}
See external documentation.

createAbortWindow(This, Parent, Printout) -> wxWindow:wxWindow()
Types:
  This = wxPrinter()
  Parent = wxWindow:wxWindow()
  Printout = wxPrintout:wxPrintout()
See external documentation.

getAbort(This) -> boolean()
Types:
  This = wxPrinter()
See external documentation.

getLastError() -> wx:wx_enum()
See external documentation.
Res = ?wxPRINTER_NO_ERROR | ?wxPRINTER_CANCELLED | ?wxPRINTER_ERROR

getPrintDialogData(This) -> wxPrintDialogData:wxPrintDialogData()
Types:
  This = wxPrinter()
See external documentation.
print(This, Parent, Printout) -> boolean()
Types:
   This = wxPrinter()
   Parent = wxWindow:wxWindow()
   Printout = wxPrintout:wxPrintout()
Equivalent to print(This, Parent, Printout, []).

print(This, Parent, Printout, Options::[Option]) -> boolean()
Types:
   This = wxPrinter()
   Parent = wxWindow:wxWindow()
   Printout = wxPrintout:wxPrintout()
   Option = {prompt, boolean()}
See external documentation.

printDialog(This, Parent) -> wxDC:wxDC()
Types:
   This = wxPrinter()
   Parent = wxWindow:wxWindow()
See external documentation.

reportError(This, Parent, Printout, Message) -> ok
Types:
   This = wxPrinter()
   Parent = wxWindow:wxWindow()
   Printout = wxPrintout:wxPrintout()
   Message = unicode:chardata()
See external documentation.

setup(This, Parent) -> boolean()
Types:
   This = wxPrinter()
   Parent = wxWindow:wxWindow()
See external documentation.

destroy(This::wxPrinter()) -> ok
Destroys this object, do not use object again
wxPrintout

Erlang module

See external documentation: wxPrintout.

DATA TYPES

wxPrintout()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Title::string(), OnPrintPage::function()) -> wxPrintout:wxPrintout()
@equiv new(Title, OnPrintPage, [])

new(Title::string(), OnPrintPage::function(), Opts::[Option]) ->
wxPrintout:wxPrintout()

Types:

Option = {onPreparePrinting, OnPreparePrinting::function()}
| {onBeginPrinting, OnBeginPrinting::function()} | {onEndPrinting, OnEndPrinting::function()}
| {hasPage, HasPage::function()} | {getPageInfo, GetPageInfo::function()}

Creates a wxPrintout object with a callback fun and optionally other callback funs.

OnPrintPage(This,Page) -> boolean()
OnPreparePrinting(This) -> term()
OnBeginPrinting(This) -> term()
OnEndPrinting(This) -> term()
OnBeginDocument(This,StartPage,EndPage) -> boolean()
OnEndDocument(This) -> term()
HasPage(This,Page) -> boolean()
getPageInfo(This) -> {MinPage::integer(), MaxPage::integer(), PageFrom::integer(), PageTo::integer()}

The This argument is the wxPrintout object reference to this object
NOTE: The callbacks may not call other processes.

getDC(This) -> wxDC:wxDC()

Types:

This = wxPrintout()
See external documentation.

getPageSizeMM(This) -> \{W::integer(), H::integer()\}
Types:
  This = \texttt{wxPrintout()}
See external documentation.

getPageSizePixels(This) -> \{W::integer(), H::integer()\}
Types:
  This = \texttt{wxPrintout()}
See external documentation.

g PaperRectPixels(This) -> \{X::integer(), Y::integer(), W::integer(), H::integer()\}
Types:
  This = \texttt{wxPrintout()}
See external documentation.

getPPIPrinter(This) -> \{X::integer(), Y::integer()\}
Types:
  This = \texttt{wxPrintout()}
See external documentation.

getPPIScreen(This) -> \{X::integer(), Y::integer()\}
Types:
  This = \texttt{wxPrintout()}
See external documentation.

getTitle(This) -> unicode:charlist()
Types:
  This = \texttt{wxPrintout()}
See external documentation.

isPreview(This) -> boolean()
Types:
  This = \texttt{wxPrintout()}
See external documentation.

fitThisSizeToPaper(This, ImageSize) -> ok
Types:
  This = \texttt{wxPrintout()}
  ImageSize = \{W::integer(), H::integer()\}
See external documentation.
fitThisSizeToPage(This, ImageSize) -> ok
Types:
  This = wxPrintout()
  ImageSize = {W::integer(), H::integer()}
See external documentation.

fitThisSizeToPageMargins(This, ImageSize, PageSetupData) -> ok
Types:
  This = wxPrintout()
  ImageSize = {W::integer(), H::integer()}
  PageSetupData = wxPageSetupDialogData:wxPageSetupDialogData()
See external documentation.

mapScreenSizeToPaper(This) -> ok
Types:
  This = wxPrintout()
See external documentation.

mapScreenSizeToPage(This) -> ok
Types:
  This = wxPrintout()
See external documentation.

mapScreenSizeToPageMargins(This, PageSetupData) -> ok
Types:
  This = wxPrintout()
  PageSetupData = wxPageSetupDialogData:wxPageSetupDialogData()
See external documentation.

mapScreenSizeToDevice(This) -> ok
Types:
  This = wxPrintout()
See external documentation.

gLogicalPaperRect(This) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:
  This = wxPrintout()
See external documentation.

gLogicalPageRect(This) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:
This = wxPrintout()

See external documentation.

getLogicalPageMarginsRect(This, PageSetupData) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:
  This = wxPrintout()
  PageSetupData = wxPageSetupDialogData:wxPageSetupDialogData()

See external documentation.

setLogicalOrigin(This, X, Y) -> ok
Types:
  This = wxPrintout()
  X = integer()
  Y = integer()

See external documentation.

offsetLogicalOrigin(This, Xoff, Yoff) -> ok
Types:
  This = wxPrintout()
  Xoff = integer()
  Yoff = integer()

See external documentation.

destroy(This::wxPrintout()) -> ok
Destroys this object, do not use object again
wxProgressDialog

Erlang module

See external documentation: wxProgressDialog.

This class is derived (and can use functions) from:
wxDialog
wxTopLevelWindow
wxWindow
wxEvtHandler

DATA TYPES

wxProgressDialog()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Title, Message) -> wxProgressDialog()
Types:
   Title = unicode:chardata()
   Message = unicode:chardata()
Equivalent to new(Title, Message, []).

new(Title, Message, Options::[Option]) -> wxProgressDialog()
Types:
   Title = unicode:chardata()
   Message = unicode:chardata()
   Option = {maximum, integer()} | {parent, wxWindow:wxWindow()} | {style, integer()}
See external documentation.

resume(This) -> ok
Types:
   This = wxProgressDialog()
See external documentation.

update(This) -> ok
Types:
   This = wxProgressDialog()
See external documentation.
update(This, Value) -> boolean()
Types:
   This = wxProgressDialog()
   Value = integer()
Equivalent to update(This, Value, []).

update(This, Value, Options::[Option]) -> boolean()
Types:
   This = wxProgressDialog()
   Value = integer()
   Option = {newmsg, unicode:chardata()} See external documentation.

destroy(This::wxProgressDialog()) -> ok
Destroys this object, do not use object again
wxQueryNewPaletteEvent

Erlang module


Use `wxEvtHandler:connect/3` with EventType:

```erlang
    query_new_palette
```

See also the message variant `#wxQueryNewPalette[]` event record type.

This class is derived (and can use functions) from:

```erlang
wxEvent
```

**DATA TYPES**

`wxQueryNewPaletteEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`setPaletteRealized(This, Realized) -> ok`

Types:

- `This = wxQueryNewPaletteEvent()`
- `Realized = boolean()`

See external documentation.

`getPaletteRealized(This) -> boolean()`

Types:

- `This = wxQueryNewPaletteEvent()`

See external documentation.
wxRadioBox

Erlang module

See external documentation: wxRadioBox.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES
wxRadioBox()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Parent, Id, Title, Pos, Size, Choices) -> wxRadioBox()

Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
  Title = unicode:chardata()
  Pos = {X::integer(), Y::integer()}
  Size = {W::integer(), H::integer()}
  Choices = [unicode:chardata()]

Equivalent to new(Parent, Id, Title, Pos, Size, Choices, []).

new(Parent, Id, Title, Pos, Size, Choices, Options::[Option]) -> wxRadioBox()

Types:
  Parent = wxWindow:wxWindow()
  Id = integer()
  Title = unicode:chardata()
  Pos = {X::integer(), Y::integer()}
  Size = {W::integer(), H::integer()}
  Choices = [unicode:chardata()]
  Option = {majorDim, integer()} | {style, integer()} | {val, wx:wx_object()}

See external documentation.

create(This, Parent, Id, Title, Pos, Size, Choices) -> boolean()

Types:
  This = wxRadioBox()
  Parent = wxWindow:wxWindow()
wxRadioBox

Id = integer()
Title = unicode:chardata()
Pos = {X::integer(), Y::integer()}
Size = {W::integer(), H::integer()}
Choices = [unicode:chardata()]

Equivalent to create(This, Parent, Id, Title, Pos, Size, Choices, []).

create(This, Parent, Id, Title, Pos, Size, Choices, Options::[Option]) -> boolean()
Types:
  This = wxRadioBox()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Title = unicode:chardata()
  Pos = {X::integer(), Y::integer()}
  Size = {W::integer(), H::integer()}
  Choices = [unicode:chardata()]
  Option = {majorDim, integer()} | {style, integer()} | {val, wx:wx_object()}

See external documentation.

enable(This) -> boolean()
Types:
  This = wxRadioBox()

Equivalent to enable(This, []).

enable(This, N) -> boolean()
Types:
  This = wxRadioBox()
  N = integer()

See external documentation.
Also:
enable(This, [Option]) -> boolean() when
This::wxRadioBox().
Option :: {'enable', boolean()}.

enable(This, N, Options::[Option]) -> boolean()
Types:
  This = wxRadioBox()
  N = integer()
  Option = {'enable', boolean()}

See external documentation.
getSelection(This) -> integer()
Types:
  This = wxRadioBox()
See external documentation.

getString(This, N) -> unicode:charlist()
Types:
  This = wxRadioBox()
  N = integer()
See external documentation.

setSelection(This, N) -> ok
Types:
  This = wxRadioBox()
  N = integer()
See external documentation.

show(This) -> boolean()
Types:
  This = wxRadioBox()
Equivalent to show(This, []).

show(This, N) -> boolean()
Types:
  This = wxRadioBox()
  N = integer()
See external documentation.
Also:
show(This, [Option]) -> boolean() when
This::wxRadioBox(),
Option :: {'show', boolean()}.  

getColumnCount(This) -> integer()
Types:
  This = wxRadioBox()
See external documentation.
wxRadioBox

getItemHelpText(This, N) -> unicode:charlist()  
Types:  
   This = wxRadioBox()  
   N = integer()  
See external documentation.

g.getItemToolTip(This, Item) -> wxToolTip:wxToolTip()  
Types:  
   This = wxRadioBox()  
   Item = integer()  
See external documentation.

g.getItemFromPoint(This, Pt) -> integer()  
Types:  
   This = wxRadioBox()  
   Pt = {X::integer(), Y::integer()}  
See external documentation.

g.getRowCount(This) -> integer()  
Types:  
   This = wxRadioBox()  
See external documentation.

isItemEnabled(This, N) -> boolean()  
Types:  
   This = wxRadioBox()  
   N = integer()  
See external documentation.

isItemShown(This, N) -> boolean()  
Types:  
   This = wxRadioBox()  
   N = integer()  
See external documentation.

setItemHelpText(This, N, HelpText) -> ok  
Types:  
   This = wxRadioBox()  
   N = integer()  
   HelpText = unicode:chardata()  
See external documentation.
setItemToolTip(This, Item, Text) -> ok

Types:

- **This** = `wxRadioBox()`
- **Item** = `integer()`
- **Text** = `unicode:chardata()`

See external documentation.

destroy(This::wxRadioBox()) -> ok

Destroys this object, do not use object again.
wxRadioButton

Erlang module

See external documentation: wxRadioButton.

This class is derived (and can use functions) from:
- wxControl
- wxWindow
- wxEvtHandler

DATA TYPES

wxRadioButton()

An object reference, The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxRadioButton()
See external documentation.

class(Other, Parent, Id, Label) -> wxRadioButton()
Types:
- Parent = wxWindow:wxWindow()
- Id = integer()
- Label = unicode:chardata()

Equivalent to new(Parent, Id, Label, []).

class(Other, Parent, Id, Label, Options::[Option]) -> wxRadioButton()
Types:
- Parent = wxWindow:wxWindow()
- Id = integer()
- Label = unicode:chardata()
- Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

class(Other, Parent, Id, Label) -> boolean()
Types:
- This = wxRadioButton()
- Parent = wxWindow:wxWindow()
- Id = integer()
- Label = unicode:chardata()

Equivalent to create(This, Parent, Id, Label, []).
create(This, Parent, Id, Label, Options::[Option]) -> boolean()

Types:
  This = wcharadioButton()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Label = unicode:chardata()
  Option = {pos, \{X::integer(), Y::integer()\}} | {size, \{W::integer(), H::integer()\}} | \{style, integer()\} | \{validator, wx:wx_object()\}

See external documentation.

getValue(This) -> boolean()

Types:
  This = wcharadioButton()

See external documentation.

setValue(This, Val) -> ok

Types:
  This = wcharadioButton()
  Val = boolean()

See external documentation.

destroy(This::wcharadioButton()) -> ok

Destroys this object, do not use object again
wxRegion

Erlang module

See external documentation: **wxRegion**.

**DATA TYPES**

`wxRegion()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxRegion()`

See [external documentation](#).

`new(Bmp) -> wxRegion()`

Types:

- `Bmp = wxBitmap:wxBitmap()`

See [external documentation](#).

Also:

`new(Rect) -> wxRegion()` when

`Rect::{X::integer(), Y::integer(), W::integer(), H::integer()}`.

`new(TopLeft, BottomRight) -> wxRegion()`

Types:

- `TopLeft = {X::integer(), Y::integer()}`
- `BottomRight = {X::integer(), Y::integer()}`

See [external documentation](#).

`new(X, Y, W, H) -> wxRegion()`

Types:

- `X = integer()`
- `Y = integer()`
- `W = integer()`
- `H = integer()`

See [external documentation](#).

`clear(This) -> ok`

Types:

- `This = wxRegion()`

See [external documentation](#).
contains(This, Pt) -> wx:wx_enum()
Types:
  This = wxRegion()
  Pt = {X::integer(), Y::integer()}
See external documentation.
Also:
contains(This, Rect) -> wx:wx_enum() when
This::wxRegion(), Rect::[X::integer(), Y::integer(), W::integer(), H::integer()].
Res = ?wxOutRegion | ?wxPartRegion | ?wxInRegion
contains(This, X, Y) -> wx:wx_enum()
Types:
  This = wxRegion()
  X = integer()
  Y = integer()
See external documentation.
Res = ?wxOutRegion | ?wxPartRegion | ?wxInRegion
contains(This, X, Y, W, H) -> wx:wx_enum()
Types:
  This = wxRegion()
  X = integer()
  Y = integer()
  W = integer()
  H = integer()
See external documentation.
Res = ?wxOutRegion | ?wxPartRegion | ?wxInRegion
convertToBitmap(This) -> wxBitmap:wxBitmap()
Types:
  This = wxRegion()
See external documentation.
getBox(This) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:
  This = wxRegion()
See external documentation.
intersect(This, Region) -> boolean()
Types:
  This = wxRegion()
  Region = wxRegion()
See external documentation.
Also:
intersect(This, Rect) -> boolean() when
This::wxRegion(), Rect::{X::integer(), Y::integer(), W::integer(), H::integer()}.

intersect(This, X, Y, W, H) -> boolean()
Types:
  This = wxRegion()
  X = integer()
  Y = integer()
  W = integer()
  H = integer()
See external documentation.

isEmpty(This) -> boolean()
Types:
  This = wxRegion()
See external documentation.

subtract(This, Region) -> boolean()
Types:
  This = wxRegion()
  Region = wxRegion()
See external documentation.
Also:
subtract(This, Rect) -> boolean() when
This::wxRegion(), Rect::{X::integer(), Y::integer(), W::integer(), H::integer()}.

subtract(This, X, Y, W, H) -> boolean()
Types:
  This = wxRegion()
  X = integer()
  Y = integer()
  W = integer()
  H = integer()
See external documentation.

offset(This, Pt) -> boolean()
Types:
  This = wxRegion()
  Pt = {X::integer(), Y::integer()}
See external documentation.

offset(This, X, Y) -> boolean()
Types:
  This = wxRegion()
union(This, Region) -> boolean()
Types:
    This = wxRegion()
    Region = wxRegion() | wxBitmap:wxBitmap()
See external documentation.
Also:
union(This, Rect) -> boolean() when
This::wxRegion(), Rect:=[X::integer(), Y::integer(), W::integer(), H::integer()].

union(This, Bmp, Transp) -> boolean()
Types:
    This = wxRegion()
    Bmp = wxBitmap:wxBitmap()
    Transp = wx:wx_colour()
Equivalent to union(This, Bmp, Transp, []).

union(This, Bmp, Transp, Options::[Option]) -> boolean()
Types:
    This = wxRegion()
    Bmp = wxBitmap:wxBitmap()
    Transp = wx:wx_colour()
    Option = {tolerance, integer()}
See external documentation.

union(This, X, Y, W, H) -> boolean()
Types:
    This = wxRegion()
    X = integer()
    Y = integer()
    W = integer()
    H = integer()
See external documentation.

Xor(This, Region) -> boolean()
Types:
    This = wxRegion()
    Region = wxRegion()
See external documentation.
Also:
'Xor'(This, Rect) -> boolean() when
wxRegion

wxRegion(), Rect::[X::integer(), Y::integer(), W::integer(), H::integer()].

Xor(This, X, Y, W, H) -> boolean()

Types:
   This = wxRegion()
   X = integer()
   Y = integer()
   W = integer()
   H = integer()

See external documentation.

destroy(This::wxRegion()) -> ok

Destroys this object, do not use object again
wxSashEvent

Erlang module

See external documentation: wxSashEvent.
Use wxEvtHandler:connect/3 with EventType:

sash_dragged

See also the message variant #wxSash[] event record type.
This class is derived (and can use functions) from:
wxCommandEvent
wxEvent

DATA TYPES

wxSashEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for
compsarion stored on disc or distributed for use on other nodes.

Exports

getEdge(This) -> wx:wx_enum()
Types:

    This = wxSashEvent()

See external documentation.

getDragRect(This) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:

    This = wxSashEvent()

See external documentation.

getDragStatus(This) -> wx:wx_enum()
Types:

    This = wxSashEvent()

See external documentation.
Res = ?wxSASH_STATUS_OK | ?wxSASH_STATUS_OUT_OF_RANGE
wxSashLayoutWindow

Erlang module

See external documentation: wxSashLayoutWindow.

This class is derived (and can use functions) from:
wxSashWindow
wxWindow
wxEvtHandler

DATA TYPES

wxSashLayoutWindow()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxSashLayoutWindow()

See external documentation.

new(Parent) -> wxSashLayoutWindow()
Types:

  Parent = wxWindow:wxWindow()

Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxSashLayoutWindow()
Types:

  Parent = wxWindow:wxWindow()
  Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

create(This, Parent) -> boolean()
Types:

  This = wxSashLayoutWindow()
  Parent = wxWindow:wxWindow()

Equivalent to create(This, Parent, []).

create(This, Parent, Options::[Option]) -> boolean()
Types:

  This = wxSashLayoutWindow()
  Parent = wxWindow:wxWindow()
Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

getAlignment(This) -> wx:wx_enum()
Types:
    This = wxSashLayoutWindow()

See external documentation.

getOrientation(This) -> wx:wx_enum()
Types:
    This = wxSashLayoutWindow()

See external documentation.
Res = ?wxLAYOUT_HORIZONTAL | ?wxLAYOUT_VERTICAL

setAlignment(This, Align) -> ok
Types:
    This = wxSashLayoutWindow()
    Align = wx:wx_enum()

See external documentation.

setDefaultSize(This, Size) -> ok
Types:
    This = wxSashLayoutWindow()
    Size = {W::integer(), H::integer()}

See external documentation.

setOrientation(This, Orient) -> ok
Types:
    This = wxSashLayoutWindow()
    Orient = wx:wx_enum()

See external documentation.
Orient = ?wxLAYOUT_HORIZONTAL | ?wxLAYOUT_VERTICAL

destroy(This::wxSashLayoutWindow()) -> ok
Destroys this object, do not use object again
wxSashWindow

Erlang module

See external documentation: **wxSashWindow**.

This class is derived (and can use functions) from:
- **wxWindow**
- **wxEvtHandler**

**DATA TYPES**

**wxSashWindow()**

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

new() -> wxSashWindow()

See [external documentation](#).

new(Parent) -> wxSashWindow()

Types:
- Parent = **wxWindow**:wxWindow()

Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxSashWindow()

Types:
- Parent = **wxWindow**:wxWindow()
- Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See [external documentation](#).

getSashVisible(This, Edge) -> boolean()

Types:
- This = **wxSashWindow()**
- Edge = **wx**:wx_enum()

See [external documentation](#).

getMaximumSizeX(This) -> integer()

Types:
- This = **wxSashWindow()**

See [external documentation](#).
getMaximumSizeY(This) -> integer()
Types:
   This = wxSashWindow()
See external documentation.

getMinimumSizeX(This) -> integer()
Types:
   This = wxSashWindow()
See external documentation.

getMinimumSizeY(This) -> integer()
Types:
   This = wxSashWindow()
See external documentation.

setMaximumSizeX(This, Max) -> ok
Types:
   This = wxSashWindow()
   Max = integer()
See external documentation.

setMaximumSizeY(This, Max) -> ok
Types:
   This = wxSashWindow()
   Max = integer()
See external documentation.

setMinimumSizeX(This, Min) -> ok
Types:
   This = wxSashWindow()
   Min = integer()
See external documentation.

setMinimumSizeY(This, Min) -> ok
Types:
   This = wxSashWindow()
   Min = integer()
See external documentation.

setSashVisible(This, Edge, Sash) -> ok
Types:
   This = wxSashWindow()
   Edge = wx:wx_enum()
Sash = boolean()

See external documentation.


destroy(This::wxSashWindow()) -> ok

Destroys this object, do not use object again.
wxScreenDC

Erlang module

See external documentation: wxScreenDC.
This class is derived (and can use functions) from: wxDC

DATA TYPES
wxScreenDC()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxScreenDC()
See external documentation.

destroy(This::wxScreenDC()) -> ok
Destroys this object, do not use object again
wxScrollBar

Erlang module

See external documentation: `wxScrollBar`.

This class is derived (and can use functions) from:

- `wxControl`
- `wxWindow`
- `wxEvtHandler`

DATA TYPES

`wxScrollBar()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

`new() -> wxScrollBar()`

See external documentation.

`new(Parent, Id) -> wxScrollBar()`

Types:

- `Parent = wxWindow:wxWindow()`
- `Id = integer()`

Equivalent to `new(Parent, Id, [])`.

`new(Parent, Id, Options::[Option]) -> wxScrollBar()`

Types:

- `Parent = wxWindow:wxWindow()`
- `Id = integer()`
- `Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}`

See external documentation.

`create(This, Parent, Id) -> boolean()`

Types:

- `This = wxScrollBar()`
- `Parent = wxWindow:wxWindow()`
- `Id = integer()`

Equivalent to `create(This, Parent, Id, [])`.

`create(This, Parent, Id, Options::[Option]) -> boolean()`

Types:
This = wxScrollBar()
Parent = wxWindow:wxWindow()
Id = integer()
Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

getRange(This) -> integer()
Types:
   This = wxScrollBar()
See external documentation.

getPageSize(This) -> integer()
Types:
   This = wxScrollBar()
See external documentation.

getThumbPosition(This) -> integer()
Types:
   This = wxScrollBar()
See external documentation.

getThumbSize(This) -> integer()
Types:
   This = wxScrollBar()
See external documentation.

setThumbPosition(This, ViewStart) -> ok
Types:
   This = wxScrollBar()
   ViewStart = integer()
See external documentation.

setScrollbar(This, Position, ThumbSize, Range, PageSize) -> ok
Types:
   This = wxScrollBar()
   Position = integer()
   ThumbSize = integer()
   Range = integer()
   PageSize = integer()

Equivalent to setScrollbar(This, Position, ThumbSize, Range, PageSize, []).
setScrollbar(This, Position, ThumbSize, Range, PageSize, Options::[Option]) -> ok

Types:

This = wxScrollBar()
Position = integer()
ThumbSize = integer()
Range = integer()
PageSize = integer()
Option = {refresh, boolean()}

See external documentation.

destroy(This::wxScrollBar()) -> ok

Destroys this object, do not use object again
wxScrollEvent

Erlang module

See external documentation: wxScrollEvent.

Use wxEvtHandler:connect/3 with EventType:

scroll_top, scroll_bottom, scroll_lineup, scroll_linedown, scroll_pageup, scrollpagedown,
scroll_thumbtrack, scroll_thumbrelease, scrollchanged

See also the message variant #wxScroll/ event record type.

This class is derived (and can use functions) from:
wxCommandEvent
wxEvent

DATA TYPES

wxScrollEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for
comparsion stored on disc or distributed for use on other nodes.

Exports

getAddression(This) -> integer()
Types:
    This = wxScrollEvent()
See external documentation.

getAddression(This) -> integer()
Types:
    This = wxScrollEvent()
See external documentation.
wxScrollWinEvent

Erlang module

See external documentation: `wxScrollWinEvent`.

Use `wxEvtHandler:connect/3` with EventType:

```
scrollwin_top, scrollwin_bottom, scrollwin_lineup, scrollwin_linedown, scrollwin_pageup,
scrollwin_pagedown, scrollwin_thumbtrack, scrollwin_thumbrelease
```

See also the message variant `#wxScrollWin/1` event record type.

This class is derived (and can use functions) from:

`wxEvent`

**DATA TYPES**

`wxScrollWinEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

- `getOrientation(This) -> integer()`
  Types:
  ```
  This = wxScrollWinEvent()
  ```
  See external documentation.

- `getPosition(This) -> integer()`
  Types:
  ```
  This = wxScrollWinEvent()
  ```
  See external documentation.
wxScrolledWindow

Erlang module

See external documentation: **wxScrolledWindow**.

This class is derived (and can use functions) from:
* *wxPanel*
* *wxWindow*
* *wxEvtHandler*

**DATA TYPES**

* **wxScrolledWindow()**

  An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

* **new()** -> **wxScrolledWindow()**

  See external documentation.

* **new(Parent)** -> **wxScrolledWindow()**

  Types:

  ```erlang
  Parent = wxWindow:wxWindow()
  ```

  Equivalent to `new(Parent, []).`

* **new(Parent, Options::[Option])** -> **wxScrolledWindow()**

  Types:

  ```erlang
  Parent = wxWindow:wxWindow()
  Option = {winid, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
  ```

  See external documentation.

* **calcScrolledPosition(This, Pt)** -> **{X::integer(), Y::integer()}**

  Types:

  ```erlang
  This = wxScrolledWindow()
  Pt = {X::integer(), Y::integer()}
  ```

  See external documentation.

* **calcScrolledPosition(This, X, Y)** -> **{Xx::integer(), Yy::integer()}**

  Types:

  ```erlang
  This = wxScrolledWindow()
  X = integer()
  Y = integer()
  ```
calcUnscrolledPosition(This, Pt) -> {X::integer(), Y::integer()}
Types:
    This = wxScrolledWindow()
    Pt = {X::integer(), Y::integer()}
See external documentation.

calcUnscrolledPosition(This, X, Y) -> {Xx::integer(), Yy::integer()}
Types:
    This = wxScrolledWindow()
    X = integer()
    Y = integer()
See external documentation.

enableScrolling(This, X_scrolling, Y_scrolling) -> ok
Types:
    This = wxScrolledWindow()
    X_scrolling = boolean()
    Y_scrolling = boolean()
See external documentation.

getScrollPixelsPerUnit(This) -> {PixelsPerUnitX::integer(), PixelsPerUnitY::integer()}
Types:
    This = wxScrolledWindow()
See external documentation.

getViewStart(This) -> {X::integer(), Y::integer()}
Types:
    This = wxScrolledWindow()
See external documentation.

doPrepareDC(This, Dc) -> ok
Types:
    This = wxScrolledWindow()
    Dc = wxDC:wxDC()
See external documentation.

prepareDC(This, Dc) -> ok
Types:
    This = wxScrolledWindow()
    Dc = wxDC:wxDC()
See external documentation.

```erlang
scroll(This, X, Y) -> ok
Types:
    This = wxScrolledWindow()
    X = integer()
    Y = integer()
See external documentation.
```

```erlang
setScrollbars(This, PixelsPerUnitX, PixelsPerUnitY, NoUnitsX, NoUnitsY) -> ok
Types:
    This = wxScrolledWindow()
    PixelsPerUnitX = integer()
    PixelsPerUnitY = integer()
    NoUnitsX = integer()
    NoUnitsY = integer()
Equivalent to setScrollbars(This, PixelsPerUnitX, PixelsPerUnitY, NoUnitsX, NoUnitsY, []).
```

```erlang
setScrollbars(This, PixelsPerUnitX, PixelsPerUnitY, NoUnitsX, NoUnitsY, Options::[Option]) -> ok
Types:
    This = wxScrolledWindow()
    PixelsPerUnitX = integer()
    PixelsPerUnitY = integer()
    NoUnitsX = integer()
    NoUnitsY = integer()
    Option = {xPos, integer()} | {yPos, integer()} | {noRefresh, boolean()}
See external documentation.
```

```erlang
setScrollRate(This, Xstep, Ystep) -> ok
Types:
    This = wxScrolledWindow()
    Xstep = integer()
    Ystep = integer()
See external documentation.
```

```erlang
setTargetWindow(This, Target) -> ok
Types:
    This = wxScrolledWindow()
    Target = wxWindow:wxWindow()
See external documentation.
```
wxScrolledWindow

destroy(This::wxScrolledWindow()) -> ok
Destroys this object, do not use object again
wxSetCursorEvent

Erlang module

See external documentation: `wxSetCursorEvent`.

Use `wxEvtHandler:connect/3` with EventType:

```erlang
set_cursor
```

See also the message variant `#wxSetCursor[]` event record type.

This class is derived (and can use functions) from: `wxEvent`

**DATA TYPES**

`wxSetCursorEvent()`

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparsion stored on disc or distributed for use on other nodes.

**Exports**

```erlang
getCursor(This) -> wxCursor:wxCursor()
```

Types:

```erlang
This = wxSetCursorEvent()
```

See external documentation.

```erlang
getX(This) -> integer()
```

Types:

```erlang
This = wxSetCursorEvent()
```

See external documentation.

```erlang
getY(This) -> integer()
```

Types:

```erlang
This = wxSetCursorEvent()
```

See external documentation.

```erlang
hasCursor(This) -> boolean()
```

Types:

```erlang
This = wxSetCursorEvent()
```

See external documentation.

```erlang
setCursor(This, Cursor) -> ok
```

Types:

```erlang
This = wxSetCursorEvent()
Cursor = wxCursor:wxCursor()
```
See external documentation.
wxShowEvent

Erlang module

See external documentation: wxShowEvent.

Use $wxEvtHandler:connect/3$ with EventType:

> show

See also the message variant #wxShow/[] event record type.

This class is derived (and can use functions) from:

wxEvent

DATA TYPES

wxShowEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

setShow(This, Show) -> ok
Types:

This = wxShowEvent()
Show = boolean()

See external documentation.

getShow(This) -> boolean()
Types:

This = wxShowEvent()

See external documentation.
wxSingleChoiceDialog

Erlang module

See external documentation: wxSingleChoiceDialog.
This class is derived (and can use functions) from:
wxDialog
wxBottomWindow
wxWindow
wxEvtHandler

DATA TYPES

wxSingleChoiceDialog()

An object reference. The representation is internal and can be changed without notice. It can't be used for
comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxSingleChoiceDialog()
See external documentation.

new(Parent, Message, Caption, Choices) -> wxSingleChoiceDialog()
Types:
  Parent = wxWindow:wxWindow()
  Message = unicode:chardata()
  Caption = unicode:chardata()
  Choices = [unicode:chardata()]
Equivalent to new(Parent, Message, Caption, Choices, []).

new(Parent, Message, Caption, Choices, Options::[Option]) ->
wxSingleChoiceDialog()
Types:
  Parent = wxWindow:wxWindow()
  Message = unicode:chardata()
  Caption = unicode:chardata()
  Choices = [unicode:chardata()]
  Option = {style, integer()} | {pos, {X::integer(), Y::integer()}}
See external documentation.

getSelection(This) -> integer()
Types:
  This = wxSingleChoiceDialog()
See external documentation.
wxSingleChoiceDialog

getStringSelection(This) -> unicode:charlist()

Types:
   This = wxSingleChoiceDialog()

See external documentation.

setSelection(This, Sel) -> ok

Types:
   This = wxSingleChoiceDialog()
   Sel = integer()

See external documentation.

destroy(This::wxSingleChoiceDialog()) -> ok

Destroys this object, do not use object again
wxSizeEvent

Erlang module

See external documentation: **wxSizeEvent**.

Use `wxEvtHandler:connect/3` with EventType:

```erlang
    size
```

See also the message variant `#wxSize()` event record type.

This class is derived (and can use functions) from:

```erlang
    wxEvent
```

**DATA TYPES**

**wxSizeEvent**(

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.

**Exports**

```erlang
    getSize(This) -> {W::integer(), H::integer()}
```

Types:

```erlang
    This = wxSizeEvent()
```

See external documentation.
wxSizer
Erlang module

See external documentation: wxSizer.

DATA TYPES

wxSizer()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

add(This, Window) -> wxSizerItem:wxSizerItem()
Types:

This = wxSizer()
Window = wxWindow:wxWindow() | wxSizer()
Equivalent to add(This, Window, []).

add(This, Width, Height) -> wxSizerItem:wxSizerItem()
Types:

This = wxSizer()
Width = integer()
Height = integer()
See external documentation.
Also:
add(This, Window, [Option]) -> wxSizerItem:wxSizerItem() when
This::wxSizer(), Window::wxWindow:wxWindow() | wxSizer(),
Option :: [{proportion, integer()}]
| [{flag, integer()}]
| [{border, integer()}]
| [{userData, wx:wx_object()}]:
(This, Window, Flags) -> wxSizerItem:wxSizerItem() when
This::wxSizer(), Window::wxWindow:wxWindow() | wxSizer(), Flags::wxSizerFlags:wxSizerFlags().

add(This, Width, Height, Options::[Option]) -> wxSizerItem:wxSizerItem()
Types:

This = wxSizer()
Width = integer()
Height = integer()
Option = {proportion, integer()} | {flag, integer()} | {border, integer()}
| {userData, wx:wx_object()}
See external documentation.
addSpacer(This, Size) -> wxSizerItem:wxSizerItem()
Types:
  This = wxSizer()
  Size = integer()
See external documentation.

addStretchSpacer(This) -> wxSizerItem:wxSizerItem()
Types:
  This = wxSizer()
Equivalent to addStretchSpacer(This, []).

addStretchSpacer(This, Options::[Option]) -> wxSizerItem:wxSizerItem()
Types:
  This = wxSizer()
  Option = {prop, integer()}
See external documentation.

calcMin(This) -> {W::integer(), H::integer()}
Types:
  This = wxSizer()
See external documentation.

clear(This) -> ok
Types:
  This = wxSizer()
Equivalent to clear(This, []).

clear(This, Options::[Option]) -> ok
Types:
  This = wxSizer()
  Option = {delete_windows, boolean()}
See external documentation.

detach(This, Index) -> boolean()
Types:
  This = wxSizer()
  Index = integer()
See external documentation.
Also:
detach(This, Window) -> boolean() when
This::wxSizer(), Window::wxWindow:wxWindow() | wxSizer().
fit(This, Window) -> \{W::integer(), H::integer()\}
Types:
  This = wxSizer()
  Window = wxWindow:wxWindow()
See external documentation.

fitInside(This, Window) -> ok
Types:
  This = wxSizer()
  Window = wxWindow:wxWindow()
See external documentation.

getchildren(This) -> [wxSizerItem:wxSizerItem()]
Types:
  This = wxSizer()
See external documentation.

getItem(This, Window) -> wxSizerItem:wxSizerItem()
Types:
  This = wxSizer()
  Window = wxWindow:wxWindow() | wxSizer()
See external documentation.
Also:
getItem(This, Index) -> wxSizerItem:wxSizerItem() when
This::wxSizer(), Index::integer().

ggetItem(This, Window, Options::[Option]) -> wxSizerItem:wxSizerItem()
Types:
  This = wxSizer()
  Window = wxWindow:wxWindow() | wxSizer()
  Option = {recursive, boolean()}
See external documentation.

getSize(This) -> \{W::integer(), H::integer()\}
Types:
  This = wxSizer()
See external documentation.

getPosition(This) -> \{X::integer(), Y::integer()\}
Types:
  This = wxSizer()
See external documentation.
wxSizer

getMinSize(This) -> {W::integer(), H::integer()}
Types:
    This = wxSizer()
See external documentation.

hide(This, Window) -> boolean()
Types:
    This = wxSizer()
    Window = wxWindow:wxWindow() | wxSizer()
See external documentation.
Also:
hide(This, Index) -> boolean() when
This::wxSizer(), Index::integer().

hide(This, Window, Options::[Option]) -> boolean()
Types:
    This = wxSizer()
    Window = wxWindow:wxWindow() | wxSizer()
    Option = {recursive, boolean()}
See external documentation.

insert(This, Index, Item) -> wxSizerItem:wxSizerItem()
Types:
    This = wxSizer()
    Index = integer()
    Item = wxSizerItem:wxSizerItem()
See external documentation.

insert(This, Index, Width, Height) -> wxSizerItem:wxSizerItem()
Types:
    This = wxSizer()
    Index = integer()
    Width = integer()
    Height = integer()
See external documentation.
Also:
    insert(This, Index, Window, [Option]) -> wxSizerItem:wxSizerItem() when
This::wxSizer(), Index::integer(), Window::wxWindow:wxWindow() | wxSizer(),
Option :: {proportion', integer()}
| {flag', integer()}
| {border', integer()}
| {userData', wx:wx_object()};
(This, Index, Window, Flags) -> wxSizerItem:wxSizerItem() when
This::wxSizer(), Index::integer(), Window::wxWindow:wxWindow() | wxSizer(),
Flags::wxSizerFlags:wxSizerFlags().
insert(This, Index, Width, Height, Options::[Option]) ->
    wxSizerItem:wxSizerItem()
Types:
    This = wxSizer()
    Index = integer()
    Width = integer()
    Height = integer()
    Option = {proportion, integer()} | {flag, integer()} | {border, integer()}
            | {userData, wx:wx_object()}
See external documentation.

insertSpacer(This, Index, Size) -> wxSizerItem:wxSizerItem()
Types:
    This = wxSizer()
    Index = integer()
    Size = integer()
See external documentation.

insertStretchSpacer(This, Index) -> wxSizerItem:wxSizerItem()
Types:
    This = wxSizer()
    Index = integer()
Equivalent to insertStretchSpacer(This, Index, []).

insertStretchSpacer(This, Index, Options::[Option]) ->
    wxSizerItem:wxSizerItem()
Types:
    This = wxSizer()
    Index = integer()
    Option = {prop, integer()}
See external documentation.

isShown(This, Index) -> boolean()
Types:
    This = wxSizer()
    Index = integer()
See external documentation.
Also:
isShown(This, Window) -> boolean() when
This::wxSizer(), Window::wxWindow:wxWindow() | wxSizer().

layout(This) -> ok
Types:
    This = wxSizer()
See external documentation.

prepend(This, Item) -> wxSizerItem:wxSizerItem()

Types:
  This = wxSizer()
  Item = wxSizerItem:wxSizerItem()

See external documentation.

prepend(This, Width, Height) -> wxSizerItem:wxSizerItem()

Types:
  This = wxSizer()
  Width = integer()
  Height = integer()

See external documentation.

Also:
prepend(This, Window, [Option]) -> wxSizerItem:wxSizerItem() when
This::wxSizer(), Window::wxWindow:wxWindow() | wxSizer(),
Option :: [{'proportion', integer()} |
{'flag', integer()} |
{'border', integer()}
| {'userData', wx:wx_object()};
(This, Window, Flags) -> wxSizerItem:wxSizerItem() when
This::wxSizer(), Window::wxWindow:wxWindow() | wxSizer(), Flags::wxSizerFlags:wxSizerFlags().

prepend(This, Width, Height, Options::[Option]) -> wxSizerItem:wxSizerItem()

Types:
  This = wxSizer()
  Width = integer()
  Height = integer()
  Option = {proportion, integer()} | {flag, integer()} | {border, integer()} |
  {userData, wx:wx_object()}

See external documentation.

prependSpacer(This, Size) -> wxSizerItem:wxSizerItem()

Types:
  This = wxSizer()
  Size = integer()

See external documentation.

prependStretchSpacer(This) -> wxSizerItem:wxSizerItem()

Types:
  This = wxSizer()

Equivalent to prependStretchSpacer(This, []).
prependStretchSpacer(This, Options::[Option]) -> wxSizerItem:wxSizerItem()

Types:

This = wxSizer()

Option = {prop, integer()}

See external documentation.

recalcSizes(This) -> ok

Types:

This = wxSizer()

See external documentation.

remove(This, Index) -> boolean()

Types:

This = wxSizer()

Index = integer()

See external documentation.

Also:
remove(This, Sizer) -> boolean() when
This::wxSizer(), Sizer::wxSizer().

replace(This, Oldwin, Newwin) -> boolean()

Types:

This = wxSizer()

Oldwin = wxWindow:wxWindow() | wxSizer()

Newwin = wxWindow:wxWindow() | wxSizer()

See external documentation.

Also:
replace(This, Index, Newitem) -> boolean() when
This::wxSizer(), Index::integer(), Newitem::wxSizerItem:wxSizerItem().

replace(This, Oldwin, Newwin, Options::[Option]) -> boolean()

Types:

This = wxSizer()

Oldwin = wxWindow:wxWindow() | wxSizer()

Newwin = wxWindow:wxWindow() | wxSizer()

Option = {recursive, boolean()}

See external documentation.

setDimension(This, X, Y, Width, Height) -> ok

Types:

This = wxSizer()

X = integer()

Y = integer()

Width = integer()
setMinSize(This, Size) -> ok
Types:
  This = wxSizer()
  Size = {W::integer(), H::integer()}

setMinSize(This, Width, Height) -> ok
Types:
  This = wxSizer()
  Width = integer()
  Height = integer()

setItemMinSize(This, Index, Size) -> boolean()
Types:
  This = wxSizer()
  Index = integer()
  Size = {W::integer(), H::integer()}

setItemMinSize(This, Window, Size) -> boolean() when
This::wxSizer(), Window::wxWindow:wxWindow() | wxSizer(), Size::{W::integer(), H::integer()}.

setItemMinSize(This, Index, Width, Height) -> boolean()
Types:
  This = wxSizer()
  Index = integer()
  Width = integer()
  Height = integer()

setSizeHints(This, Window) -> ok
Types:
  This = wxSizer()
  Window = wxWindow:wxWindow()
setVirtualSizeHints(This, Window) -> ok
Types:
    This = wxSizer()
    Window = wxWindow:wxWindow()
See external documentation.

show(This, Index) -> boolean()
Types:
    This = wxSizer()
    Index = integer()
See external documentation.
Also:
    show(This, Window) -> boolean() when
    This::wxSizer(), Window::wxWindow:wxWindow() | wxSizer();
    (This, Show) -> 'ok' when
    This::wxSizer(), Show::boolean().

show(This, Index, Options::[Option]) -> boolean()
Types:
    This = wxSizer()
    Index = integer()
    Option = {show, boolean()}
See external documentation.
Also:
    show(This, Window, [Option]) -> boolean() when
    This::wxSizer(), Window::wxWindow:wxWindow() | wxSizer(),
    Option :: ['show', boolean()]
    | ['recursive', boolean()].
wxSizerFlags

Erlang module

See external documentation: wxSizerFlags.

DATA TYPES

wxSizerFlags()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxSizerFlags()
Equivalent to new([]).

new(Options::[Option]) -> wxSizerFlags()
Types:
  Option = {proportion, integer()}
See external documentation.

align(This, Alignment) -> wxSizerFlags()
Types:
  This = wxSizerFlags()
  Alignment = integer()
See external documentation.

border(This) -> wxSizerFlags()
Types:
  This = wxSizerFlags()
Equivalent to border(This, []).

border(This, Options::[Option]) -> wxSizerFlags()
Types:
  This = wxSizerFlags()
  Option = {direction, integer()}
See external documentation.

border(This, Direction, BorderInPixels) -> wxSizerFlags()
Types:
  This = wxSizerFlags()
  Direction = integer()
  BorderInPixels = integer()
See external documentation.

center(This) -> wXSizerFlags()
Types:
   This = wXSizerFlags()
See external documentation.

centre(This) -> wXSizerFlags()
Types:
   This = wXSizerFlags()
See external documentation.

expand(This) -> wXSizerFlags()
Types:
   This = wXSizerFlags()
See external documentation.

left(This) -> wXSizerFlags()
Types:
   This = wXSizerFlags()
See external documentation.

proportion(This, Proportion) -> wXSizerFlags()
Types:
   This = wXSizerFlags()
   Proportion = integer()
See external documentation.

right(This) -> wXSizerFlags()
Types:
   This = wXSizerFlags()
See external documentation.

destroy(This::wXSizerFlags()) -> ok
Destroys this object, do not use object again
wxSizerItem

Erlang module

See external documentation: wxSizerItem.

DATA TYPES

wxSizerItem()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxSizerItem()
See external documentation.

new(Window, Flags) -> wxSizerItem()
Types:
  Window = wxWindow:wxWindow() | wxSizer:wxSizer()
  Flags = wxSizerFlags:wxSizerFlags()
See external documentation.

new(Width, Height, Flags) -> wxSizerItem()
Types:
  Width = integer()
  Height = integer()
  Flags = wxSizerFlags:wxSizerFlags()
See external documentation.

new(Window, Proportion, Flag, Border, UserData) -> wxSizerItem()
Types:
  Window = wxWindow:wxWindow() | wxSizer:wxSizer()
  Proportion = integer()
  Flag = integer()
  Border = integer()
  UserData = wx:wx_object()
See external documentation.

new(Width, Height, Proportion, Flag, Border, UserData) -> wxSizerItem()
Types:
  Width = integer()
  Height = integer()
  Proportion = integer()
wxSizerItem

Flag = integer()
Border = integer()
UserData = wx::wx_object()

See external documentation.

calcMin(This) -> {W::integer(), H::integer()}
Types:
  This = wxSizerItem()
See external documentation.

deleteWindows(This) -> ok
Types:
  This = wxSizerItem()
See external documentation.

detachSizer(This) -> ok
Types:
  This = wxSizerItem()
See external documentation.

getBorder(This) -> integer()
Types:
  This = wxSizerItem()
See external documentation.

getFlag(This) -> integer()
Types:
  This = wxSizerItem()
See external documentation.

getMinSize(This) -> {W::integer(), H::integer()}
Types:
  This = wxSizerItem()
See external documentation.

getPosition(This) -> {X::integer(), Y::integer()}
Types:
  This = wxSizerItem()
See external documentation.

getProportion(This) -> integer()
Types:
  This = wxSizerItem()
wxSizerItem

See external documentation.

getRatio(This) -> number()
Types:
   This = wxSizerItem()
See external documentation.

getRect(This) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:
   This = wxSizerItem()
See external documentation.

getSize(This) -> {W::integer(), H::integer()}
Types:
   This = wxSizerItem()
See external documentation.

getSizer(This) -> wxSizer:wxSizer()
Types:
   This = wxSizerItem()
See external documentation.

getSpacer(This) -> {W::integer(), H::integer()}
Types:
   This = wxSizerItem()
See external documentation.

getUserData(This) -> wx:wx_object()
Types:
   This = wxSizerItem()
See external documentation.

getWindow(This) -> wxWindow:wxWindow()
Types:
   This = wxSizerItem()
See external documentation.

isSizer(This) -> boolean()
Types:
   This = wxSizerItem()
See external documentation.
isShown(This) -> boolean()
Types:
   This = wxSizerItem()
See external documentation.

isSpacer(This) -> boolean()
Types:
   This = wxSizerItem()
See external documentation.

isWindow(This) -> boolean()
Types:
   This = wxSizerItem()
See external documentation.

setBorder(This, Border) -> ok
Types:
   This = wxSizerItem()
   Border = integer()
See external documentation.

setDimension(This, Pos, Size) -> ok
Types:
   This = wxSizerItem()
   Pos = {X::integer(), Y::integer()}
   Size = {W::integer(), H::integer()}
See external documentation.

setFlag(This, Flag) -> ok
Types:
   This = wxSizerItem()
   Flag = integer()
See external documentation.

setInitSize(This, X, Y) -> ok
Types:
   This = wxSizerItem()
   X = integer()
   Y = integer()
See external documentation.

setMinSize(This, Size) -> ok
Types:
wxSizerItem

This = wxSizerItem()
    Size = {W::integer(), H::integer()}
See external documentation.

setScaleSize(This, X, Y) -> ok
Types:
    This = wxSizerItem()
    X = integer()
    Y = integer()
See external documentation.

setScaleProportion(This, Proportion) -> ok
Types:
    This = wxSizerItem()
    Proportion = integer()
See external documentation.

setScaleRatio(This, Ratio) -> ok
Types:
    This = wxSizerItem()
    Ratio = number()
See external documentation.
Also:
setScaleRatio(This, Size) -> 'ok' when
This::wxSizerItem(), Size::{W::integer(), H::integer()}.

setScaleRatio(This, Width, Height) -> ok
Types:
    This = wxSizerItem()
    Width = integer()
    Height = integer()
See external documentation.

setScaleSizer(This, Sizer) -> ok
Types:
    This = wxSizerItem()
    Sizer = wxSizer::wxSizer()
See external documentation.

setScaleSpacer(This, Size) -> ok
Types:
    This = wxSizerItem()
    Size = {W::integer(), H::integer()}

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See external documentation.

**set Spacer**

```
setSpacer(This, Width, Height) -> ok
```

Types:

- **This**: `wxSizerItem()`
- **Width**: `integer()`
- **Height**: `integer()`

See external documentation.

**set Window**

```
setWindow(This, Window) -> ok
```

Types:

- **This**: `wxSizerItem()`
- **Window**: `wxWindow:wxWindow()`

See external documentation.

**show**

```
show(This, Show) -> ok
```

Types:

- **This**: `wxSizerItem()`
- **Show**: `boolean()`

See external documentation.

**destroy**

```
destroy(This::wxSizerItem()) -> ok
```

Destroys this object, do not use object again
wxSlider

Erlang module

See external documentation: wxSlider.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxSlider()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxSlider()

See external documentation.

new(Parent, Id, Value, MinValue, MaxValue) -> wxSlider()

Types:

Parent = wxWindow:wxWindow()
Id = integer()
Value = integer()
MinValue = integer()
MaxValue = integer()

Equivalent to new(Parent, Id, Value, MinValue, MaxValue, []).

new(Parent, Id, Value, MinValue, MaxValue, Options::[Option]) -> wxSlider()

Types:

Parent = wxWindow:wxWindow()
Id = integer()
Value = integer()
MinValue = integer()
MaxValue = integer()
Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

create(This, Parent, Id, Value, MinValue, MaxValue) -> boolean()

Types:

This = wxSlider()
Parent = wxWindow:wxWindow()
Id = integer()
Value = integer()
MinValue = integer()
MaxValue = integer()

Equivalent to create(This, Parent, Id, Value, MinValue, MaxValue, []).

create(This, Parent, Id, Value, MinValue, MaxValue, Options::[Option]) -> boolean()
Types:
  This = wxSlider()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Value = integer()
  MinValue = integer()
  MaxValue = integer()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

getLineSize(This) -> integer()
Types:
  This = wxSlider()

See external documentation.

getMax(This) -> integer()
Types:
  This = wxSlider()

See external documentation.

getMin(This) -> integer()
Types:
  This = wxSlider()

See external documentation.

getPageSize(This) -> integer()
Types:
  This = wxSlider()

See external documentation.

getThumbLength(This) -> integer()
Types:
  This = wxSlider()
wxSlider

See external documentation.

\[ \text{getValue(This)} \rightarrow \text{integer}() \]
Types:
\[ \text{This} = \text{wxSlider()} \]
See external documentation.

\[ \text{setLineSize(This, LineSize)} \rightarrow \text{ok} \]
Types:
\[ \text{This} = \text{wxSlider()} \]
\[ \text{LineSize} = \text{integer}() \]
See external documentation.

\[ \text{setPageSize(This, PageSize)} \rightarrow \text{ok} \]
Types:
\[ \text{This} = \text{wxSlider()} \]
\[ \text{PageSize} = \text{integer}() \]
See external documentation.

\[ \text{setRange(This, MinValue, MaxValue)} \rightarrow \text{ok} \]
Types:
\[ \text{This} = \text{wxSlider()} \]
\[ \text{MinValue} = \text{integer}() \]
\[ \text{MaxValue} = \text{integer}() \]
See external documentation.

\[ \text{setThumbLength(This, LenPixels)} \rightarrow \text{ok} \]
Types:
\[ \text{This} = \text{wxSlider()} \]
\[ \text{LenPixels} = \text{integer}() \]
See external documentation.

\[ \text{setValue(This, Value)} \rightarrow \text{ok} \]
Types:
\[ \text{This} = \text{wxSlider()} \]
\[ \text{Value} = \text{integer}() \]
See external documentation.

\[ \text{destroy(This::wxSlider())} \rightarrow \text{ok} \]
Destroys this object, do not use object again
wxSpinButton

Erlang module

See external documentation: wxSpinButton.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxSpinButton()

An object reference, The representation is internal and can be changed without notice. It can't be used for
comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxSpinButton()
See external documentation.

new(Parent) -> wxSpinButton()
Types:
  Parent = wxWindow:wxWindow()
Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxSpinButton()
Types:
  Parent = wxWindow:wxWindow()
  Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size,
          {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

create(This, Parent) -> boolean()
Types:
  This = wxSpinButton()
  Parent = wxWindow:wxWindow()
Equivalent to create(This, Parent, []).

create(This, Parent, Options::[Option]) -> boolean()
Types:
  This = wxSpinButton()
  Parent = wxWindow:wxWindow()
wxSpinButton

Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

getMax(This) -> integer()
Types:
    This = wxSpinButton()
See external documentation.

getMin(This) -> integer()
Types:
    This = wxSpinButton()
See external documentation.

getValue(This) -> integer()
Types:
    This = wxSpinButton()
See external documentation.

setRange(This, MinVal, MaxVal) -> ok
Types:
    This = wxSpinButton()
    MinVal = integer()
    MaxVal = integer()
See external documentation.

setValue(This, Value) -> ok
Types:
    This = wxSpinButton()
    Value = integer()
See external documentation.

destroy(This::wxSpinButton()) -> ok
Destroys this object, do not use object again
wxSpinCtrl

Erlang module

See external documentation: `wxSpinCtrl`.

This class is derived (and can use functions) from:

- `wxControl`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

`wxSpinCtrl()`

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxSpinCtrl()`

See external documentation.

`new(Parent) -> wxSpinCtrl()`

Types:

- `Parent = wxWindow:wxWindow()`

Equivalent to `new(Parent, [])`.

`new(Parent, Options::[Option]) -> wxSpinCtrl()`

Types:

- `Parent = wxWindow:wxWindow()`
- `Option = {id, integer()} | {value, unicode:chardata()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {min, integer()} | {max, integer()} | {initial, integer()}`

See external documentation.

`create(This, Parent) -> boolean()`

Types:

- `This = wxSpinCtrl()`
- `Parent = wxWindow:wxWindow()`

Equivalent to `create(This, Parent, [])`.

`create(This, Parent, Options::[Option]) -> boolean()`

Types:

- `This = wxSpinCtrl()`
- `Parent = wxWindow:wxWindow()`
wxSpinCtrl

Option = {id, integer()} | {value, unicode:chardata()} | {pos, 
   {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}}
   | {style, integer()} | {min, integer()} | {max, integer()} | {initial, 
   integer()}

See external documentation.

setValue(This, Value) -> ok
Types:
   This = wxSpinCtrl()
   Value = integer()

See external documentation.

Also:
setValue(This, Text) -> 'ok' when
This::wxSpinCtrl(), Text::unicode:chardata().

getValue(This) -> integer()
Types:
   This = wxSpinCtrl()

See external documentation.

setRange(This, MinVal, MaxVal) -> ok
Types:
   This = wxSpinCtrl()
   MinVal = integer()
   MaxVal = integer()

See external documentation.

setSelection(This, From, To) -> ok
Types:
   This = wxSpinCtrl()
   From = integer()
   To = integer()

See external documentation.

getMin(This) -> integer()
Types:
   This = wxSpinCtrl()

See external documentation.

getMax(This) -> integer()
Types:
   This = wxSpinCtrl()

See external documentation.
destroy(This::wxSpinCtrl()) -> ok

Destroys this object, do not use object again
wxSpinEvent

Erlang module

See external documentation: \texttt{wxSpinEvent}.

Use \texttt{wxEvtHandler:connect/3} with \texttt{EventType}:

\begin{verbatim}
    command_spinctrl_updated, spin_up, spin_down, spin
\end{verbatim}

See also the message variant \#\texttt{wxSpin()} event record type.

This class is derived (and can use functions) from:

\begin{verbatim}
    wxNotifyEvent
    wxCommandEvent
    wxEvent
\end{verbatim}

\textbf{DATA TYPES}

\texttt{wxSpinEvent()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

\textbf{Exports}

\texttt{get\_Position(This) \to \texttt{integer()}}

Types:

\begin{verbatim}
    \texttt{This = wxSpinEvent()}
\end{verbatim}

See external documentation.

\texttt{setPosition(This, Pos) \to \texttt{ok}}

Types:

\begin{verbatim}
    \texttt{This = wxSpinEvent()}
    \texttt{Pos = integer()}
\end{verbatim}

See external documentation.
wxSplashScreen

Erlang module

See external documentation: \texttt{wxSplashScreen}.

This class is derived (and can use functions) from:
\texttt{wxFrame}
\texttt{wxTopLevelWindow}
\texttt{wxWindow}
\texttt{wxEvtHandler}

**DATA TYPES**

\texttt{wxSplashScreen()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparision stored on disc or distributed for use on other nodes.

**Exports**

\texttt{new()} -> \texttt{wxSplashScreen()}

See external documentation.

\texttt{new(Bitmap, SplashStyle, Milliseconds, Parent, Id)} -> \texttt{wxSplashScreen()}

Types:
- \texttt{Bitmap = \texttt{wxBitmap:wxBitmap()}}
- \texttt{SplashStyle = integer()}
- \texttt{Milliseconds = integer()}
- \texttt{Parent = \texttt{wxWindow:wxWindow()}}
- \texttt{Id = integer()}

Equivalent to \texttt{new(Bitmap, SplashStyle, Milliseconds, Parent, Id, [])}.

\texttt{new(Bitmap, SplashStyle, Milliseconds, Parent, Id, Options::[Option])} -> \texttt{wxSplashScreen()}

Types:
- \texttt{Bitmap = \texttt{wxBitmap:wxBitmap()}}
- \texttt{SplashStyle = integer()}
- \texttt{Milliseconds = integer()}
- \texttt{Parent = \texttt{wxWindow:wxWindow()}}
- \texttt{Id = integer()}
- \texttt{Option = \{pos, \{X::integer(), Y::integer()\}} | \{size, \{W::integer(), H::integer()\}} | \{style, integer()\}

See external documentation.

\texttt{getSplashStyle(This)} -> \texttt{integer()}

Types:
**wxSplashScreen**

This = **wxSplashScreen()**

See [external documentation](#).

```erlang
getTimeout(This) -> integer()
```

Types:

This = **wxSplashScreen()**

See [external documentation](#).

```erlang
destroy(This::wxSplashScreen()) -> ok
```

Destroys this object, do not use object again.
wxSplitterEvent

Erlang module

See external documentation: wxSplitterEvent.

Use wxEvtHandler:connect/3 with EventType:

- command_splitter_sash_pos_changed
- command_splitter_sash_pos_changing
- command_splitter_doubleclicked
- command_splitter_unsplit

See also the message variant #wxSplitter/ event record type.

This class is derived (and can use functions) from:

wxNotifyEvent
wxCommandEvent
wxEvent

DATA TYPES

wxSplitterEvent()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparsion stored on disc or distributed for use on other nodes.

Exports

getsashPosition(This) -> integer()
Types:

- This = wxSplitterEvent()
See external documentation.

getX(This) -> integer()
Types:

- This = wxSplitterEvent()
See external documentation.

getY(This) -> integer()
Types:

- This = wxSplitterEvent()
See external documentation.

getWindowBeingRemoved(This) -> wxWindow:wxWindow()
Types:

- This = wxSplitterEvent()
See external documentation.

setSashPosition(This, Pos) -> ok
Types:
This = wxSplitterEvent()
Pos = integer()

See external documentation.
wxSplitterWindow

Erlang module

See external documentation: wxSplitterWindow.
This class is derived (and can use functions) from:
wxWindow
wxEvtHandler

DATA TYPES

wxSplitterWindow()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxSplitterWindow()
See external documentation.

new(Parent) -> wxSplitterWindow()
Types:

  Parent = wxWindow:wxWindow()

Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxSplitterWindow()
Types:

  Parent = wxWindow:wxWindow()
  Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

create(This, Parent) -> boolean()
Types:

  This = wxSplitterWindow()
  Parent = wxWindow:wxWindow()

Equivalent to create(This, Parent, []).

create(This, Parent, Options::[Option]) -> boolean()
Types:

  This = wxSplitterWindow()
  Parent = wxWindow:wxWindow()
  Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

getMinimumPaneSize(This) -> integer()
Types:
   This = wxSplitterWindow()
See external documentation.

g getSashGravity(This) -> number()
Types:
   This = wxSplitterWindow()
See external documentation.

g getSashPosition(This) -> integer()
Types:
   This = wxSplitterWindow()
See external documentation.

g getSplitMode(This) -> wx:wx_enum()
Types:
   This = wxSplitterWindow()
See external documentation.
Res = ?wxsPLIT_HORIZONTAL | ?wxsPLIT_VERTICAL

g getWindow1(This) -> wxWindow:wxWindow()
Types:
   This = wxSplitterWindow()
See external documentation.

g getWindow2(This) -> wxWindow:wxWindow()
Types:
   This = wxSplitterWindow()
See external documentation.

initialize(This, Window) -> ok
Types:
   This = wxSplitterWindow()
   Window = wxWindow:wxWindow()
See external documentation.

isSplit(This) -> boolean()
Types:
   This = wxSplitterWindow()
See external documentation.
replaceWindow(This, WinOld, WinNew) -> boolean()
Types:
   This = wxSplitterWindow()
   WinOld = wxWindow:wxWindow()
   WinNew = wxWindow:wxWindow()
See external documentation.

setSashGravity(This, Gravity) -> ok
Types:
   This = wxSplitterWindow()
   Gravity = number()
See external documentation.

setSashPosition(This, Position) -> ok
Types:
   This = wxSplitterWindow()
   Position = integer()
Equivalent to setSashPosition(This, Position, []).

setSashPosition(This, Position, Options::[Option]) -> ok
Types:
   This = wxSplitterWindow()
   Position = integer()
   Option = {redraw, boolean()}
See external documentation.

setSashSize(This, Width) -> ok
Types:
   This = wxSplitterWindow()
   Width = integer()
See external documentation.

setMinimumPaneSize(This, Min) -> ok
Types:
   This = wxSplitterWindow()
   Min = integer()
See external documentation.

setSplitMode(This, Mode) -> ok
Types:
   This = wxSplitterWindow()
   Mode = integer()
See external documentation.
splitHorizontally(This, Window1, Window2) -> boolean()

Types:
   This = wxSplitterWindow()
   Window1 = wxwindow:wxWindow()
   Window2 = wxwindow:wxWindow()

Equivalent to splitHorizontally(This, Window1, Window2, []).

splitHorizontally(This, Window1, Window2, Options::[Option]) -> boolean()

Types:
   This = wxSplitterWindow()
   Window1 = wxwindow:wxWindow()
   Window2 = wxwindow:wxWindow()
   Option = {sashPosition, integer()}

See external documentation.

splitVertically(This, Window1, Window2) -> boolean()

Types:
   This = wxSplitterWindow()
   Window1 = wxwindow:wxWindow()
   Window2 = wxwindow:wxWindow()

Equivalent to splitVertically(This, Window1, Window2, []).

splitVertically(This, Window1, Window2, Options::[Option]) -> boolean()

Types:
   This = wxSplitterWindow()
   Window1 = wxwindow:wxWindow()
   Window2 = wxwindow:wxWindow()
   Option = {sashPosition, integer()}

See external documentation.

unsplit(This) -> boolean()

Types:
   This = wxSplitterWindow()

Equivalent to unsplit(This, []).

unsplit(This, Options::[Option]) -> boolean()

Types:
   This = wxSplitterWindow()
   Option = {toRemove, wxwindow:wxWindow()}

See external documentation.

updateSize(This) -> ok

Types:
This = wxSplitterWindow()

See external documentation.

destroy(This::wxSplitterWindow()) -> ok

Destroys this object, do not use object again
wxStaticBitmap

Erlang module

See external documentation: wxStaticBitmap.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxStaticBitmap()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxStaticBitmap()
See external documentation.

class wxStaticBitmap() {
  types:
    Parent = wxWindow:wxWindow()
    Id = integer()
    Label = wxBitmap:wxBitmap()
  option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
  new(Parent, Id, Label) -> wxStaticBitmap()
}

new(Parent, Id, Label) -> wxStaticBitmap()

Types:
    Parent = wxWindow:wxWindow()
    Id = integer()
    Label = wxBitmap:wxBitmap()

Equivalent to new(Parent, Id, Label, []).

class wxStaticBitmap() {
  types:
    Parent = wxWindow:wxWindow()
    Id = integer()
    Label = wxBitmap:wxBitmap()
  option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
  new(Parent, Id, Label, Options::[Option]) -> wxStaticBitmap()
}

new(Parent, Id, Label, Options::[Option]) -> wxStaticBitmap()

Types:
    Parent = wxWindow:wxWindow()
    Id = integer()
    Label = wxBitmap:wxBitmap()
    Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

class wxStaticBitmap() {
  types:
    This = wxStaticBitmap()
    Parent = wxWindow:wxWindow()
    Id = integer()
    Label = wxBitmap:wxBitmap()

create(This, Parent, Id, Label) -> boolean()

Types:
    This = wxStaticBitmap()
    Parent = wxWindow:wxWindow()
    Id = integer()
    Label = wxBitmap:wxBitmap()

Equivalent to create(This, Parent, Id, Label, []).
create(This, Parent, Id, Label, Options::[Option]) -> boolean()

Types:
   This = wxStaticBitmap()
   Parent = wxWindow:wxWindow()
   Id = integer()
   Label = wxBitmap:wxBitmap()
   Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

getBitmap(This) -> wxBitmap:wxBitmap()

Types:
   This = wxStaticBitmap()

See external documentation.

setBitmap(This, Bitmap) -> ok

Types:
   This = wxStaticBitmap()
   Bitmap = wxBitmap:wxBitmap()

See external documentation.

destroy(This::wxStaticBitmap()) -> ok

Destroys this object, do not use object again
wxStaticBox

Erlang module

See external documentation: wxStaticBox.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxStaticBox()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxStaticBox()

See external documentation.

ew(Parent, Id, Label) -> wxStaticBox()
Types:

Parent = wxWindow:wxWindow()
Id = integer()
Label = unicode:chardata()

Equivalent to new(Parent, Id, Label, []).  

ew(Parent, Id, Label, Options::[Option]) -> wxStaticBox()

Types:

Parent = wxWindow:wxWindow()
Id = integer()
Label = unicode:chardata()
Option = (pos, {X::integer(), Y::integer()}) | (size, {W::integer(), H::integer()}) | (style, integer())

See external documentation.

create(This, Parent, Id, Label) -> boolean()

Types:

This = wxStaticBox()
Parent = wxWindow:wxWindow()
Id = integer()
Label = unicode:chardata()

Equivalent to create(This, Parent, Id, Label, []).
create(This, Parent, Id, Label, Options::[Option]) -> boolean()

Types:
    This = wxStaticBox()
    Parent = wxWindow:wxWindow()
    Id = integer()
    Label = unicode:chardata()
    Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

destroy(This::wxStaticBox()) -> ok

Destroys this object, do not use object again
wxStaticBoxSizer

Erlang module

See external documentation: wxStaticBoxSizer.

This class is derived (and can use functions) from:
wxBoxSizer
wxSizer

DATA TYPES

wxStaticBoxSizer()

An object reference, The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new(Orient, Win) -> wxStaticBoxSizer()
Types:
    Orient = integer()
    Win = wxWindow:wxWindow()

See external documentation.
Also:
new(Box, Orient) -> wxStaticBoxSizer() when
Box::wxStaticBox:wxStaticBox(), Orient::integer().

new(Orient, Win, Options::[Option]) -> wxStaticBoxSizer()
Types:
    Orient = integer()
    Win = wxWindow:wxWindow()
    Option = {label, unicode:chardata()}

See external documentation.

getStaticBox(This) -> wxStaticBox:wxStaticBox()
Types:
    This = wxStaticBoxSizer()

See external documentation.

destroy(This::wxStaticBoxSizer()) -> ok
Destroys this object, do not use object again
wxStaticLine

Erlang module

See external documentation: wxStaticLine.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxStaticLine()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxStaticLine()

See external documentation.

new(Parent) -> wxStaticLine()

Types:

Parent = wxWindow:wxWindow()

Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxStaticLine()

Types:

Parent = wxWindow:wxWindow()
Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

create(This, Parent) -> boolean()

Types:

This = wxStaticLine()
PARENT = wxWindow:wxWindow()

Equivalent to create(This, Parent, []).

create(This, Parent, Options::[Option]) -> boolean()

Types:

This = wxStaticLine()
PARENT = wxWindow:wxWindow()}
wxStaticLine

Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

isVertical(This) -> boolean()
Types:
    This = wxStaticLine()
See external documentation.

getDefaultSize() -> integer()
See external documentation.

destroy(This::wxStaticLine()) -> ok
Destroys this object, do not use object again
wxStaticText

Erlang module

See external documentation: wxStaticText.
This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxStaticText()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxStaticText()

See external documentation.

new(Parent, Id, Label) -> wxStaticText()
Types:

Parent = wxWindow:wxWindow()
Id = integer()
Label = unicode:chardata()

Equivalent to new(Parent, Id, Label, []).

new(Parent, Id, Label, Options::[Option]) -> wxStaticText()
Types:

Parent = wxWindow:wxWindow()
Id = integer()
Label = unicode:chardata()
Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

create(This, Parent, Id, Label) -> boolean()
Types:

This = wxStaticText()
Parent = wxWindow:wxWindow()
Id = integer()
Label = unicode:chardata()

Equivalent to create(This, Parent, Id, Label, []).
wxStaticText

create(This, Parent, Id, Label, Options::[Option]) -> boolean()

Types:
- This = wxStaticText()
- Parent = wxWindow:wxWindow()
- Id = integer()
- Label = unicode:chardata()
- Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

getLabel(This) -> unicode:charlist()

Types:
- This = wxStaticText()

See external documentation.

setLabel(This, Label) -> ok

Types:
- This = wxStaticText()
- Label = unicode:chardata()

See external documentation.

wrap(This, Width) -> ok

Types:
- This = wxStaticText()
- Width = integer()

See external documentation.

destroy(This::wxStaticText()) -> ok

Destroys this object, do not use object again
wxStatusBar

Erlang module

See external documentation: wxStatusBar.
This class is derived (and can use functions) from:
wxWindow
wxEvtHandler

DATA TYPES

wxStatusBar()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxStatusBar()
See external documentation.

new(Parent) -> wxStatusBar()
Types:

Parent =wxWindow:wxWindow()

Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxStatusBar()
Types:

Parent =wxWindow:wxWindow()

Option = {winid, integer()} | {style, integer()}

See external documentation.

create(This, Parent) -> boolean()
Types:

This = wxStatusBar()

Parent = wxWindow:wxWindow()

Equivalent to create(This, Parent, []).

create(This, Parent, Options::[Option]) -> boolean()
Types:

This = wxStatusBar()

Parent = wxWindow:wxWindow()

Option = {winid, integer()} | {style, integer()}

See external documentation.
getFieldRect(This, I) -> Result
Types:
   Result = {Res::boolean(), Rect::{X::integer(), Y::integer(), W::integer(),
          H::integer()}}
   This = wxStatusBar()
   I = integer()
See external documentation.

getFieldsCount(This) -> integer()
Types:
   This = wxStatusBar()
See external documentation.

getStatusText(This) -> unicode:charlist()
Types:
   This = wxStatusBar()
Equivalent to getStatusText(This, []).

getStatusText(This, Options::[Option]) -> unicode:charlist()
Types:
   This = wxStatusBar()
   Option = {number, integer()}
See external documentation.

popStatusText(This) -> ok
Types:
   This = wxStatusBar()
Equivalent to popStatusText(This, []).

popStatusText(This, Options::[Option]) -> ok
Types:
   This = wxStatusBar()
   Option = {number, integer()}
See external documentation.

pushStatusText(This, Text) -> ok
Types:
   This = wxStatusBar()
   Text = unicode:chardata()
Equivalent to pushStatusText(This, Text, []).

pushStatusText(This, Text, Options::[Option]) -> ok
Types:
This = \texttt{wxStatusBar()}
Text = \texttt{unicode:chardata()}
Option = \{\texttt{number, integer()}}

See external documentation.

\texttt{setFieldsCount(This, Number) \rightarrow ok}
\texttt{Types:}
\begin{verbatim}
    This = \texttt{wxStatusBar()}
    Number = \texttt{integer()}
\end{verbatim}
Equivalent to \texttt{setFieldsCount(This, Number, [])}.

\texttt{setFieldsCount(This, Number, Options::[Option]) \rightarrow ok}
\texttt{Types:}
\begin{verbatim}
    This = \texttt{wxStatusBar()}
    Number = \texttt{integer()}
    Option = \{\texttt{widths, [integer()]}\}
\end{verbatim}
See external documentation.

\texttt{setMinHeight(This, Height) \rightarrow ok}
\texttt{Types:}
\begin{verbatim}
    This = \texttt{wxStatusBar()}
    Height = \texttt{integer()}
\end{verbatim}
See external documentation.

\texttt{setStatusText(This, Text) \rightarrow ok}
\texttt{Types:}
\begin{verbatim}
    This = \texttt{wxStatusBar()}
    Text = \texttt{unicode:chardata()}
\end{verbatim}
Equivalent to \texttt{setStatusText(This, Text, [])}.

\texttt{setStatusText(This, Text, Options::[Option]) \rightarrow ok}
\texttt{Types:}
\begin{verbatim}
    This = \texttt{wxStatusBar()}
    Text = \texttt{unicode:chardata()}
    Option = \{\texttt{number, integer()}}
\end{verbatim}
See external documentation.

\texttt{setStatusWidths(This, Widths_field) \rightarrow ok}
\texttt{Types:}
\begin{verbatim}
    This = \texttt{wxStatusBar()}
    Widths_field = \texttt{[integer()]}\}
\end{verbatim}
See external documentation.
wxStatusBar

setStatusStyles(This, Styles) -> ok
Types:
  This = wxStatusBar()
  Styles = [integer()]
See external documentation.

destroy(This::wxStatusBar()) -> ok
Destroys this object, do not use object again
wxStdDialogButtonSizer

Erlang module

See external documentation: `wxStdDialogButtonSizer`.

This class is derived (and can use functions) from:

`wxBoxSizer`

`wxSizer`

**DATA TYPES**

`wxStdDialogButtonSizer()`

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxStdDialogButtonSizer()`

See external documentation.

`addButton(This, Button) -> ok`

Types:

- `This = wxStdDialogButtonSizer()`
- `Button = wxButton:wxButton()`

See external documentation.

`realize(This) -> ok`

Types:

- `This = wxStdDialogButtonSizer()`

See external documentation.

`setAffirmativeButton(This, Button) -> ok`

Types:

- `This = wxStdDialogButtonSizer()`
- `Button = wxButton:wxButton()`

See external documentation.

`setCancelButton(This, Button) -> ok`

Types:

- `This = wxStdDialogButtonSizer()`
- `Button = wxButton:wxButton()`

See external documentation.
setNegativeButton(This, Button) -> ok

Types:

  This = wxStdDialogButtonSizer()
  Button = wxButton:wxButton()

See external documentation.

destroy(This::wxStdDialogButtonSizer()) -> ok

Destroys this object, do not use object again
wxStyledTextCtrl

Erlang module

See external documentation: wxStyledTextCtrl.
This class is derived (and can use functions) from:
exControl
wxWindow
wxEvtHandler

DATA TYPES
wxStyledTextCtrl()

An object reference. The representation is internal and can be changed without notice. It can’t be used for
comparsion stored on disc or distributed for use on other nodes.

Exports

new() -> wxStyledTextCtrl()
See external documentation.

new(Parent) -> wxStyledTextCtrl()
Types:
  Parent = wxWindow:wxWindow()
Equivalent to new(Parent, []).

new(Parent, Options::[Option]) -> wxStyledTextCtrl()
Types:
  Parent = wxWindow:wxWindow()
  Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} | {size,
  {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

create(This, Parent) -> boolean()
Types:
  This = wxStyledTextCtrl()
  Parent = wxWindow:wxWindow()
Equivalent to create(This, Parent, []).

create(This, Parent, Options::[Option]) -> boolean()
Types:
  This = wxStyledTextCtrl()
  Parent = wxWindow:wxWindow()
Option = \{id, integer()\} | \{pos, \{X::integer(), Y::integer()\}\} | \{size, \{W::integer(), H::integer()\}\} | \{style, integer()\}

See external documentation.

addText(This, Text) -> ok
Types:
  This = wxStyledTextCtrl()
  Text = unicode:chardata()
See external documentation.

addStyledText(This, Data) -> ok
Types:
  This = wxStyledTextCtrl()
  Data = wx:wx_object()
See external documentation.

insertText(This, Pos, Text) -> ok
Types:
  This = wxStyledTextCtrl()
  Pos = integer()
  Text = unicode:chardata()
See external documentation.

clearAll(This) -> ok
Types:
  This = wxStyledTextCtrl()
See external documentation.

clearDocumentStyle(This) -> ok
Types:
  This = wxStyledTextCtrl()
See external documentation.

getLength(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

getCharAt(This, Pos) -> integer()
Types:
  This = wxStyledTextCtrl()
  Pos = integer()
See external documentation.
getCurrentPos(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

getAnchor(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

getStyleAt(This, Pos) -> integer()
Types:
    This = wxStyledTextCtrl()
    Pos = integer()
See external documentation.

redo(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

setUndoCollection(This, CollectUndo) -> ok
Types:
    This = wxStyledTextCtrl()
    CollectUndo = boolean()
See external documentation.

selectAll(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

setSavePoint(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

getStyledText(This, StartPos, EndPos) -> wx:wx_object()
Types:
    This = wxStyledTextCtrl()
    StartPos = integer()
    EndPos = integer()
See external documentation.
canRedo(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

markerLineFromHandle(This, Handle) -> integer()
Types:
    This = wxStyledTextCtrl()
    Handle = integer()
See external documentation.

markerDeleteHandle(This, Handle) -> ok
Types:
    This = wxStyledTextCtrl()
    Handle = integer()
See external documentation.

getUndoCollection(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

getViewWhiteSpace(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setViewWhiteSpace(This, ViewWS) -> ok
Types:
    This = wxStyledTextCtrl()
    ViewWS = integer()
See external documentation.

positionFromPoint(This, Pt) -> integer()
Types:
    This = wxStyledTextCtrl()
    Pt = {X::integer(), Y::integer()}
See external documentation.

positionFromPointClose(This, X, Y) -> integer()
Types:
    This = wxStyledTextCtrl()
    X = integer()
Y = integer()
See external documentation.

gotoLine(This, Line) -> ok
Types:
   This = wxStyledTextCtrl()
   Line = integer()
See external documentation.

gotoPos(This, Pos) -> ok
Types:
   This = wxStyledTextCtrl()
   Pos = integer()
See external documentation.

setAnchor(This, PosAnchor) -> ok
Types:
   This = wxStyledTextCtrl()
   PosAnchor = integer()
See external documentation.

getCurLine(This) -> Result
Types:
   Result = {Res::unicode:charlist(), LinePos::integer()}
   This = wxStyledTextCtrl()
See external documentation.

getEndStyled(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

convertEOLs(This, EolMode) -> ok
Types:
   This = wxStyledTextCtrl()
   EolMode = integer()
See external documentation.

getEOLMode(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.
setEOLMode(This, EolMode) -> ok
Types:
    This = wxStyledTextCtrl()
    EolMode = integer()
See external documentation.

startStyling(This, Pos, Mask) -> ok
Types:
    This = wxStyledTextCtrl()
    Pos = integer()
    Mask = integer()
See external documentation.

setStyling(This, Length, Style) -> ok
Types:
    This = wxStyledTextCtrl()
    Length = integer()
    Style = integer()
See external documentation.

getBufferedDraw(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setBufferedDraw(This, Buffered) -> ok
Types:
    This = wxStyledTextCtrl()
    Buffered = boolean()
See external documentation.

setTabWidth(This, TabWidth) -> ok
Types:
    This = wxStyledTextCtrl()
    TabWidth = integer()
See external documentation.

getTabWidth(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.
setCodePage(This, CodePage) -> ok
Types:
  This = wxStyledTextCtrl()
  CodePage = integer()
See external documentation.

markerDefine(This, MarkerNumber, MarkerSymbol) -> ok
Types:
  This = wxStyledTextCtrl()
  MarkerNumber = integer()
  MarkerSymbol = integer()
Equivalent to markerDefine(This, MarkerNumber, MarkerSymbol, []).

markerDefine(This, MarkerNumber, MarkerSymbol, Options::[Option]) -> ok
Types:
  This = wxStyledTextCtrl()
  MarkerNumber = integer()
  MarkerSymbol = integer()
  Option = {foreground, wx:wx_colour()} | {background, wx:wx_colour()}
See external documentation.

markerSetForeground(This, MarkerNumber, Fore) -> ok
Types:
  This = wxStyledTextCtrl()
  MarkerNumber = integer()
  Fore = wx:wx_colour()
See external documentation.

markerSetBackground(This, MarkerNumber, Back) -> ok
Types:
  This = wxStyledTextCtrl()
  MarkerNumber = integer()
  Back = wx:wx_colour()
See external documentation.

markerAdd(This, Line, MarkerNumber) -> integer()
Types:
  This = wxStyledTextCtrl()
  Line = integer()
  MarkerNumber = integer()
See external documentation.
wxStyledTextCtrl

markerDelete(This, Line, MarkerNumber) -> ok
Types:
  This = wxStyledTextCtrl()
  Line = integer()
  MarkerNumber = integer()
See external documentation.

markerDeleteAll(This, MarkerNumber) -> ok
Types:
  This = wxStyledTextCtrl()
  MarkerNumber = integer()
See external documentation.

markerGet(This, Line) -> integer()
Types:
  This = wxStyledTextCtrl()
  Line = integer()
See external documentation.

markerNext(This, LineStart, MarkerMask) -> integer()
Types:
  This = wxStyledTextCtrl()
  LineStart = integer()
  MarkerMask = integer()
See external documentation.

markerPrevious(This, LineStart, MarkerMask) -> integer()
Types:
  This = wxStyledTextCtrl()
  LineStart = integer()
  MarkerMask = integer()
See external documentation.

markerDefineBitmap(This, MarkerNumber, Bmp) -> ok
Types:
  This = wxStyledTextCtrl()
  MarkerNumber = integer()
  Bmp = wxBitmap:wxBitmap()
See external documentation.

markerAddSet(This, Line, Set) -> ok
Types:
  This = wxStyledTextCtrl()
Line = integer()
Set = integer()
See external documentation.

markerSetAlpha(This, MarkerNumber, Alpha) -> ok
Types:
This = wxStyledTextCtrl()
MarkerNumber = integer()
Alpha = integer()
See external documentation.

setMarginType(This, Margin, MarginType) -> ok
Types:
This = wxStyledTextCtrl()
Margin = integer()
MarginType = integer()
See external documentation.

getMarginType(This, Margin) -> integer()
Types:
This = wxStyledTextCtrl()
Margin = integer()
See external documentation.

setMarginWidth(This, Margin, PixelWidth) -> ok
Types:
This = wxStyledTextCtrl()
Margin = integer()
PixelWidth = integer()
See external documentation.

getMarginWidth(This, Margin) -> integer()
Types:
This = wxStyledTextCtrl()
Margin = integer()
See external documentation.

setMarginMask(This, Margin, Mask) -> ok
Types:
This = wxStyledTextCtrl()
Margin = integer()
Mask = integer()
See external documentation.
getMarginMask(This, Margin) -> integer()

Types:
   This = wxStyledTextCtrl()
   Margin = integer()

See external documentation.

setMarginSensitive(This, Margin, Sensitive) -> ok

Types:
   This = wxStyledTextCtrl()
   Margin = integer()
   Sensitive = boolean()

See external documentation.

getMarginSensitive(This, Margin) -> boolean()

Types:
   This = wxStyledTextCtrl()
   Margin = integer()

See external documentation.

styleClearAll(This) -> ok

Types:
   This = wxStyledTextCtrl()

See external documentation.

styleSetForeground(This, Style, Fore) -> ok

Types:
   This = wxStyledTextCtrl()
   Style = integer()
   Fore = wx:wx_colour()

See external documentation.

styleSetBackground(This, Style, Back) -> ok

Types:
   This = wxStyledTextCtrl()
   Style = integer()
   Back = wx:wx_colour()

See external documentation.

styleSetBold(This, Style, Bold) -> ok

Types:
   This = wxStyledTextCtrl()
   Style = integer()
   Bold = boolean()
See external documentation.

**styleSetItalic(This, Style, Italic) -> ok**
Types:
- **This** = `wxStyledTextCtrl()`
- **Style** = integer()
- **Italic** = boolean()
See external documentation.

**styleSetSize(This, Style, SizePoints) -> ok**
Types:
- **This** = `wxStyledTextCtrl()`
- **Style** = integer()
- **SizePoints** = integer()
See external documentation.

**styleSetFaceName(This, Style, FontName) -> ok**
Types:
- **This** = `wxStyledTextCtrl()`
- **Style** = integer()
- **FontName** = `unicode:chardata()`
See external documentation.

**styleSetEOLFilled(This, Style, Filled) -> ok**
Types:
- **This** = `wxStyledTextCtrl()`
- **Style** = integer()
- **Filled** = boolean()
See external documentation.

**styleResetDefault(This) -> ok**
Types:
- **This** = `wxStyledTextCtrl()`
See external documentation.

**styleSetUnderline(This, Style, Underline) -> ok**
Types:
- **This** = `wxStyledTextCtrl()`
- **Style** = integer()
- **Underline** = boolean()
See external documentation.
wxStyledTextCtrl

styleSetCase(This, Style, CaseForce) -> ok
Types:
  This = wxStyledTextCtrl()
  Style = integer()
  CaseForce = integer()
See external documentation.

styleSetHotSpot(This, Style, Hotspot) -> ok
Types:
  This = wxStyledTextCtrl()
  Style = integer()
  Hotspot = boolean()
See external documentation.

setSelForeground(This, UseSetting, Fore) -> ok
Types:
  This = wxStyledTextCtrl()
  UseSetting = boolean()
  Fore = wx:wx_colour()
See external documentation.

setSelBackground(This, UseSetting, Back) -> ok
Types:
  This = wxStyledTextCtrl()
  UseSetting = boolean()
  Back = wx:wx_colour()
See external documentation.

getSelAlpha(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

setSelAlpha(This, Alpha) -> ok
Types:
  This = wxStyledTextCtrl()
  Alpha = integer()
See external documentation.

setCaretForeground(This, Fore) -> ok
Types:
  This = wxStyledTextCtrl()
  Fore = wx:wx_colour()
See external documentation.

```erlang
cmdKeyAssign(This, Key, Modifiers, Cmd) -> ok
Types:
    This = wxStyledTextCtrl()
    Key = integer()
    Modifiers = integer()
    Cmd = integer()
See external documentation.
```

```erlang
cmdKeyClear(This, Key, Modifiers) -> ok
Types:
    This = wxStyledTextCtrl()
    Key = integer()
    Modifiers = integer()
See external documentation.
```

```erlang
cmdKeyClearAll(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.
```

```erlang
setStyleBytes(This, Length) -> integer()
Types:
    This = wxStyledTextCtrl()
    Length = integer()
See external documentation.
```

```erlang
styleSetVisible(This, Style, Visible) -> ok
Types:
    This = wxStyledTextCtrl()
    Style = integer()
    Visible = boolean()
See external documentation.
```

```erlang
getCaretPeriod(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.
```

```erlang
setCaretPeriod(This, PeriodMilliseconds) -> ok
Types:
    This = wxStyledTextCtrl()
```

**wxStyledTextCtrl**

*PeriodMilliseconds = integer()*

See external documentation.

setWordChars(This, Characters) -> ok

Types:
- *This = wxStyledTextCtrl()*
- *Characters = unicode:chardata()*

See external documentation.

beginUndoAction(This) -> ok

Types:
- *This = wxStyledTextCtrl()*

See external documentation.

endUndoAction(This) -> ok

Types:
- *This = wxStyledTextCtrl()*

See external documentation.

indicatorSetStyle(This, Indic, Style) -> ok

Types:
- *This = wxStyledTextCtrl()*
- *Indic = integer()*
- *Style = integer()*

See external documentation.

indicatorGetStyle(This, Indic) -> integer()

Types:
- *This = wxStyledTextCtrl()*
- *Indic = integer()*

See external documentation.

indicatorSetForeground(This, Indic, Fore) -> ok

Types:
- *This = wxStyledTextCtrl()*
- *Indic = integer()*
- *Fore = wx:wx_colour()*

See external documentation.

indicatorGetForeground(This, Indic) -> wx:wx_colour4()

Types:
- *This = wxStyledTextCtrl()*
- *Indic = integer()*
See external documentation.

setWhitespaceForeground(This, UseSetting, Fore) -> ok
Types:
   This = wxStyledTextCtrl()
   UseSetting = boolean()
   Fore = wx:wx_colour()
See external documentation.

setWhitespaceBackground(This, UseSetting, Back) -> ok
Types:
   This = wxStyledTextCtrl()
   UseSetting = boolean()
   Back = wx:wx_colour()
See external documentation.

getStyleBits(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setLineState(This, Line, State) -> ok
Types:
   This = wxStyledTextCtrl()
   Line = integer()
   State = integer()
See external documentation.

getLineState(This, Line) -> integer()
Types:
   This = wxStyledTextCtrl()
   Line = integer()
See external documentation.

getMaxLineState(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

caretLineVisible(This) -> boolean()
Types:
   This = wxStyledTextCtrl()
See external documentation.
setCaretLineVisible(This, Show) -> ok
Types:
   This = wxStyledTextCtrl()
   Show = boolean()
See external documentation.

g.getCaretLineBackground(This) -> wx:wx_colour4()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setCaretLineBackground(This, Back) -> ok
Types:
   This = wxStyledTextCtrl()
   Back = wx:wx_colour()
See external documentation.

autoCompShow(This, LenEntered, ItemList) -> ok
Types:
   This = wxStyledTextCtrl()
   LenEntered = integer()
   ItemList = unicode:chardata()
See external documentation.

autoCompCancel(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

autoCompActive(This) -> boolean()
Types:
   This = wxStyledTextCtrl()
See external documentation.

autoCompPosStart(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

autoCompComplete(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.
autoCompStops(This, CharSet) -> ok
Types:
   This = wxStyledTextCtrl()
   CharSet = unicode:chardata()
See external documentation.

autoCompSetSeparator(This, SeparatorCharacter) -> ok
Types:
   This = wxStyledTextCtrl()
   SeparatorCharacter = integer()
See external documentation.

autoCompGetSeparator(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

autoCompSelect(This, Text) -> ok
Types:
   This = wxStyledTextCtrl()
   Text = unicode:chardata()
See external documentation.

autoCompSetCancelAtStart(This, Cancel) -> ok
Types:
   This = wxStyledTextCtrl()
   Cancel = boolean()
See external documentation.

autoCompGetCancelAtStart(This) -> boolean()
Types:
   This = wxStyledTextCtrl()
See external documentation.

autoCompSetFillUps(This, CharSet) -> ok
Types:
   This = wxStyledTextCtrl()
   CharSet = unicode:chardata()
See external documentation.

autoCompSetChooseSingle(This, ChooseSingle) -> ok
Types:
   This = wxStyledTextCtrl()
wxStyledTextCtrl

ChooseSingle = boolean()
See external documentation.

autoCompGetChooseSingle(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

autoCompSetIgnoreCase(This, IgnoreCase) -> ok
Types:
    This = wxStyledTextCtrl()
    IgnoreCase = boolean()
See external documentation.

autoCompGetIgnoreCase(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

userListShow(This, ListType, ItemList) -> ok
Types:
    This = wxStyledTextCtrl()
    ListType = integer()
    ItemList = unicode:chardata()
See external documentation.

autoCompSetAutoHide(This, AutoHide) -> ok
Types:
    This = wxStyledTextCtrl()
    AutoHide = boolean()
See external documentation.

autoCompGetAutoHide(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

autoCompSetDropRestOfWord(This, DropRestOfWord) -> ok
Types:
    This = wxStyledTextCtrl()
    DropRestOfWord = boolean()
See external documentation.
autoCompGetDropRestOfWord(This) -> boolean()
Types:
  This = wxStyledTextCtrl()
See external documentation.

registerImage(This, Type, Bmp) -> ok
Types:
  This = wxStyledTextCtrl()
  Type = integer()
  Bmp = wxBitmap:wxBitmap()
See external documentation.

clearRegisteredImages(This) -> ok
Types:
  This = wxStyledTextCtrl()
See external documentation.

autoCompGetTypeSeparator(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

autoCompSetTypeSeparator(This, SeparatorCharacter) -> ok
Types:
  This = wxStyledTextCtrl()
  SeparatorCharacter = integer()
See external documentation.

autoCompSetMaxWidth(This, CharacterCount) -> ok
Types:
  This = wxStyledTextCtrl()
  CharacterCount = integer()
See external documentation.

autoCompGetMaxWidth(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

autoCompSetMaxHeight(This, RowCount) -> ok
Types:
  This = wxStyledTextCtrl()
  RowCount = integer()
wxStyledTextCtrl

See external documentation.

autoCompGetMaxHeight(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setIndent(This, IndentSize) -> ok
Types:
    This = wxStyledTextCtrl()
    IndentSize = integer()
See external documentation.

getIndent(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setUseTabs(This, UseTabs) -> ok
Types:
    This = wxStyledTextCtrl()
    UseTabs = boolean()
See external documentation.

getUseTabs(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setLineIndentation(This, Line, IndentSize) -> ok
Types:
    This = wxStyledTextCtrl()
    Line = integer()
    IndentSize = integer()
See external documentation.

getLineIndentation(This, Line) -> integer()
Types:
    This = wxStyledTextCtrl()
    Line = integer()
See external documentation.
getLineIndentPosition(This, Line) -> integer()

Types:
  This = wxStyledTextCtrl()
  Line = integer()

See external documentation.

column(This, Pos) -> integer()

Types:
  This = wxStyledTextCtrl()
  Pos = integer()

See external documentation.

setUseHorizontalScrollBar(This, Show) -> ok

Types:
  This = wxStyledTextCtrl()
  Show = boolean()

See external documentation.

getUseHorizontalScrollBar(This) -> boolean()

Types:
  This = wxStyledTextCtrl()

See external documentation.

setIndentationGuides(This, Show) -> ok

Types:
  This = wxStyledTextCtrl()
  Show = boolean()

See external documentation.

getIndentationGuides(This) -> boolean()

Types:
  This = wxStyledTextCtrl()

See external documentation.

setHighlightGuide(This, Column) -> ok

Types:
  This = wxStyledTextCtrl()
  Column = integer()

See external documentation.

getHighlightGuide(This) -> integer()

Types:
  This = wxStyledTextCtrl()
wxStyledTextCtrl

See external documentation.

gelineEndPosition(This, Line) -> integer()
Types:
   This = wxStyledTextCtrl()
   Line = integer()
See external documentation.

getCodePage(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

caretForeground(This) -> wx:wx_colour4()
Types:
   This = wxStyledTextCtrl()
See external documentation.

getReadOnly(This) -> boolean()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setCurrentPos(This, Pos) -> ok
Types:
   This = wxStyledTextCtrl()
   Pos = integer()
See external documentation.

setSelectionStart(This, Pos) -> ok
Types:
   This = wxStyledTextCtrl()
   Pos = integer()
See external documentation.

getSelectionStart(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setSelectionEnd(This, Pos) -> ok
Types:
   This = wxStyledTextCtrl()
Pos = integer()
See external documentation.

getSelectionEnd(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

setPrintMagnification(This, Magnification) -> ok
Types:
  This = wxStyledTextCtrl()
  Magnification = integer()
See external documentation.

getPrintMagnification(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

setPrintColourMode(This, Mode) -> ok
Types:
  This = wxStyledTextCtrl()
  Mode = integer()
See external documentation.

getPrintColourMode(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

findText(This, MinPos, MaxPos, Text) -> integer()
Types:
  This = wxStyledTextCtrl()
  MinPos = integer()
  MaxPos = integer()
  Text = unicode:chardata()
Equivalent to findText(This, MinPos, MaxPos, Text, []).

findText(This, MinPos, MaxPos, Text, Options::[Option]) -> integer()
Types:
  This = wxStyledTextCtrl()
  MinPos = integer()
  MaxPos = integer()
wxStyledTextCtrl

Text = unicode:chardata()
Option = {flags, integer()}

See external documentation.

formatRange(This, DoDraw, StartPos, EndPos, Draw, Target, RenderRect, PageRect) -> integer()
Types:
  This = wxStyledTextCtrl()
  DoDraw = boolean()
  StartPos = integer()
  EndPos = integer()
  Draw = wxDC:wxDC()
  Target = wxDC:wxDC()
  RenderRect = {X::integer(), Y::integer(), W::integer(), H::integer()}
  PageRect = {X::integer(), Y::integer(), W::integer(), H::integer()}

See external documentation.

defirstVisibleLine(This) -> integer()
Types:
  This = wxStyledTextCtrl()

See external documentation.

getLine(This, Line) -> unicode:charlist()
Types:
  This = wxStyledTextCtrl()
  Line = integer()

See external documentation.

getLineCount(This) -> integer()
Types:
  This = wxStyledTextCtrl()

See external documentation.

setMarginLeft(This, PixelWidth) -> ok
Types:
  This = wxStyledTextCtrl()
  PixelWidth = integer()

See external documentation.

getMarginLeft(This) -> integer()
Types:
  This = wxStyledTextCtrl()

See external documentation.
setMarginRight(This, PixelWidth) -> ok
Types:
   This = wxStyledTextCtrl()
   PixelWidth = integer()
See external documentation.

getMarginRight(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

getModify(This) -> boolean()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setSelection(This, Start, End) -> ok
Types:
   This = wxStyledTextCtrl()
   Start = integer()
   End = integer()
See external documentation.

getSelectedText(This) -> unicode:charlist()
Types:
   This = wxStyledTextCtrl()
See external documentation.

getTextRange(This, StartPos, EndPos) -> unicode:charlist()
Types:
   This = wxStyledTextCtrl()
   StartPos = integer()
   EndPos = integer()
See external documentation.

hideSelection(This, Normal) -> ok
Types:
   This = wxStyledTextCtrl()
   Normal = boolean()
See external documentation.

lineFromPosition(This, Pos) -> integer()
Types:
This = wxStyledTextCtrl()
Pos = integer()
See external documentation.

positionFromLine(This, Line) -> integer()
Types:
  This = wxStyledTextCtrl()
  Line = integer()
See external documentation.

lineScroll(This, Columns, Lines) -> ok
Types:
  This = wxStyledTextCtrl()
  Columns = integer()
  Lines = integer()
See external documentation.

ensureCaretVisible(This) -> ok
Types:
  This = wxStyledTextCtrl()
See external documentation.

replaceSelection(This, Text) -> ok
Types:
  This = wxStyledTextCtrl()
  Text = unicode:chardata()
See external documentation.

setReadOnly(This, ReadOnly) -> ok
Types:
  This = wxStyledTextCtrl()
  ReadOnly = boolean()
See external documentation.

canPaste(This) -> boolean()
Types:
  This = wxStyledTextCtrl()
See external documentation.

canUndo(This) -> boolean()
Types:
  This = wxStyledTextCtrl()
See external documentation.
emptyUndoBuffer(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

undo(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

cut(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

copy(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

paste(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

clear(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

setText(This, Text) -> ok
Types:
   This = wxStyledTextCtrl()
   Text = unicode:chardata()
See external documentation.

getText(This) -> unicode:charlist()
Types:
   This = wxStyledTextCtrl()
See external documentation.

getTextLength(This) -> integer()
Types:
wxStyledTextCtrl

This = wxStyledTextCtrl()
See external documentation.

getOvertype(This) -> boolean()
Types:
  This = wxStyledTextCtrl()
See external documentation.

setCaretWidth(This, PixelWidth) -> ok
Types:
  This = wxStyledTextCtrl()
  PixelWidth = integer()
See external documentation.

caretWidth(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

setTargetStart(This, Pos) -> ok
Types:
  This = wxStyledTextCtrl()
  Pos = integer()
See external documentation.

getTargetStart(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

setTargetEnd(This, Pos) -> ok
Types:
  This = wxStyledTextCtrl()
  Pos = integer()
See external documentation.

getTargetEnd(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

replaceTarget(This, Text) -> integer()
Types:
This = wxStyledTextCtrl()
Text = unicode:chardata()

See external documentation.

searchInTarget(This, Text) -> integer()
Types:
  This = wxStyledTextCtrl()
  Text = unicode:chardata()

See external documentation.

setSearchFlags(This, Flags) -> ok
Types:
  This = wxStyledTextCtrl()
  Flags = integer()

See external documentation.

getSearchFlags(This) -> integer()
Types:
  This = wxStyledTextCtrl()

See external documentation.

callTipShow(This, Pos, Definition) -> ok
Types:
  This = wxStyledTextCtrl()
  Pos = integer()
  Definition = unicode:chardata()

See external documentation.

callTipCancel(This) -> ok
Types:
  This = wxStyledTextCtrl()

See external documentation.

callTipActive(This) -> boolean()
Types:
  This = wxStyledTextCtrl()

See external documentation.

callTipPosAtStart(This) -> integer()
Types:
  This = wxStyledTextCtrl()

See external documentation.
wxStyledTextCtrl

callTipSetHighlight(This, Start, End) -> ok
Types:
  This = wxStyledTextCtrl()
  Start = integer()
  End = integer()
See external documentation.

callTipSetBackground(This, Back) -> ok
Types:
  This = wxStyledTextCtrl()
  Back = wx:wx_colour()
See external documentation.

callTipSetForeground(This, Fore) -> ok
Types:
  This = wxStyledTextCtrl()
  Fore = wx:wx_colour()
See external documentation.

callTipSetForegroundHighlight(This, Fore) -> ok
Types:
  This = wxStyledTextCtrl()
  Fore = wx:wx_colour()
See external documentation.

callTipUseStyle(This, TabSize) -> ok
Types:
  This = wxStyledTextCtrl()
  TabSize = integer()
See external documentation.

visibleFromDocLine(This, Line) -> integer()
Types:
  This = wxStyledTextCtrl()
  Line = integer()
See external documentation.

docLineFromVisible(This, LineDisplay) -> integer()
Types:
  This = wxStyledTextCtrl()
  LineDisplay = integer()
See external documentation.
wrapCount(This, Line) -> integer()
Types:
  This = wxStyledTextCtrl()
  Line = integer()
See external documentation.

setFoldLevel(This, Line, Level) -> ok
Types:
  This = wxStyledTextCtrl()
  Line = integer()
  Level = integer()
See external documentation.

getFoldLevel(This, Line) -> integer()
Types:
  This = wxStyledTextCtrl()
  Line = integer()
See external documentation.

getLastChild(This, Line, Level) -> integer()
Types:
  This = wxStyledTextCtrl()
  Line = integer()
  Level = integer()
See external documentation.

getFoldParent(This, Line) -> integer()
Types:
  This = wxStyledTextCtrl()
  Line = integer()
See external documentation.

showLines(This, LineStart, LineEnd) -> ok
Types:
  This = wxStyledTextCtrl()
  LineStart = integer()
  LineEnd = integer()
See external documentation.

hideLines(This, LineStart, LineEnd) -> ok
Types:
  This = wxStyledTextCtrl()
  LineStart = integer()
LineEnd = integer()
See external documentation.

getLineVisible(This, Line) -> boolean()
Types:
    This = wxStyledTextCtrl()
    Line = integer()
See external documentation.

setFoldExpanded(This, Line, Expanded) -> ok
Types:
    This = wxStyledTextCtrl()
    Line = integer()
    Expanded = boolean()
See external documentation.

getFoldExpanded(This, Line) -> boolean()
Types:
    This = wxStyledTextCtrl()
    Line = integer()
See external documentation.

toggleFold(This, Line) -> ok
Types:
    This = wxStyledTextCtrl()
    Line = integer()
See external documentation.

ensureVisible(This, Line) -> ok
Types:
    This = wxStyledTextCtrl()
    Line = integer()
See external documentation.

setFoldFlags(This, Flags) -> ok
Types:
    This = wxStyledTextCtrl()
    Flags = integer()
See external documentation.

ensureVisibleEnforcePolicy(This, Line) -> ok
Types:
    This = wxStyledTextCtrl()
Line = integer()
See external documentation.

setTabIndents(This, TabIndents) -> ok
Types:
    This = wxStyledTextCtrl()
    TabIndents = boolean()
See external documentation.

getTabIndents(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setBackSpaceUnIndents(This, BsUnIndents) -> ok
Types:
    This = wxStyledTextCtrl()
    BsUnIndents = boolean()
See external documentation.

getBackSpaceUnIndents(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setMouseDwellTime(This, PeriodMilliseconds) -> ok
Types:
    This = wxStyledTextCtrl()
    PeriodMilliseconds = integer()
See external documentation.

getMouseDwellTime(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

wordStartPosition(This, Pos, OnlyWordCharacters) -> integer()
Types:
    This = wxStyledTextCtrl()
    Pos = integer()
    OnlyWordCharacters = boolean()
See external documentation.
wxStyledTextCtrl

wordEndPosition(This, Pos, OnlyWordCharacters) -> integer()
Types:
    This = wxStyledTextCtrl()
    Pos = integer()
    OnlyWordCharacters = boolean()
See external documentation.

setWrapMode(This, Mode) -> ok
Types:
    This = wxStyledTextCtrl()
    Mode = integer()
See external documentation.

getWrapMode(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setWrapVisualFlags(This, WrapVisualFlags) -> ok
Types:
    This = wxStyledTextCtrl()
    WrapVisualFlags = integer()
See external documentation.

getWrapVisualFlags(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setWrapVisualFlagsLocation(This, WrapVisualFlagsLocation) -> ok
Types:
    This = wxStyledTextCtrl()
    WrapVisualFlagsLocation = integer()
See external documentation.

getWrapVisualFlagsLocation(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setWrapStartIndent(This, Indent) -> ok
Types:
    This = wxStyledTextCtrl()
Indent = integer()
See external documentation.

getWrapStartIndent(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setLayoutCache(This, Mode) -> ok
Types:
    This = wxStyledTextCtrl()
    Mode = integer()
See external documentation.

getLayoutCache(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setScrollWidth(This, PixelWidth) -> ok
Types:
    This = wxStyledTextCtrl()
    PixelWidth = integer()
See external documentation.

getScrollWidth(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

textWidth(This, Style, Text) -> integer()
Types:
    This = wxStyledTextCtrl()
    Style = integer()
    Text = unicode:chardata()
See external documentation.

getEndAtLastLine(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.
textHeight(This, Line) -> integer()
Types:
    This = wxStyledTextCtrl()
    Line = integer()
See external documentation.

setUseVerticalScrollBar(This, Show) -> ok
Types:
    This = wxStyledTextCtrl()
    Show = boolean()
See external documentation.

getUseVerticalScrollBar(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

appendText(This, Text) -> ok
Types:
    This = wxStyledTextCtrl()
    Text = unicode:chardata()
See external documentation.

getTwoPhaseDraw(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setTwoPhaseDraw(This, TwoPhase) -> ok
Types:
    This = wxStyledTextCtrl()
    TwoPhase = boolean()
See external documentation.

targetFromSelection(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

linesJoin(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.
linesSplit(This, PixelWidth) -> ok
Types:
   This = wxStyledTextCtrl()
   PixelWidth = integer()
See external documentation.

setFoldMarginColour(This, UseSetting, Back) -> ok
Types:
   This = wxStyledTextCtrl()
   UseSetting = boolean()
   Back = wx:wx_colour()
See external documentation.

setFoldMarginHiColour(This, UseSetting, Fore) -> ok
Types:
   This = wxStyledTextCtrl()
   UseSetting = boolean()
   Fore = wx:wx_colour()
See external documentation.

lineDown(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

lineDownExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

lineUp(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

lineUpExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

charLeft(This) -> ok
Types:
   This = wxStyledTextCtrl()
charLeftExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

charRight(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

charRightExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

wordLeft(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

wordLeftExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

wordRight(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

wordRightExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

home(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.
homeExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

lineEnd(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

lineEndExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

documentStart(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

documentStartExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

documentEnd(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

documentEndExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

pageUp(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

pageUpExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
wxStyledTextCtrl

See external documentation.

pageDown(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

delPageDownExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

delEditToggleOvertyping(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

cancel(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

deleteBack(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

tab(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

delBackTab(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

delNewLine(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.
formFeed(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

vCHome(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

vCHomeExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

zoomIn(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

zoomOut(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

delWordLeft(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

delWordRight(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

lineCut(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

lineDelete(This) -> ok
Types:
    This = wxStyledTextCtrl()
wxStyledTextCtrl

See external documentation.

lineTranspose(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

lineDuplicate(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

lowerCase(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

upperCase(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

lineScrollDown(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

lineScrollUp(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

deleteBackNotLine(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

homeDisplay(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.
homeDisplayExtend(This) -> ok
Types:

    This = wxStyledTextCtrl()
See external documentation.

lineEndDisplay(This) -> ok
Types:

    This = wxStyledTextCtrl()
See external documentation.

lineEndDisplayExtend(This) -> ok
Types:

    This = wxStyledTextCtrl()
See external documentation.

homeWrapExtend(This) -> ok
Types:

    This = wxStyledTextCtrl()
See external documentation.

lineEndWrap(This) -> ok
Types:

    This = wxStyledTextCtrl()
See external documentation.

lineEndWrapExtend(This) -> ok
Types:

    This = wxStyledTextCtrl()
See external documentation.

vCHomeWrap(This) -> ok
Types:

    This = wxStyledTextCtrl()
See external documentation.

vCHomeWrapExtend(This) -> ok
Types:

    This = wxStyledTextCtrl()
See external documentation.

lineCopy(This) -> ok
Types:

    This = wxStyledTextCtrl()
moveCaretInsideView(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

lineLength(This, Line) -> integer()
Types:
   This = wxStyledTextCtrl()
   Line = integer()
See external documentation.

braceHighlight(This, Pos1, Pos2) -> ok
Types:
   This = wxStyledTextCtrl()
   Pos1 = integer()
   Pos2 = integer()
See external documentation.

braceBadLight(This, Pos) -> ok
Types:
   This = wxStyledTextCtrl()
   Pos = integer()
See external documentation.

braceMatch(This, Pos) -> integer()
Types:
   This = wxStyledTextCtrl()
   Pos = integer()
See external documentation.

cgetViewEOL(This) -> boolean()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setViewEOL(This, Visible) -> ok
Types:
   This = wxStyledTextCtrl()
   Visible = boolean()
See external documentation.
setModEventMask(This, Mask) -> ok
Types:
   This = wxStyledTextCtrl()
   Mask = integer()
See external documentation.

getEdgeColumn(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setEdgeColumn(This, Column) -> ok
Types:
   This = wxStyledTextCtrl()
   Column = integer()
See external documentation.

setEdgeMode(This, Mode) -> ok
Types:
   This = wxStyledTextCtrl()
   Mode = integer()
See external documentation.

getEdgeMode(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

getEdgeColour(This) -> wx:wx_colour4()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setEdgeColour(This, EdgeColour) -> ok
Types:
   This = wxStyledTextCtrl()
   EdgeColour = wx:wx_colour()
See external documentation.

searchAnchor(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.
wxStyledTextCtrl

searchNext(This, Flags, Text) -> integer()
Types:
  This = wxStyledTextCtrl()
  Flags = integer()
  Text = unicode:chardata()
See external documentation.

searchPrev(This, Flags, Text) -> integer()
Types:
  This = wxStyledTextCtrl()
  Flags = integer()
  Text = unicode:chardata()
See external documentation.

linesOnScreen(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

usePopUp(This, AllowPopUp) -> ok
Types:
  This = wxStyledTextCtrl()
  AllowPopUp = boolean()
See external documentation.

selectionIsRectangle(This) -> boolean()
Types:
  This = wxStyledTextCtrl()
See external documentation.

setZoom(This, Zoom) -> ok
Types:
  This = wxStyledTextCtrl()
  Zoom = integer()
See external documentation.

getZoom(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

getModEventMask(This) -> integer()
Types:
This = wxStyledTextCtrl()
See external documentation.

setSTCFocus(This, Focus) -> ok
Types:
   This = wxStyledTextCtrl()
   Focus = boolean()
See external documentation.

getSTCFocus(This) -> boolean()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setStatus(This, StatusCode) -> ok
Types:
   This = wxStyledTextCtrl()
   StatusCode = integer()
See external documentation.

getStatus(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setMouseDownCaptures(This, Captures) -> ok
Types:
   This = wxStyledTextCtrl()
   Captures = boolean()
See external documentation.

getMouseDownCaptures(This) -> boolean()
Types:
   This = wxStyledTextCtrl()
See external documentation.

setSTCCursor(This, CursorType) -> ok
Types:
   This = wxStyledTextCtrl()
   CursorType = integer()
See external documentation.
wxStyledTextCtrl

getSTCCursor(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setControlCharSymbol(This, Symbol) -> ok
Types:
    This = wxStyledTextCtrl()
    Symbol = integer()
See external documentation.

getControlCharSymbol(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

wordPartLeft(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

wordPartLeftExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

wordPartRight(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

wordPartRightExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

setVisiblePolicy(This, VisiblePolicy, VisibleSlop) -> ok
Types:
    This = wxStyledTextCtrl()
    VisiblePolicy = integer()
    VisibleSlop = integer()
See external documentation.
delLineLeft(This) -> ok
Types:
  This = wxStyledTextCtrl()
See external documentation.

delLineRight(This) -> ok
Types:
  This = wxStyledTextCtrl()
See external documentation.

getXOffset(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

chooseCaretX(This) -> ok
Types:
  This = wxStyledTextCtrl()
See external documentation.

setXCaretPolicy(This, CaretPolicy, CaretSlop) -> ok
Types:
  This = wxStyledTextCtrl()
  CaretPolicy = integer()
  CaretSlop = integer()
See external documentation.

setYCaretPolicy(This, CaretPolicy, CaretSlop) -> ok
Types:
  This = wxStyledTextCtrl()
  CaretPolicy = integer()
  CaretSlop = integer()
See external documentation.

getPrintWrapMode(This) -> integer()
Types:
  This = wxStyledTextCtrl()
See external documentation.

setHotspotActiveForeground(This, UseSetting, Fore) -> ok
Types:
  This = wxStyledTextCtrl()
  UseSetting = boolean()
Fore = wx:wx_colour()
See external documentation.

setHotspotActiveBackground(This, UseSetting, Back) -> ok
Types:
   This = wxStyledTextCtrl()
   UseSetting = boolean()
   Back = wx:wx_colour()
See external documentation.

setHotspotActiveUnderline(This, Underline) -> ok
Types:
   This = wxStyledTextCtrl()
   Underline = boolean()
See external documentation.

setHotspotSingleLine(This, SingleLine) -> ok
Types:
   This = wxStyledTextCtrl()
   SingleLine = boolean()
See external documentation.

paraDownExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

paraUp(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

paraUpExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

positionBefore(This, Pos) -> integer()
Types:
   This = wxStyledTextCtrl()
   Pos = integer()
See external documentation.
positionAfter(This, Pos) -> integer()
Types:
   This = wxStyledTextCtrl()
   Pos = integer()
See external documentation.

copyRange(This, Start, End) -> ok
Types:
   This = wxStyledTextCtrl()
   Start = integer()
   End = integer()
See external documentation.

copyText(This, Length, Text) -> ok
Types:
   This = wxStyledTextCtrl()
   Length = integer()
   Text = unicode:chardata()
See external documentation.

setSelectionMode(This, Mode) -> ok
Types:
   This = wxStyledTextCtrl()
   Mode = integer()
See external documentation.

getSelectionMode(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

lineDownRectExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

lineUpRectExtend(This) -> ok
Types:
   This = wxStyledTextCtrl()
See external documentation.

charLeftRectExtend(This) -> ok
Types:
wxStyledTextCtrl

This = wxStyledTextCtrl()
See external documentation.

charRightRectExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

homeRectExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

vCHomeRectExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

lineEndRectExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

pageUpRectExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

pageDownRectExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

stutteredPageUp(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

stutteredPageUpExtend(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.
stutteredPageDown(This) -> ok
Types:
This = wxStyledTextCtrl()
See external documentation.

stutteredPageDownExtend(This) -> ok
Types:
This = wxStyledTextCtrl()
See external documentation.

wordLeftEnd(This) -> ok
Types:
This = wxStyledTextCtrl()
See external documentation.

wordLeftEndExtend(This) -> ok
Types:
This = wxStyledTextCtrl()
See external documentation.

wordRightEnd(This) -> ok
Types:
This = wxStyledTextCtrl()
See external documentation.

wordRightEndExtend(This) -> ok
Types:
This = wxStyledTextCtrl()
See external documentation.

setWhitespaceChars(This, Characters) -> ok
Types:
This = wxStyledTextCtrl()
Characters = unicode:chardata()
See external documentation.

setCharsDefault(This) -> ok
Types:
This = wxStyledTextCtrl()
See external documentation.

autoCompGetCurrent(This) -> integer()
Types:
wxStyledTextCtrl

This = wxStyledTextCtrl()
See external documentation.

allocate(This, Bytes) -> ok
Types:
  This = wxStyledTextCtrl()
  Bytes = integer()
See external documentation.

findFirst(This, Line, Column) -> integer()
Types:
  This = wxStyledTextCtrl()
  Line = integer()
  Column = integer()
See external documentation.

caretSticky(This) -> boolean()
Types:
  This = wxStyledTextCtrl()
See external documentation.

setCaretSticky(This, UseCaretStickyBehaviour) -> ok
Types:
  This = wxStyledTextCtrl()
  UseCaretStickyBehaviour = boolean()
See external documentation.

toggleCaretSticky(This) -> ok
Types:
  This = wxStyledTextCtrl()
See external documentation.

setPasteConvertEndings(This, Convert) -> ok
Types:
  This = wxStyledTextCtrl()
  Convert = boolean()
See external documentation.

getPasteConvertEndings(This) -> boolean()
Types:
  This = wxStyledTextCtrl()
See external documentation.
selectionDuplicate(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

setCaretLineBackAlpha(This, Alpha) -> ok
Types:
    This = wxStyledTextCtrl()
    Alpha = integer()
See external documentation.

getCaretLineBackAlpha(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

startRecord(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

stopRecord(This) -> ok
Types:
    This = wxStyledTextCtrl()
See external documentation.

setLexer(This, Lexer) -> ok
Types:
    This = wxStyledTextCtrl()
    Lexer = integer()
See external documentation.

getLexer(This) -> integer()
Types:
    This = wxStyledTextCtrl()
See external documentation.

colourise(This, Start, End) -> ok
Types:
    This = wxStyledTextCtrl()
    Start = integer()
    End = integer()
See external documentation.
setProperty(This, Key, Value) -> ok
Types:
   This = wxStyledTextCtrl()
   Key = unicode:chardata()
   Value = unicode:chardata()
See external documentation.

setKeyWords(This, KeywordSet, KeyWords) -> ok
Types:
   This = wxStyledTextCtrl()
   KeywordSet = integer()
   KeyWords = unicode:chardata()
See external documentation.

setLexerLanguage(This, Language) -> ok
Types:
   This = wxStyledTextCtrl()
   Language = unicode:chardata()
See external documentation.

getProperty(This, Key) -> unicode:charlist()
Types:
   This = wxStyledTextCtrl()
   Key = unicode:chardata()
See external documentation.

getStyleBitsNeeded(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

currentLine(This) -> integer()
Types:
   This = wxStyledTextCtrl()
See external documentation.

styleSetSpec(This, StyleNum, Spec) -> ok
Types:
   This = wxStyledTextCtrl()
   StyleNum = integer()
   Spec = unicode:chardata()
See external documentation.
styleSetFont(This, StyleNum, Font) -> ok

Types:
  This = wxStyledTextCtrl()
  StyleNum = integer()
  Font = wxFont:wxFont()

See external documentation.

styleSetFontAttr(This, StyleNum, Size, FaceName, Bold, Italic, Underline) -> ok

Types:
  This = wxStyledTextCtrl()
  StyleNum = integer()
  Size = integer()
  FaceName = unicode:chardata()
  Bold = boolean()
  Italic = boolean()
  Underline = boolean()

Equivalent to styleSetFontAttr(This, StyleNum, Size, FaceName, Bold, Italic, Underline, []).

styleSetFontAttr(This, StyleNum, Size, FaceName, Bold, Italic, Underline, Options::[Option]) -> ok

Types:
  This = wxStyledTextCtrl()
  StyleNum = integer()
  Size = integer()
  FaceName = unicode:chardata()
  Bold = boolean()
  Italic = boolean()
  Underline = boolean()
  Option = {encoding, wx:wx_enum()}

See external documentation.

wxFontEncoding统统 | wxFontEncoding_UTF16BE | wxFontEncoding_UTF16LE | ?
xwFontEncoding_UTF32BE | wxFontEncoding_UTF32LE | wxFontEncoding_MACROMAN
| ?wxFontEncoding_MACJAPANESE | ?wxFontEncoding_MACCHINESETRAD | ?
xwFontEncoding_MACKOREAN | ?wxFontEncoding_MACARABIC | ?
xwFontEncoding_MACHEBREW | ?wxFontEncoding_MACGREEK | ?
xwFontEncoding_MACCYRILLIC | ?wxFontEncoding_MACDEVANAGARI | ?
xwFontEncoding_MACGUJRATI | ?wxFontEncoding_MACBENGALI | ?
xwFontEncoding_MACORIYA | ?wxFontEncoding_MACTELUGU | ?
xwFontEncoding_MACTAMIL | ?wxFontEncoding_MACMALAYALAM | ?
xwFontEncoding_MACSINHALESE | ?wxFontEncoding_MACBURMESE | ?
xwFontEncoding_MACKHMER | ?wxFontEncoding_MACTHAI | ?
xwFontEncoding_MACLAOITIAN | ?wxFontEncoding_MACGEORGIAN | ?
xwFontEncoding_MACARMENIAN | ?wxFontEncoding_MACCHINESESIMP | ?
xwFontEncoding_MACTIBETAN | ?wxFontEncoding_MACMONGOLIAN | ?
xwFontEncoding_MACETHIOPIC | ?wxFontEncoding_MACCENTRALEUR | ?
xwFontEncoding_MACVIAITNAMESE | ?wxFontEncoding_MACARABICEXT | ?
xwFontEncoding_MACSYMBOL | ?wxFontEncoding_MACDINGBATS | ?
xwFontEncoding_MACTURKISH | ?wxFontEncoding_MACCROATIAN | ?
xwFontEncoding_MACICELTIC | ?wxFontEncoding_MACGAELIC | ?
xwFontEncoding_MACKEYBOARD | ?wxFontEncoding_MAX | ?wxFontEncoding_MACMIN
xwFontEncoding_UNICODE | ?wxFontEncoding_GB2312 | ?wxFontEncoding_BIG5 | ?
xwFontEncoding_SHIFT_JIS

**styleSetCharacterSet(This, Style, CharacterSet) -> ok**

Types:

```
This = wxStyledTextCtrl()
Style = integer()
CharacterSet = integer()
```

See [external documentation](https://docs.wxwidgets.org/latest/classes/wxStyledTextCtrl.html).

**styleSetFontEncoding(This, Style, Encoding) -> ok**

Types:

```
This = wxStyledTextCtrl()
Style = integer()
Encoding = wx:wx_enum()
```

See [external documentation](https://docs.wxwidgets.org/latest/html/classwxStyledTextCtrl.html#a2a262d4d4b32689f304edc903bce8d6b).

Encoding = ?wxFontEncoding_SYSTEM | ?wxFontEncoding_DEFAULT | ?
wxFontEncoding_ISO8859_1 | ?wxFontEncoding_ISO8859_2 | ?wxFontEncoding_ISO8859_3 | ?
wxFontEncoding_ISO8859_4 | ?wxFontEncoding_ISO8859_5 | ?wxFontEncoding_ISO8859_6 | ?
| ?wxFontEncoding_ALTERNATIVE | ?wxFontEncoding_BULGARIAN | ?
wxFontEncoding_CP437 | ?wxFontEncoding_CP850 | ?wxFontEncoding_CP852 | ?
wxFontEncoding_CP855 | ?wxFontEncoding_CP866 | ?wxFontEncoding_CP874 | ?
wxStyledTextCtrl

cmdKeyExecute(This, Cmd) -> ok
Types:
  This = wxStyledTextCtrl()
  Cmd = integer()

See external documentation.

setMargins(This, Left, Right) -> ok
Types:
  This = wxStyledTextCtrl()
  Left = integer()
  Right = integer()

See external documentation.

getSelection(This) -> {StartPos::integer(), EndPos::integer()}
Types:
  This = wxStyledTextCtrl()

See external documentation.
pointFromPosition(This, Pos) -> {X::integer(), Y::integer()}
Types:
    This = wxStyledTextCtrl()
    Pos = integer()
See external documentation.

scrollToLine(This, Line) -> ok
Types:
    This = wxStyledTextCtrl()
    Line = integer()
See external documentation.

scrollToColumn(This, Column) -> ok
Types:
    This = wxStyledTextCtrl()
    Column = integer()
See external documentation.

setVScrollBar(This, Bar) -> ok
Types:
    This = wxStyledTextCtrl()
    Bar = wxScrollBar:wxScrollBar()
See external documentation.

setHScrollBar(This, Bar) -> ok
Types:
    This = wxStyledTextCtrl()
    Bar = wxScrollBar:wxScrollBar()
See external documentation.

getLastKeydownProcessed(This) -> boolean()
Types:
    This = wxStyledTextCtrl()
See external documentation.

setLastKeydownProcessed(This, Val) -> ok
Types:
    This = wxStyledTextCtrl()
    Val = boolean()
See external documentation.

saveFile(This, Filename) -> boolean()
Types:
This = wxStyledTextCtrl()
Filename = unicode:chardata()
See external documentation.

loadFile(This, Filename) -> boolean()
Types:
  This = wxStyledTextCtrl()
  Filename = unicode:chardata()
See external documentation.

doDragOver(This, X, Y, Def) -> wx:wx_enum()
Types:
  This = wxStyledTextCtrl()
  X = integer()
  Y = integer()
  Def = wx:wx_enum()
See external documentation.

doDropText(This, X, Y, Data) -> boolean()
Types:
  This = wxStyledTextCtrl()
  X = integer()
  Y = integer()
  Data = unicode:chardata()
See external documentation.

getUseAntiAliasing(This) -> boolean()
Types:
  This = wxStyledTextCtrl()
See external documentation.

addTextRaw(This, Text) -> ok
Types:
  This = wxStyledTextCtrl()
  Text = binary()
See external documentation.

insertTextRaw(This, Pos, Text) -> ok
Types:
  This = wxStyledTextCtrl()
  Pos = integer()
**wxStyledTextCtrl**

```erlang
text = binary()
See external documentation.

getcurneeraw(this) -> result
Types:
  result = {res::binary(), linepos::integer()}
  this = wxstyledtextctrl()
See external documentation.

gelineraw(this, line) -> binary()
Types:
  this = wxstyledtextctrl()
  line = integer()
See external documentation.

getselectedtextraw(this) -> binary()
Types:
  this = wxstyledtextctrl()
See external documentation.

gettextrangeraw(this, startpos, endpos) -> binary()
Types:
  this = wxstyledtextctrl()
  startpos = integer()
  endpos = integer()
See external documentation.

settextraw(this, text) -> ok
Types:
  this = wxstyledtextctrl()
  text = binary()
See external documentation.

gettextraw(this) -> binary()
Types:
  this = wxstyledtextctrl()
See external documentation.

appendtextraw(this, text) -> ok
Types:
  this = wxstyledtextctrl()
  text = binary()
See external documentation.
```

620 | Ericsson AB. All Rights Reserved.: wxErlang
destroy(This::wxStyledTextCtrl()) -> ok

Destroys this object, do not use object again
wxStyledTextEvent

Erlang module

See external documentation: `wxStyledTextEvent`.

Use `wxEvtHandler:connect/3` with EventType:

```
  stc_change, stc_styleneeded, stc_charadded, stc_savepointreached, stc_savepointleft,
stc_romodifyattempt, stc_key, stc_doubleclick, stc_updateui, stc_modified, stc_macrorecord,
stc_marginclick, stc_needshown, stc_painted, stc_userlistselection, stc_urdropped, stc_dwellstart,
stc_dwellend, stc_start_drag, stc_drag_over, stc_do_drop, stc_zoom, stc_hotspot_click,
stc_hotspot_dclick, stc_calltip_click, stc_autocomp_selection
```

See also the message variant `#wxStyledTextEvent` event record type.

This class is derived (and can use functions) from:

- `wxCommandEvent`
- `wxEvent`

**DATA TYPES**

`wxStyledTextEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`getPosition(This) -> integer()`

Types:

```
  This = wxStyledTextEvent()
```

See external documentation.

`getKey(This) -> integer()`

Types:

```
  This = wxStyledTextEvent()
```

See external documentation.

`getModifiers(This) -> integer()`

Types:

```
  This = wxStyledTextEvent()
```

See external documentation.

`getModificationType(This) -> integer()`

Types:

```
  This = wxStyledTextEvent()
```

See external documentation.
getText(This) -> unicode:charlist()
Types:
   This = wxStyledTextEvent()
See external documentation.

getLength(This) -> integer()
Types:
   This = wxStyledTextEvent()
See external documentation.

getLinesAdded(This) -> integer()
Types:
   This = wxStyledTextEvent()
See external documentation.

getLine(This) -> integer()
Types:
   This = wxStyledTextEvent()
See external documentation.

getFoldLevelNow(This) -> integer()
Types:
   This = wxStyledTextEvent()
See external documentation.

getFoldLevelPrev(This) -> integer()
Types:
   This = wxStyledTextEvent()
See external documentation.

getMargin(This) -> integer()
Types:
   This = wxStyledTextEvent()
See external documentation.

getMessage(This) -> integer()
Types:
   This = wxStyledTextEvent()
See external documentation.

getWParam(This) -> integer()
Types:
   This = wxStyledTextEvent()
wxStyledTextEvent

See external documentation.

getLParam(This) -> integer()
Types:
    This = wxStyledTextEvent()
See external documentation.

getListType(This) -> integer()
Types:
    This = wxStyledTextEvent()
See external documentation.

ggetX(This) -> integer()
Types:
    This = wxStyledTextEvent()
See external documentation.

ggetY(This) -> integer()
Types:
    This = wxStyledTextEvent()
See external documentation.

gGetDragText(This) -> unicode:charlist()
Types:
    This = wxStyledTextEvent()
See external documentation.

gGetDragAllowMove(This) -> boolean()
Types:
    This = wxStyledTextEvent()
See external documentation.

gGetDragResult(This) -> wx:wx_enum()
Types:
    This = wxStyledTextEvent()
See external documentation.

gGetShift(This) -> boolean()
Types:
    This = wxStyledTextEvent()
See external documentation.
getControl(This) -> boolean()
Types:
    This = wxStyledTextEvent()
See external documentation.

getAlt(This) -> boolean()
Types:
    This = wxStyledTextEvent()
See external documentation.
wxSysColourChangedEvent

Erlang module

See external documentation: `wxSysColourChangedEvent`.

Use `wxEvtHandler:connect/3` with EventType:

    sys_colour_changed

See also the message variant `#wxSysColourChanged{}` event record type.

This class is derived (and can use functions) from:

`wxEvent`

**DATA TYPES**

`wxSysColourChangedEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.
wxSystemOptions

Erlang module

See external documentation: wxSystemOptions.

DATA TYPES
wxSystemOptions()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

getOption(Name) -> unicode:charlist()
Types:
   Name = unicode:chardata()
See external documentation.

getOptionInt(Name) -> integer()
Types:
   Name = unicode:chardata()
See external documentation.

hasOption(Name) -> boolean()
Types:
   Name = unicode:chardata()
See external documentation.

isNull(Name) -> boolean()
Types:
   Name = unicode:chardata()
See external documentation.

setOption(Name, Value) -> ok
Types:
   Name = unicode:chardata()
   Value = integer()
See external documentation.
Also:
setOption(Name, Value) -> ’ok’ when
   Name::unicode:chardata(), Value::unicode:chardata().
wxSystemSettings

Erlang module

See external documentation: wxSystemSettings.

DATA TYPES

wxSystemSettings()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getColour(Index) -> wx:wx_colour4()
Types:

Index = wx:wx_enum()
See external documentation.


getFont(Index) -> wxFont:wxFont()
Types:

Index = wx:wx_enum()
See external documentation.


getMetric(Index) -> integer()
Types:

Index = wx:wx_enum()
Equivalent to getMetric(Index, []).
getMetric(Index, Options::[Option]) -> integer()

Types:

Index = wx:wx_enum()

Option = (win, wxWindow:wxWindow())

See external documentation.


getScreenType() -> wx:wx_enum()

See external documentation.

**wxTaskBarIcon**

Erlang module

See external documentation: **wxTaskBarIcon**.

This class is derived (and can use functions) from:  
**wxEvtHandler**

**DATA TYPES**

**wxTaskBarIcon()**

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

new() -> wxTaskBarIcon()

See external documentation.

popupMenu(This, Menu) -> boolean()

Types:

- **This** = **wxTaskBarIcon**()
- **Menu** = **wxMenu**:wxMenu()

See external documentation.

removeIcon(This) -> boolean()

Types:

- **This** = **wxTaskBarIcon**()

See external documentation.

setIcon(This, Icon) -> boolean()

Types:

- **This** = **wxTaskBarIcon**()
- **Icon** = **wxIcon**:wxIcon()

Equivalent to **setIcon(This, Icon, [])**.

setIcon(This, Icon, Options::[Option]) -> boolean()

Types:

- **This** = **wxTaskBarIcon**()
- **Icon** = **wxIcon**:wxIcon()
- **Option** = {tooltip, unicode:chardata()}

See external documentation.
destroy(This::wxTaskBarIcon()) -> ok

Destroys this object, do not use object again
wxTaskBarIconEvent

Erlang module

See external documentation: M wxTaskBarIconEvent.

Use wxEvtHandler:Connect/3 with EventType:

  taskbar_move, taskbar_left_down, taskbar_left_up, taskbar_right_down, taskbar_right_up,
  taskbar_left_dclick, taskbar_right_dclick

See also the message variant #wxTaskBarIcon event record type.

This class is derived (and can use functions) from:

wxEvent

DATA TYPES

wxTaskBarIconEvent()

  An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.
wxTextAttr

Erlang module

See external documentation: wxTextAttr.

**DATA TYPES**

wxTextAttr()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

new() -> wxTextAttr()
See external documentation.

new(ColText) -> wxTextAttr()
Types:

ColText = wx:wx_colour()
Equivalent to new(ColText, []).

new(ColText, Options::[Option]) -> wxTextAttr()
Types:

ColText = wx:wx_colour()
Option = {colBack, wx:wx_colour()} | {font, wxFont:wxFont()} | {alignment, wx:wx_enum()}
See external documentation.

getAlignment(This) -> wx:wx_enum()
Types:

This = wxTextAttr()
See external documentation.

getBackgroundColour(This) -> wx:wx_colour4()
Types:

This = wxTextAttr()
See external documentation.
wxTextAttr

getFont(This) -> wxFont:wxFont()
Types:
    This = wxTextAttr()
See external documentation.

gGetLeftIndent(This) -> integer()
Types:
    This = wxTextAttr()
See external documentation.

gGetLeftSubIndent(This) -> integer()
Types:
    This = wxTextAttr()
See external documentation.

gGetRightIndent(This) -> integer()
Types:
    This = wxTextAttr()
See external documentation.

gGetTabs(This) -> [integer()]
Types:
    This = wxTextAttr()
See external documentation.

gGetTextColour(This) -> wx:wx_colour4()
Types:
    This = wxTextAttr()
See external documentation.

hasBackgroundColour(This) -> boolean()
Types:
    This = wxTextAttr()
See external documentation.

hasFont(This) -> boolean()
Types:
    This = wxTextAttr()
See external documentation.

hasTextColour(This) -> boolean()
Types:
    This = wxTextAttr()
See external documentation.

getFlags(This) -> integer()
Types:
    This = wxTextAttr()
See external documentation.

isDefault(This) -> boolean()
Types:
    This = wxTextAttr()
See external documentation.

setAlignment(This, Alignment) -> ok
Types:
    This = wxTextAttr()
    Alignment = wx:wx_enum()
See external documentation.

setBackgroundColour(This, ColBack) -> ok
Types:
    This = wxTextAttr()
    ColBack = wx:wxColour()
See external documentation.

setFlags(This, Flags) -> ok
Types:
    This = wxTextAttr()
    Flags = integer()
See external documentation.

setFont(This, Font) -> ok
Types:
    This = wxTextAttr()
    Font = wxFont:wxFont()
Equivalent to setFont(This, Font, []).

setFont(This, Font, Options::[Option]) -> ok
Types:
    This = wxTextAttr()
    Font = wxFont:wxFont()
    Option = {flags, integer()}
See external documentation.

setLeftIndent(This, Indent) -> ok
Types:
   This = wxTextAttr()
   Indent = integer()
Equivalent to setLeftIndent(This, Indent, []).

setLeftIndent(This, Indent, Options::[Option]) -> ok
Types:
   This = wxTextAttr()
   Indent = integer()
   Option = {subIndent, integer()}
See external documentation.

setRightIndent(This, Indent) -> ok
Types:
   This = wxTextAttr()
   Indent = integer()
See external documentation.

setTabs(This, Tabs) -> ok
Types:
   This = wxTextAttr()
   Tabs = [integer()]
See external documentation.

setTextColour(This, ColText) -> ok
Types:
   This = wxTextAttr()
   ColText = wx:wx_colour()
See external documentation.

destroy(This::wxTextAttr()) -> ok
Destroys this object, do not use object again
wxTextCtrl

Erlang module

See external documentation: wxTextCtrl.
This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES
wxTextCtrl()

An object reference. The representation is internal and can be changed without notice. It can’t be used for
comparsion stored on disc or distributed for use on other nodes.

Exports

new() -> wxTextCtrl()

See external documentation.

cnew(Parent, Id) -> wxTextCtrl()
Types:

  Parent = wxWindow:wxWindow()
  Id = integer()

Equivalent to new(Parent, Id, []).

cnew(Parent, Id, Options::[Option]) -> wxTextCtrl()
Types:

  Parent = wxWindow:wxWindow()
  Id = integer()
  Option = {value, unicode:chardata()} | {pos, {X::integer(), Y::integer()}}
  | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator,
  wx:wx_object()}

See external documentation.

appendText(This, Text) -> ok
Types:

  This = wxTextCtrl()
  Text = unicode:chardata()

See external documentation.

canCopy(This) -> boolean()
Types:
wxTextCtrl

This = wxTextCtrl()
See external documentation.

canCut(This) -> boolean()
Types:
  This = wxTextCtrl()
See external documentation.

canPaste(This) -> boolean()
Types:
  This = wxTextCtrl()
See external documentation.

canRedo(This) -> boolean()
Types:
  This = wxTextCtrl()
See external documentation.

canUndo(This) -> boolean()
Types:
  This = wxTextCtrl()
See external documentation.

clear(This) -> ok
Types:
  This = wxTextCtrl()
See external documentation.

create(This, Parent, Id) -> boolean()
Types:
  This = wxTextCtrl()
  Parent = wxWindow:wxWindow()
  Id = integer()
Equivalent to create(This, Parent, Id, []).

create(This, Parent, Id, Options::[Option]) -> boolean()
Types:
  This = wxTextCtrl()
Parent = \texttt{wxWindow:wxWindow()}
Id = \texttt{integer()}
Option = \{value, \texttt{unicode:chardata()}\} | \{pos, \{X::integer(), Y::integer()\}\}
| \{size, \{W::integer(), H::integer()\}\} | \{style, integer()\} | \{validator, \texttt{wx:wx_object()}\}

See external documentation.

cut(This) -> ok
Types:
\hspace{1cm} This = \texttt{wxTextCtrl()}
See external documentation.

discardEdits(This) -> ok
Types:
\hspace{1cm} This = \texttt{wxTextCtrl()}
See external documentation.

changeValue(This, Value) -> ok
Types:
\hspace{1cm} This = \texttt{wxTextCtrl()}
\hspace{1.5cm} Value = \texttt{unicode:chardata()}
See external documentation.

emulateKeyPress(This, Event) -> boolean()
Types:
\hspace{1cm} This = \texttt{wxTextCtrl()}
\hspace{1.5cm} Event = \texttt{wxKeyEvent:wxKeyEvent()}
See external documentation.

getDefaultStyle(This) -> \texttt{wxTextAttr:wxTextAttr()}
Types:
\hspace{1cm} This = \texttt{wxTextCtrl()}
See external documentation.

getInsertionPoint(This) -> integer()
Types:
\hspace{1cm} This = \texttt{wxTextCtrl()}
See external documentation.

getLastPosition(This) -> integer()
Types:
\hspace{1cm} This = \texttt{wxTextCtrl()}
See external documentation.
wxTextCtrl

getLineLength(This, LineNo) -> integer()
Types:
    This = wxTextCtrl()
    LineNo = integer()
See external documentation.

getLineText(This, LineNo) -> unicode:charlist()
Types:
    This = wxTextCtrl()
    LineNo = integer()
See external documentation.

getNumberOfLines(This) -> integer()
Types:
    This = wxTextCtrl()
See external documentation.

getRange(This, From, To) -> unicode:charlist()
Types:
    This = wxTextCtrl()
    From = integer()
    To = integer()
See external documentation.

getSelection(This) -> {From::integer(), To::integer()}
Types:
    This = wxTextCtrl()
See external documentation.

getStringSelection(This) -> unicode:charlist()
Types:
    This = wxTextCtrl()
See external documentation.

getStyle(This, Position, Style) -> boolean()
Types:
    This = wxTextCtrl()
    Position = integer()
    Style = wxTextAttr:wxTextAttr()
See external documentation.

getValue(This) -> unicode:charlist()
Types:
This = wxTextCtrl()
See external documentation.

isEditable(This) -> boolean()
Types:
   This = wxTextCtrl()
See external documentation.

isModified(This) -> boolean()
Types:
   This = wxTextCtrl()
See external documentation.

isMultiLine(This) -> boolean()
Types:
   This = wxTextCtrl()
See external documentation.

isSingleLine(This) -> boolean()
Types:
   This = wxTextCtrl()
See external documentation.

loadFile(This, File) -> boolean()
Types:
   This = wxTextCtrl()
   File = unicode:chardata()
Equivalent to loadFile(This, File, []).

loadFile(This, File, Options::[Option]) -> boolean()
Types:
   This = wxTextCtrl()
   File = unicode:chardata()
   Option = {fileType, integer()}
See external documentation.

markDirty(This) -> ok
Types:
   This = wxTextCtrl()
See external documentation.

paste(This) -> ok
Types:
positionToXY(This, Pos) -> Result

Types:
Result = \{Res::boolean(), X::integer(), Y::integer()\}
This = wTextCtrl()
Pos = integer()

redo(This) -> ok

Types:
This = wTextCtrl()

remove(This, From, To) -> ok

Types:
This = wTextCtrl()
From = integer()
To = integer()

replace(This, From, To, Value) -> ok

Types:
This = wTextCtrl()
From = integer()
To = integer()
Value = unicode:chardata()

saveFile(This) -> boolean()

Types:
This = wTextCtrl()
Equivalent to saveFile(This, []).

saveFile(This, Options::[Option]) -> boolean()

Types:
This = wTextCtrl()
Option = \{file, unicode:chardata()\} | \{fileType, integer()\}

setDefaultStyle(This, Style) -> boolean()

Types:
This = wxTextCtrl()
Style = wxTextAttr:wxTextAttr()

See external documentation.

setEditable(This, Editable) -> ok
Types:
   This = wxTextCtrl()
   Editable = boolean()

See external documentation.

setInsertionPoint(This, Pos) -> ok
Types:
   This = wxTextCtrl()
   Pos = integer()

See external documentation.

setInsertionPointEnd(This) -> ok
Types:
   This = wxTextCtrl()

See external documentation.

setMaxLength(This, Len) -> ok
Types:
   This = wxTextCtrl()
   Len = integer()

See external documentation.

setSelection(This, From, To) -> ok
Types:
   This = wxTextCtrl()
   From = integer()
   To = integer()

See external documentation.

setStyle(This, Start, End, Style) -> boolean()
Types:
   This = wxTextCtrl()
   Start = integer()
   End = integer()
   Style = wxTextAttr:wxTextAttr()

See external documentation.
setValue(This, Value) -> ok
Types:
   This = wxTextCtrl()
   Value = unicode:chardata()
See external documentation.

showPosition(This, Pos) -> ok
Types:
   This = wxTextCtrl()
   Pos = integer()
See external documentation.

undo(This) -> ok
Types:
   This = wxTextCtrl()
See external documentation.

writeText(This, Text) -> ok
Types:
   This = wxTextCtrl()
   Text = unicode:chardata()
See external documentation.

xYToPosition(This, X, Y) -> integer()
Types:
   This = wxTextCtrl()
   X = integer()
   Y = integer()
See external documentation.

destroy(This::wxTextCtrl()) -> ok
Destroys this object, do not use object again
wxTextDataObject

Erlang module

See external documentation: wxTextDataObject.
This class is derived (and can use functions) from:
wxDataObject

DATA TYPES
wxTextDataObject()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxTextDataObject()
Equivalent to new([]).

new(Options::[Option]) -> wxTextDataObject()
 Types:
    Option = {text, unicode:chardata()}
See external documentation.

getTextLength(This) -> integer()
 Types:
    This = wxTextDataObject()
See external documentation.

getText(This) -> unicode:charlist()
 Types:
    This = wxTextDataObject()
See external documentation.

setText(This, Text) -> ok
 Types:
    This = wxTextDataObject()
    Text = unicode:chardata()
See external documentation.

destroy(This::wxTextDataObject()) -> ok
Destroys this object, do not use object again

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wxTextEntryDialog

Erlang module

See external documentation: \texttt{wxTextEntryDialog}.

This class is derived (and can use functions) from:
\texttt{wxDialog}
\texttt{wxTopLevelWindow}
\texttt{wxWindow}
\texttt{wxEvtHandler}

\textbf{DATA TYPES}

\texttt{wxTextEntryDialog()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

\textbf{Exports}

\texttt{new(Parent, Message) -> wxTextEntryDialog()}

Types:

\begin{verbatim}
  Parent = \texttt{wxWindow:wxWindow()}
  Message = \texttt{unicode:chardata()}
\end{verbatim}

Equivalent to \texttt{new(Parent, Message, [])}.

\texttt{new(Parent, Message, Options::[Option]) -> wxTextEntryDialog()}

Types:

\begin{verbatim}
  Parent = \texttt{wxWindow:wxWindow()}
  Message = \texttt{unicode:chardata()}
  Option = \{\texttt{caption, \texttt{unicode:chardata()}}\} \ |
            \{\texttt{value, \texttt{unicode:chardata()}}\} \ |
            \{\texttt{style, \texttt{integer()}}\} \ |
            \{\texttt{pos, \{\texttt{X::integer()}, \texttt{Y::integer()}}\}\}
\end{verbatim}

See external documentation.

\texttt{getValue(This) -> unicode:charlist()}

Types:

\begin{verbatim}
  This = \texttt{wxTextEntryDialog()}
\end{verbatim}

See external documentation.

\texttt{setValue(This, Val) -> ok}

Types:

\begin{verbatim}
  This = \texttt{wxTextEntryDialog()}
  Val = \texttt{unicode:chardata()}
\end{verbatim}

See external documentation.
destroy(This::wxTextEntryDialog()) -> ok

Destroys this object, do not use object again
wxToggleButton

Erlang module

See external documentation: wxToggleButton.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxToggleButton()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxToggleButton()

See external documentation.

new(Parent, Id, Label) -> wxToggleButton()

Types:

Parent = wxWindow:wxWindow()
Id = integer()
Label = unicode:chardata()

Equivalent to new(Parent, Id, Label, []).

new(Parent, Id, Label, Options::[Option]) -> wxToggleButton()

Types:

Parent = wxWindow:wxWindow()
Id = integer()
Label = unicode:chardata()
Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(),
H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

create(This, Parent, Id, Label) -> boolean()

Types:

This = wxToggleButton()
Parent = wxWindow:wxWindow()
Id = integer()
Label = unicode:chardata()

Equivalent to create(This, Parent, Id, Label, []).
create(This, Parent, Id, Label, Options::[Option]) -> boolean()

Types:
  This = wxTToggleButton()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Label = unicode:chardata()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()} | {validator, wx:wx_object()}

See external documentation.

getValue(This) -> boolean()

Types:
  This = wxTToggleButton()

See external documentation.

setValue(This, State) -> ok

Types:
  This = wxTToggleButton()
  State = boolean()

See external documentation.

destroy(This::wxToggleButton()) -> ok

Destroys this object, do not use object again
wxToolBar

Erlang module

See external documentation: **wxToolBar**.

This class is derived (and can use functions) from:

- `wxControl`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

- `wxToolBar()`

  An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

- `addControl(This, Control) -> wx:wx_object()`
  - Types:
    - `This = wxToolBar()`
    - `Control = wxControl:wxControl()`

  See external documentation.

- `addSeparator(This) -> wx:wx_object()`
  - Types:
    - `This = wxToolBar()`

  See external documentation.

- `addTool(This, Tool) -> wx:wx_object()`
  - Types:
    - `This = wxToolBar()`
    - `Tool = wx:wx_object()`

  See external documentation.

- `addTool(This, Toolid, Bitmap) -> wx:wx_object()`
  - Types:
    - `This = wxToolBar()`
    - `Toolid = integer()`
    - `Bitmap = wxBitmap:wxBitmap()`

  Equivalent to `addTool(This, Toolid, Bitmap, [])`.

- `addTool(This, Toolid, Label, Bitmap) -> wx:wx_object()`
  - Types:
This = wxToolBar()
Toolid = integer()
Label = unicode:chardata()
Bitmap = wxBitmap:wxBitmap()

See external documentation.

Also:
addTool(This, Toolid, Bitmap, BmpDisabled) -> wx.wx_object() when
This::wxToolBar(), Toolid::integer(), Bitmap::wxBitmap:wxBitmap(), BmpDisabled::wxBitmap:wxBitmap();
(This, Toolid, Bitmap, [Option]) -> wx.wx_object() when
This::wxToolBar(), Toolid::integer(), Bitmap::wxBitmap:wxBitmap(),
Option :: [{shortHelpString', unicode:chardata()}]
| [{longHelpString', unicode:chardata()}].

addTool(This, Toolid, Label, Bitmap, BmpDisabled) -> wx.wx_object()

Types:
This = wxToolBar()
Toolid = integer()
Label = unicode:chardata()
Bitmap = wxBitmap:wxBitmap()
BmpDisabled = wxBitmap:wxBitmap()

See external documentation.

Also:
addTool(This, Toolid, Label, Bitmap, [Option]) -> wx.wx_object() when
This::wxToolBar(), Toolid::integer(), Label::unicode:chardata(), Bitmap::wxBitmap:wxBitmap(),
Option :: [{shortHelp', unicode:chardata()}]
| [{kind', wx:wx_enum()}];
(This, Toolid, Bitmap, BmpDisabled, [Option]) -> wx.wx_object() when
This::wxToolBar(), Toolid::integer(), Bitmap::wxBitmap:wxBitmap(), BmpDisabled::wxBitmap:wxBitmap(),
Option :: [{toggle', boolean()}]
| [{clientData', wx:wx_object()}]
| [{shortHelpString', unicode:chardata()}]
| [{longHelpString', unicode:chardata()}].

addTool(This, Toolid, Bitmap, BmpDisabled, Toggle, XPos) -> wx.wx_object()

Types:
This = wxToolBar()
Toolid = integer()
Bitmap = wxBitmap:wxBitmap()
BmpDisabled = wxBitmap:wxBitmap()
Toggle = boolean()
XPos = integer()

See external documentation.
Also:
addTool(This, Toolid, Label, Bitmap, BmpDisabled, [Option]) -> wx:wx_object() when
This::wxToolBar(), Toolid::integer(), Label::unicode:chardata(), Bitmap::wxBitmap:wxBitmap(),
BmpDisabled::wxBitmap:wxBitmap(),
Option :: [{'kind', wx:wx_enum()},
| {'shortHelp', unicode:chardata()}
| {'longHelp', unicode:chardata()}
| {'data', wx:wx_object()}).

addTool(This, Toolid, Bitmap, BmpDisabled, Toggle, XPos, Options::[Option]) -> wx:wx_object()
Types:
This = wxToolBar()
Toolid = integer()
Bitmap = wxBitmap:wxBitmap()
BmpDisabled = wxBitmap:wxBitmap()
Toggle = boolean()
XPos = integer()
Option = {yPos, integer()} | {clientData, wx:wx_object()} | {shortHelp,
unicode:chardata()} | {longHelp, unicode:chardata()}
See external documentation.

addCheckTool(This, Toolid, Label, Bitmap) -> wx:wx_object()
Types:
This = wxToolBar()
Toolid = integer()
Label = unicode:chardata()
Bitmap = wxBitmap:wxBitmap()
Equivalent to addCheckTool(This, Toolid, Label, Bitmap, []).

addCheckTool(This, Toolid, Label, Bitmap, Options::[Option]) -> wx:wx_object()
Types:
This = wxToolBar()
Toolid = integer()
Label = unicode:chardata()
Bitmap = wxBitmap:wxBitmap()
Option = {bmpDisabled, wxBitmap:wxBitmap()} | {shortHelp,
unicode:chardata()} | {longHelp, unicode:chardata()} | {data,
wx:wx_object()}
See external documentation.
addRadioTool(This, Toolid, Label, Bitmap) -> wx:wx_object()

Types:
   This = wxToolBar()
   Toolid = integer()
   Label = unicode:chardata()
   Bitmap = wxBitmap:wxBitmap()

Equivalent to addRadioTool(This, Toolid, Label, Bitmap, []).

addRadioTool(This, Toolid, Label, Bitmap, Options::[Option]) -> wx:wx_object()

Types:
   This = wxToolBar()
   Toolid = integer()
   Label = unicode:chardata()
   Bitmap = wxBitmap:wxBitmap()
   Option = {bmpDisabled, wxBitmap:wxBitmap()} | {shortHelp, unicode:chardata()} | {longHelp, unicode:chardata()} | {data, wx:wx_object()}

See external documentation.

addStretchableSpace(This) -> wx:wx_object()

Types:
   This = wxToolBar()

See external documentation.

insertStretchableSpace(This, Pos) -> wx:wx_object()

Types:
   This = wxToolBar()
   Pos = integer()

See external documentation.

deleteTool(This, Toolid) -> boolean()

Types:
   This = wxToolBar()
   Toolid = integer()

See external documentation.

deleteToolByPos(This, Pos) -> boolean()

Types:
   This = wxToolBar()
   Pos = integer()

See external documentation.
enableTool(This, Toolid, Enable) -> ok  
Types:  
  This = wxToolBar()  
  Toolid = integer()  
  Enable = boolean()  
See external documentation.

findById(This, Toolid) -> wx:wx_object()  
Types:  
  This = wxToolBar()  
  Toolid = integer()  
See external documentation.

findControl(This, Toolid) -> wxControl:wxControl()  
Types:  
  This = wxToolBar()  
  Toolid = integer()  
See external documentation.

findToolForPosition(This, X, Y) -> wx:wx_object()  
Types:  
  This = wxToolBar()  
  X = integer()  
  Y = integer()  
See external documentation.

toolSize(This) -> {W::integer(), H::integer()}  
Types:  
  This = wxToolBar()  
See external documentation.

tool_bitmapSize(This) -> {W::integer(), H::integer()}  
Types:  
  This = wxToolBar()  
See external documentation.

getMargins(This) -> {W::integer(), H::integer()}  
Types:  
  This = wxToolBar()  
See external documentation.

getToolEnabled(This, Toolid) -> boolean()  
Types:
wxToolBar

This = wxToolBar()
Toolid = integer()
See external documentation.

getToolLongHelp(This, Toolid) -> unicode:charlist()
Types:
   This = wxToolBar()
   Toolid = integer()
See external documentation.

getToolPacking(This) -> integer()
Types:
   This = wxToolBar()
See external documentation.

getToolPos(This, Id) -> integer()
Types:
   This = wxToolBar()
   Id = integer()
See external documentation.

getToolSeparation(This) -> integer()
Types:
   This = wxToolBar()
See external documentation.

getToolShortHelp(This, Toolid) -> unicode:charlist()
Types:
   This = wxToolBar()
   Toolid = integer()
See external documentation.

getToolState(This, Toolid) -> boolean()
Types:
   This = wxToolBar()
   Toolid = integer()
See external documentation.

insertControl(This, Pos, Control) -> wx:wx_object()
Types:
   This = wxToolBar()
   Pos = integer()
   Control = wxControl:wxControl()
wxToolBar

See external documentation.

insertSeparator(This, Pos) -> wx:wx_object()
Types:
   This = wxToolBar()
   Pos = integer()
See external documentation.

insertTool(This, Pos, Tool) -> wx:wx_object()
Types:
   This = wxToolBar()
   Pos = integer()
   Tool = wx:wx_object()
See external documentation.

insertTool(This, Pos, Toolid, Bitmap) -> wx:wx_object()
Types:
   This = wxToolBar()
   Pos = integer()
   Toolid = integer()
   Bitmap = wxBitmap:wxBitmap()
Equivalent to insertTool(This, Pos, Toolid, Bitmap, []).

insertTool(This, Pos, Toolid, Label, Bitmap) -> wx:wx_object()
Types:
   This = wxToolBar()
   Pos = integer()
   Toolid = integer()
   Label = unicode:chardata()
   Bitmap = wxBitmap:wxBitmap()
See external documentation.
Also:
insertTool(This, Pos, Toolid, Bitmap, [Option]) -> wx:wx_object() when
This::wxToolBar(), Pos::integer(), Toolid::integer(), Bitmap::wxBitmap:wxBitmap(),
Option :: [{'bmpDisabled', wxBitmap:wxBitmap()},
           {'toggle', boolean()},
           {'clientData', wx:wx_object()},
           {'shortHelp', unicode:chardata()},
           {'longHelp', unicode:chardata}].
insertTool(This, Pos, Toolid, Label, Bitmap, Options::[Option]) ->
wx:wx_object()
Types:
This = wxToolBar()
Pos = integer()
Toolid = integer()
Label = unicode:chardata()
Bitmap = wxBitmap:wxBitmap()
Option = {bmpDisabled, wxBitmap:wxBitmap()} | {kind, wx:wx_enum()}
| {shortHelp, unicode:chardata()} | {longHelp, unicode:chardata()} | {clientData, wx:wx_object()}

See external documentation.


realize(This) -> boolean()
Types:
   This = wxToolBar()

See external documentation.

removeTool(This, Toolid) -> wx:wx_object()
Types:
   This = wxToolBar()
   Toolid = integer()

See external documentation.

setMargins(This, X, Y) -> ok
Types:
   This = wxToolBar()
   X = integer()
   Y = integer()

See external documentation.

setToolBitmapSize(This, Size) -> ok
Types:
   This = wxToolBar()
   Size = {W::integer(), H::integer()}

See external documentation.

setToolLongHelp(This, Toolid, HelpString) -> ok
Types:
   This = wxToolBar()
   Toolid = integer()
   HelpString = unicode:chardata()

See external documentation.
setToolPacking(This, Packing) -> ok
Types:
    This = wxToolBar()
    Packing = integer()
See external documentation.

setToolShortHelp(This, Id, HelpString) -> ok
Types:
    This = wxToolBar()
    Id = integer()
    HelpString = unicode:chardata()
See external documentation.

setToolSeparation(This, Separation) -> ok
Types:
    This = wxToolBar()
    Separation = integer()
See external documentation.

toggleTool(This, Toolid, Toggle) -> ok
Types:
    This = wxToolBar()
    Toolid = integer()
    Toggle = boolean()
See external documentation.
wxToolTip

Erlang module

See external documentation: wxToolTip.

DATA TYPES

wxToolTip()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

enable(Flag) -> ok
Types:
   Flag = boolean()
See external documentation.

setDelay(Msecs) -> ok
Types:
   Msecs = integer()
See external documentation.

new(Tip) -> wxToolTip()
Types:
   Tip = unicode:chardata()
See external documentation.

setTip(This, Tip) -> ok
Types:
   This = wxToolTip()
   Tip = unicode:chardata()
See external documentation.

getTip(This) -> unicode:charlist()
Types:
   This = wxToolTip()
See external documentation.

getWindow(This) -> wxWindow:wxWindow()
Types:
   This = wxToolTip()
See external documentation.
destroy(This::wxToolTip()) -> ok

Destroys this object, do not use object again
wxToolbook

Erlang module

See external documentation: wxToolbook.

This class is derived (and can use functions) from:
wxControl
wxWindow
wxEvtHandler

DATA TYPES

wxToolbook()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxToolbook()

See external documentation.

new(Parent, Id) -> wxToolbook()

Types:

Parent = wxWindow:wxWindow()
Id = integer()

Equivalent to new(Parent, Id, []).

new(Parent, Id, Options::[Option]) -> wxToolbook()

Types:

Parent = wxWindow:wxWindow()
Id = integer()
Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

addPage(This, Page, Text) -> boolean()

Types:

This = wxToolbook()
Page = wxWindow:wxWindow()
Text = unicode:chardata()

Equivalent to addPage(This, Page, Text, []).

addPage(This, Page, Text, Options::[Option]) -> boolean()

Types:
This = wxToolbook()
Page = wxWindow:wxWindow()
Text = unicode:chardata()
Option = {bSelect, boolean()} | {imageId, integer()}

See external documentation.

advanceSelection(This) -> ok
Types:
  This = wxToolbook()

Equivalent to advanceSelection(This, []).

advanceSelection(This, Options::[Option]) -> ok
Types:
  This = wxToolbook()
  Option = {forward, boolean()}

See external documentation.

assignImageList(This, ImageList) -> ok
Types:
  This = wxToolbook()
  ImageList = wxImageList:wxImageList()

See external documentation.

create(This, Parent, Id) -> boolean()
Types:
  This = wxToolbook()
  Parent = wxWindow:wxWindow()
  Id = integer()

Equivalent to create(This, Parent, Id, []).

create(This, Parent, Id, Options::[Option]) -> boolean()
Types:
  This = wxToolbook()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}

See external documentation.

deleteAllPages(This) -> boolean()
Types:
  This = wxToolbook()

See external documentation.
deletePage(This, N) -> boolean()
Types:
   This = wxToolbook()
   N = integer()
See external documentation.

removePage(This, N) -> boolean()
Types:
   This = wxToolbook()
   N = integer()
See external documentation.

currentPage(This) -> wxWindow:wxWindow()
Types:
   This = wxToolbook()
See external documentation.

getPageList(This) -> wxImageList:wxImageList()
Types:
   This = wxToolbook()
See external documentation.

getPage(This, N) -> wxWindow:wxWindow()
Types:
   This = wxToolbook()
   N = integer()
See external documentation.

getPageCount(This) -> integer()
Types:
   This = wxToolbook()
See external documentation.

getPageImage(This, N) -> integer()
Types:
   This = wxToolbook()
   N = integer()
See external documentation.

getPageText(This, N) -> unicode:charlist()
Types:
   This = wxToolbook()
   N = integer()
getSelection(This) -> integer()

Types:

    This = wxToolbook()

See external documentation.

hitTest(This, Pt) -> Result

Types:

    Result = {Res::integer(), Flags::integer()}
    This = wxToolbook()
    Pt = {X::integer(), Y::integer()}

See external documentation.

insertPage(This, N, Page, Text) -> boolean()

Types:

    This = wxToolbook()
    N = integer()
    Page = wxWindow:wxWindow()
    Text = unicode:chardata()

Equivalent to insertPage(This, N, Page, Text, []).

insertPage(This, N, Page, Text, Options::[Option]) -> boolean()

Types:

    This = wxToolbook()
    N = integer()
    Page = wxWindow:wxWindow()
    Text = unicode:chardata()
    Option = {bSelect, boolean()} | {imageId, integer()}

See external documentation.

setImageList(This, ImageList) -> ok

Types:

    This = wxToolbook()
    ImageList = wxImageList:wxImageList()

See external documentation.

setPageSize(This, Size) -> ok

Types:

    This = wxToolbook()
    Size = {W::integer(), H::integer()}

See external documentation.
setPageImage(This, N, ImageId) -> boolean()
Types:
   This = wxToolbook()
   N = integer()
   ImageId = integer()
See external documentation.

setPageText(This, N, StrText) -> boolean()
Types:
   This = wxToolbook()
   N = integer()
   StrText = unicode:chardata()
See external documentation.

setSelection(This, N) -> integer()
Types:
   This = wxToolbook()
   N = integer()
See external documentation.

changeSelection(This, N) -> integer()
Types:
   This = wxToolbook()
   N = integer()
See external documentation.

destroy(This::wxToolbook()) -> ok
Destroys this object, do not use object again
wxTopLevelWindow

Erlang module

See external documentation: wxTopLevelWindow.
This class is derived (and can use functions) from:
wxWindow
wxEvtHandler

DATA TYPES

wxTopLevelWindow()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

getIcon(This) -> wxIcon:wxIcon()
Types:
   This = wxTopLevelWindow()
See external documentation.

getIcons(This) -> wxIconBundle:wxIconBundle()
Types:
   This = wxTopLevelWindow()
See external documentation.

getTitle(This) -> unicode:charlist()
Types:
   This = wxTopLevelWindow()
See external documentation.

isActive(This) -> boolean()
Types:
   This = wxTopLevelWindow()
See external documentation.

iconize(This) -> ok
Types:
   This = wxTopLevelWindow()
Equivalent to iconize(This, []).

iconize(This, Options::[Option]) -> ok
Types:
This = \textit{wxTopLevelWindow()}
Option = \{\text{iconize, boolean()}\}

See external documentation.

\textbf{isFullScreen} (This) \to boolean()

Types:
\begin{quote}
This = \textit{wxTopLevelWindow()}
\end{quote}

See external documentation.

\textbf{isIconized} (This) \to boolean()

Types:
\begin{quote}
This = \textit{wxTopLevelWindow()}
\end{quote}

See external documentation.

\textbf{isMaximized} (This) \to boolean()

Types:
\begin{quote}
This = \textit{wxTopLevelWindow()}
\end{quote}

See external documentation.

\textbf{maximize} (This) \to ok

Types:
\begin{quote}
This = \textit{wxTopLevelWindow()}
\end{quote}
Equivalent to \texttt{maximize(This, [])}.

\textbf{maximize} (This, Options::[Option]) \to ok

Types:
\begin{quote}
This = \textit{wxTopLevelWindow()}
Option = \{\text{maximize, boolean()}\}
\end{quote}

See external documentation.

\textbf{requestUserAttention} (This) \to ok

Types:
\begin{quote}
This = \textit{wxTopLevelWindow()}
\end{quote}
Equivalent to \texttt{requestUserAttention(This, [])}.

\textbf{requestUserAttention} (This, Options::[Option]) \to ok

Types:
\begin{quote}
This = \textit{wxTopLevelWindow()}
Option = \{\text{flags, integer()}\}
\end{quote}

See external documentation.

\textbf{setIcon} (This, Icon) \to ok

Types:
This = wxTopLevelWindow()
Icon = wxIcon:wxIcon()
See external documentation.

setIconIcons(This, Icons) -> ok
Types:
  This = wxTopLevelWindow()
  Icons = wxIconBundle:wxIconBundle()
See external documentation.

centerOnScreen(This) -> ok
Types:
  This = wxTopLevelWindow()
Equivalent to centerOnScreen(This, []).

centerOnScreen(This, Options::[Option]) -> ok
Types:
  This = wxTopLevelWindow()
  Option = {dir, integer()}
See external documentation.

centreOnScreen(This) -> ok
Types:
  This = wxTopLevelWindow()
Equivalent to centreOnScreen(This, []).

centreOnScreen(This, Options::[Option]) -> ok
Types:
  This = wxTopLevelWindow()
  Option = {dir, integer()}
See external documentation.

setShape(This, Region) -> boolean()
Types:
  This = wxTopLevelWindow()
  Region = wxRegion:wxRegion()
See external documentation.

setTitle(This, Title) -> ok
Types:
  This = wxTopLevelWindow()
  Title = unicode:chardata()
See external documentation.
showFullScreen(This, Show) -> boolean()

Types:
   This = wxTopLevelWindow()
   Show = boolean()

Equivalent to showFullScreen(This, Show, []).

showFullScreen(This, Show, Options::[Option]) -> boolean()

Types:
   This = wxTopLevelWindow()
   Show = boolean()
   Option = {style, integer()}

See external documentation.
wxTreeCtrl

Erlang module

See external documentation: \texttt{wxTreeCtrl}.

Note: The representation of treeItemId() have changed from the original class implementation to be an semi-opaque type. Equality between TreeItemId's can be tested and zero means that the TreeItem is invalid.

\section*{DATA TYPES}

\texttt{wxTreeCtrl()}

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

\section*{Exports}

new() -> \texttt{wxTreeCtrl()}

See external documentation.

new(Parent) -> \texttt{wxTreeCtrl()}

Types:

\texttt{Parent = wxWindow:wxWindow()}

Equivalent to \texttt{new(Parent, [])}.

new(Parent, Options::[Option]) -> \texttt{wxTreeCtrl()}

Types:

\begin{verbatim}
Parent = wxWindow:wxWindow()
Option = {id, integer()} | {pos, {X::integer(), Y::integer()}} |
{size, {W::integer(), H::integer()}} | {style, integer()} | {validator,\nwx:wx_object()}
\end{verbatim}

See external documentation.

addRoot(This, Text) -> integer()

Types:

\begin{verbatim}
This = wxTreeCtrl()
Text = unicode:chardata()
\end{verbatim}

Equivalent to \texttt{addRoot(This, Text, [])}.

addRoot(This, Text, Options::[Option]) -> integer()

Types:

\begin{verbatim}
This = wxTreeCtrl()
Text = unicode:chardata()
Option = {image, integer()} | {selectedImage, integer()} | {data, term()}
\end{verbatim}

See external documentation.
appendItem(This, Parent, Text) -> integer()

Types:
  This = wxTreeCtrl()
  Parent = integer()
  Text = unicode:chardata()

Equivalent to appendItem(This, Parent, Text, []).

appendItem(This, Parent, Text, Options::[Option]) -> integer()

Types:
  This = wxTreeCtrl()
  Parent = integer()
  Text = unicode:chardata()
  Option = {image, integer()} | {selectedImage, integer()} | {data, term()}

See external documentation.

assignImageList(This, ImageList) -> ok

Types:
  This = wxTreeCtrl()
  ImageList = wxImageList:wxImageList()

See external documentation.

assignStateImageList(This, ImageList) -> ok

Types:
  This = wxTreeCtrl()
  ImageList = wxImageList:wxImageList()

See external documentation.

collapse(This, Item) -> ok

Types:
  This = wxTreeCtrl()
  Item = integer()

See external documentation.

collapseAndReset(This, Item) -> ok

Types:
  This = wxTreeCtrl()
  Item = integer()

See external documentation.

create(This, Parent) -> boolean()

Types:
  This = wxTreeCtrl()
  Parent = wxWindow:wxWindow()
wxTreeCtrl

Equivalent to \texttt{create(This, Parent, []).}

\texttt{create(This, Parent, Options::[Option]) -> boolean()}

\text{Types:}
\begin{itemize}
\item \texttt{This = \textit{wxTreeCtrl}()}
\item \texttt{Parent = \textit{wxWindow}:\textit{wxWindow}()} \text{ or } \text{any context-managed window}
\item \texttt{Option = \{id, integer()\} | \{pos, \{X::integer(), Y::integer()\}\} | \{size, \{W::integer(), H::integer()\}\} | \{style, integer()\} | \{validator, \textit{wx}::\textit{wx}::\textit{object}()\}}
\end{itemize}

See \textit{external documentation}.

\texttt{delete(This, Item) -> ok}

\text{Types:}
\begin{itemize}
\item \texttt{This = \textit{wxTreeCtrl}()}
\item \texttt{Item = integer()}
\end{itemize}

See \textit{external documentation}.

\texttt{deleteAllItems(This) -> ok}

\text{Types:}
\begin{itemize}
\item \texttt{This = \textit{wxTreeCtrl}()}
\end{itemize}

See \textit{external documentation}.

\texttt{deleteChildren(This, Item) -> ok}

\text{Types:}
\begin{itemize}
\item \texttt{This = \textit{wxTreeCtrl}()}
\item \texttt{Item = integer()}
\end{itemize}

See \textit{external documentation}.

\texttt{editLabel(This, Item) -> \textit{wxTextCtrl}::\textit{wxTextCtrl}()}

\text{Types:}
\begin{itemize}
\item \texttt{This = \textit{wxTreeCtrl}()}
\item \texttt{Item = integer()}
\end{itemize}

See \textit{external documentation}.

\texttt{ensureVisible(This, Item) -> ok}

\text{Types:}
\begin{itemize}
\item \texttt{This = \textit{wxTreeCtrl}()}
\item \texttt{Item = integer()}
\end{itemize}

See \textit{external documentation}.

\texttt{expand(This, Item) -> ok}

\text{Types:}
\begin{itemize}
\item \texttt{This = \textit{wxTreeCtrl}()}
\end{itemize}
Item = integer()
See external documentation.

getBoundingRect(This, Item) -> Result
Types:
   Result = {Res::boolean(), Rect::{X::integer(), Y::integer(), W::integer(), H::integer()}}
   This = wxTreeCtrl()
   Item = integer()
Equivalent to getBoundingRect(This, Item, []).

getBoundingRect(This, Item, Options::[Option]) -> Result
Types:
   Result = {Res::boolean(), Rect::{X::integer(), Y::integer(), W::integer(), H::integer()}}
   This = wxTreeCtrl()
   Item = integer()
   Option = {textOnly, boolean()}
See external documentation.

gETCHildrenCount(This, Item) -> integer()
Types:
   This = wxTreeCtrl()
   Item = integer()
Equivalent to getChildrenCount(This, Item, []).

gETCHildrenCount(This, Item, Options::[Option]) -> integer()
Types:
   This = wxTreeCtrl()
   Item = integer()
   Option = {recursively, boolean()}
See external documentation.

cOUNT(This) -> integer()
Types:
   This = wxTreeCtrl()
See external documentation.

cETEditControl(This) -> wxTextCtrl::wxTextCtrl()
Types:
   This = wxTreeCtrl()
See external documentation.
wxTreeCtrl

getFirstChild(This, Item) -> Result
Types:
  Result = {Res::integer(), Cookie::integer()}
  This = wxTreeCtrl()
  Item = integer()
See external documentation.

getNextChild(This, Item, Cookie) -> Result
Types:
  Result = {Res::integer(), Cookie::integer()}
  This = wxTreeCtrl()
  Item = integer()
  Cookie = integer()
See external documentation.

getFirstVisibleItem(This) -> integer()
Types:
  This = wxTreeCtrl()
See external documentation.

getImageList(This) -> wxImageList:wxImageList()
Types:
  This = wxTreeCtrl()
See external documentation.

getIndent(This) -> integer()
Types:
  This = wxTreeCtrl()
See external documentation.

getItemBackgroundColour(This, Item) -> wx:wx_colour4()
Types:
  This = wxTreeCtrl()
  Item = integer()
See external documentation.

getItemData(This, Item) -> term()
Types:
  This = wxTreeCtrl()
  Item = integer()
See external documentation.
wxTreeCtrl

**getItemFont**

```erlang```
getItemFont(This, Item) -> wxFont:wxFont()
```

Types:
```
  This = wxTreeCtrl()
  Item = integer()
```

See [external documentation](#).

**getItemImage**

```erlang```
getItemImage(This, Item) -> integer()
```

Types:
```
  This = wxTreeCtrl()
  Item = integer()
```

See [external documentation](#).

**getItemImage**

```erlang```
getItemImage(This, Item, Options::[Option]) -> integer()
```

Types:
```
  This = wxTreeCtrl()
  Item = integer()
  Option = {which, wx:wx_enum()}
```

See [external documentation](#).

Which = ?wxTreeItemIcon_Non | ?wxTreeItemIcon_Selected | ?wxTreeItemIcon_Expanded | ?wxTreeItemIcon_SelectedExpanded | ?wxTreeItemIcon_Max

**getItemText**

```erlang```
getItemText(This, Item) -> unicode:charlist()
```

Types:
```
  This = wxTreeCtrl()
  Item = integer()
```

See [external documentation](#).

**getItemTextColour**

```erlang```
getItemTextColour(This, Item) -> wx:wx_colour4()
```

Types:
```
  This = wxTreeCtrl()
  Item = integer()
```

See [external documentation](#).

**getLastChild**

```erlang```
getLastChild(This, Item) -> integer()
```

Types:
```
  This = wxTreeCtrl()
  Item = integer()
```

See [external documentation](#).

**getNextSibling**

```erlang```
getNextSibling(This, Item) -> integer()
```

Types:
```
  This = wxTreeCtrl()
  Item = integer()
```

See [external documentation](#).
wxTreeCtrl

See external documentation.

getNextVisible(This, Item) -> integer()
Types:
   This = wxTreeCtrl()
   Item = integer()
See external documentation.

getItemParent(This, Item) -> integer()
Types:
   This = wxTreeCtrl()
   Item = integer()
See external documentation.

getPrevSibling(This, Item) -> integer()
Types:
   This = wxTreeCtrl()
   Item = integer()
See external documentation.

getPrevVisible(This, Item) -> integer()
Types:
   This = wxTreeCtrl()
   Item = integer()
See external documentation.

getRootItem(This) -> integer()
Types:
   This = wxTreeCtrl()
See external documentation.

dgetSelection(This) -> integer()
Types:
   This = wxTreeCtrl()
See external documentation.

dgetSelections(This) -> Result
Types:
   Result = {Res::integer(), Val::[integer()])
   This = wxTreeCtrl()
See external documentation.
getStateImageList(This) -> wxImageList:wxImageList()
Types:
  This = wxTreeCtrl()
See external documentation.

hitTest(This, Point) -> Result
Types:
  Result = {Res::integer(), Flags::integer()}
  This = wxTreeCtrl()
  Point = {X::integer(), Y::integer()}
See external documentation.

insertItem(This, Parent, Pos, Text) -> integer()
Types:
  This = wxTreeCtrl()
  Parent = integer()
  Pos = integer()
  Text = unicode:chardata()
Equivalent to insertItem(This, Parent, Pos, Text, []).

insertItem(This, Parent, Pos, Text, Options::[Option]) -> integer()
Types:
  This = wxTreeCtrl()
  Parent = integer()
  Pos = integer()
  Text = unicode:chardata()
  Option = {image, integer()} | {selImage, integer()} | {data, term()}
See external documentation.

isBold(This, Item) -> boolean()
Types:
  This = wxTreeCtrl()
  Item = integer()
See external documentation.

isExpanded(This, Item) -> boolean()
Types:
  This = wxTreeCtrl()
  Item = integer()
See external documentation.

isSelected(This, Item) -> boolean()
Types:
wxTreeCtrl

This = wxTreeCtrl()
Item = integer()

See external documentation.

isVisible(This, Item) -> boolean()
Types:
   This = wxTreeCtrl()
   Item = integer()

See external documentation.

itemHasChildren(This, Item) -> boolean()
Types:
   This = wxTreeCtrl()
   Item = integer()

See external documentation.

isTreeItemIdOk(Id) -> boolean()
Types:
   Id = integer()

See external documentation.

prependItem(This, Parent, Text) -> integer()
Types:
   This = wxTreeCtrl()
   Parent = integer()
   Text = unicode:chardata()

Equivalent to prependItem(This, Parent, Text, []).

prependItem(This, Parent, Text, Options::[Option]) -> integer()
Types:
   This = wxTreeCtrl()
   Parent = integer()
   Text = unicode:chardata()
   Option = {image, integer()} | {selectedImage, integer()} | {data, term()}

See external documentation.

scrollTo(This, Item) -> ok
Types:
   This = wxTreeCtrl()
   Item = integer()

See external documentation.
selectItem(This, Item) -> ok
Types:
   This = wxTreeCtrl()
   Item = integer()
See external documentation.

selectItem(This, Item, Options::[Option]) -> ok
Types:
   This = wxTreeCtrl()
   Item = integer()
   Option = {select, boolean()}
See external documentation.

setIndent(This, Indent) -> ok
Types:
   This = wxTreeCtrl()
   Indent = integer()
See external documentation.

setImageList(This, ImageList) -> ok
Types:
   This = wxTreeCtrl()
   ImageList = wxImageList:wxImageList()
See external documentation.

setItemBackgroundColor(This, Item, Col) -> ok
Types:
   This = wxTreeCtrl()
   Item = integer()
   Col = wx:wx_colour()
See external documentation.

setItemBold(This, Item) -> ok
Types:
   This = wxTreeCtrl()
   Item = integer()
Equivalent to setItemBold(This, Item, []).

setItemBold(This, Item, Options::[Option]) -> ok
Types:
   This = wxTreeCtrl()
   Item = integer()
   Option = {bold, boolean()}

wxTreeCtrl

See external documentation.

setItemData(This, Item, Data) -> ok
Types:
    This = wxTreeCtrl()
    Item = integer()
    Data = term()

See external documentation.

setItemDropHighlight(This, Item) -> ok
Types:
    This = wxTreeCtrl()
    Item = integer()

Equivalent to setItemDropHighlight(This, Item, []).

setItemDropHighlight(This, Item, Options::[Option]) -> ok
Types:
    This = wxTreeCtrl()
    Item = integer()
    Option = {highlight, boolean()}

See external documentation.

setItemFont(This, Item, Font) -> ok
Types:
    This = wxTreeCtrl()
    Item = integer()
    Font = wxFont:wxFont()

See external documentation.

setItemHasChildren(This, Item) -> ok
Types:
    This = wxTreeCtrl()
    Item = integer()

Equivalent to setItemHasChildren(This, Item, []).

setItemHasChildren(This, Item, Options::[Option]) -> ok
Types:
    This = wxTreeCtrl()
    Item = integer()
    Option = {has, boolean()}

See external documentation.
setItemImage(This, Item, Image) -> ok
Types:
   This = wxTreeCtrl()
   Item = integer()
   Image = integer()
See [external documentation](#).

setItemImage(This, Item, Image, Options::[Option]) -> ok
Types:
   This = wxTreeCtrl()
   Item = integer()
   Image = integer()
   Option = {which, wx:wx_enum()}
See [external documentation](#).
Which = ?wxTreeItemIcon_Normal | ?wxTreeItemIcon_Selected | ?wxTreeItemIcon_Expanded | ?wxTreeItemIcon_SelectedExpanded | ?wxTreeItemIcon_Max

setItemText(This, Item, Text) -> ok
Types:
   This = wxTreeCtrl()
   Item = integer()
   Text = unicode:chardata()
See [external documentation](#).

setItemTextColor(This, Item, Col) -> ok
Types:
   This = wxTreeCtrl()
   Item = integer()
   Col = wx:wx_colour()
See [external documentation](#).

setStateImageList(This, ImageList) -> ok
Types:
   This = wxTreeCtrl()
   ImageList = wxImageList:wxImageList()
See [external documentation](#).

setWindowStyle(This, Styles) -> ok
Types:
   This = wxTreeCtrl()
   Styles = integer()
See [external documentation](#).
sortChildren(This, Item) -> ok
Types:
  This = wxTreeCtrl()
  Item = integer()
See external documentation.

toggle(This, Item) -> ok
Types:
  This = wxTreeCtrl()
  Item = integer()
See external documentation.

toggleItemSelection(This, Item) -> ok
Types:
  This = wxTreeCtrl()
  Item = integer()
See external documentation.

unselect(This) -> ok
Types:
  This = wxTreeCtrl()
See external documentation.

unselectAll(This) -> ok
Types:
  This = wxTreeCtrl()
See external documentation.

unselectItem(This, Item) -> ok
Types:
  This = wxTreeCtrl()
  Item = integer()
See external documentation.

destroy(This::wxTreeCtrl()) -> ok
Destroys this object, do not use object again
wxTreeEvent

Erlang module

See external documentation: *wxTreeEvent*.

Use `wxEvtHandler:connect/3` with EventType:

- `command_tree_begin_drag`
- `command_tree_begin_rdrag`
- `command_tree_begin_label_edit`
- `command_tree_end_label_edit`
- `command_tree_delete_item`
- `command_tree_set_info`
- `command_tree_item_expanded`
- `command_tree_item_expanding`
- `command_tree_item_collapsed`
- `command_tree_item_collapsing`
- `command_tree_sel_changed`
- `command_tree_sel_changing`
- `command_tree_key_down`
- `command_tree_item_right_click`
- `command_tree_item_middle_click`
- `command_tree_end_drag`
- `command_tree_state_image_click`
- `command_tree_item_gettooltip`
- `command_tree_item_menu`

See also the message variant `#wxTree()` event record type.

This class is derived (and can use functions) from:

- `wxNotifyEvent`
- `wxCommandEvent`
- `wxEvent`

### DATA TYPES

**wxTreeEvent()**

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

### Exports

**getKeyCode(This) -> integer()**

Types:
- `This = wxTreeEvent()`

See external documentation.

**getItem(This) -> integer()**

Types:
- `This = wxTreeEvent()`

See external documentation.

**getKeyEvent(This) -> wXKeyEvent:wxKeyEvent()**

Types:
- `This = wxTreeEvent()`

See external documentation.

**getLabel(This) -> unicode:charlist()**

Types:
- `This = wxTreeEvent()`
See external documentation.

getOldItem(This) -> integer()
Types:
    This = \texttt{wxTreeEvent()}
See external documentation.

getPoint(This) -> \{X::\text{integer()}, Y::\text{integer()}\}
Types:
    This = \texttt{wxTreeEvent()}
See external documentation.

isEditCancelled(This) -> boolean()
Types:
    This = \texttt{wxTreeEvent()}
See external documentation.

setToolTip(This, ToolTip) -> ok
Types:
    This = \texttt{wxTreeEvent()}
    ToolTip = \texttt{unicode:chardata()}
See external documentation.
wxTreebook

Erlang module

See external documentation: **wxTreebook**.

This class is derived (and can use functions) from:
- `wxControl`
- `wxWindow`
- `wxEvtHandler`

**DATA TYPES**

`wxTreebook()`

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxTreebook()`

See external documentation.

`new(Parent, Id) -> wxTreebook()`

Types:
- `Parent = wxWindow:wxWindow()`
- `Id = integer()`

Equivalent to `new(Parent, Id, [])`.

`new(Parent, Id, Options::[Option]) -> wxTreebook()`

Types:
- `Parent = wxWindow:wxWindow()`
- `Id = integer()`
- `Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}`

See external documentation.

`addPage(This, Page, Text) -> boolean()`

Types:
- `This = wxTreebook()`
- `Page = wxWindow:wxWindow()`
- `Text = unicode:chardata()`

Equivalent to `addPage(This, Page, Text, [])`.

`addPage(This, Page, Text, Options::[Option]) -> boolean()`

Types:
wxTreebook

This = wxTreebook()
Page = wxWindow:wxWindow()
Text = unicode:chardata()
Option = {bSelect, boolean()} | {imageId, integer()}
See external documentation.

advanceSelection(This) -> ok
Types:
  This = wxTreebook()
Equivalent to advanceSelection(This, []).

advanceSelection(This, Options::[Option]) -> ok
Types:
  This = wxTreebook()
  Option = {forward, boolean()}
See external documentation.

assignImageList(This, ImageList) -> ok
Types:
  This = wxTreebook()
  ImageList = wxImageList:wxImageList()
See external documentation.

create(This, Parent, Id) -> boolean()
Types:
  This = wxTreebook()
  Parent = wxWindow:wxWindow()
  Id = integer()
Equivalent to create(This, Parent, Id, []).

create(This, Parent, Id, Options::[Option]) -> boolean()
Types:
  This = wxTreebook()
  Parent = wxWindow:wxWindow()
  Id = integer()
  Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
See external documentation.

deleteAllPages(This) -> boolean()
Types:
  This = wxTreebook()
See external documentation.
deletePage(This, Pos) -> boolean()

Types:
  
  This = wxTreebook()
  Pos = integer()

See external documentation.

removePage(This, N) -> boolean()

Types:
  
  This = wxTreebook()
  N = integer()

See external documentation.

gCurrentPage(This) -> wxWindow:wxWindow()

Types:
  
  This = wxTreebook()

See external documentation.

gImageList(This) -> wxImageList:wxImageList()

Types:
  
  This = wxTreebook()

See external documentation.

getPage(This, N) -> wxWindow:wxWindow()

Types:
  
  This = wxTreebook()
  N = integer()

See external documentation.

getPageCount(This) -> integer()

Types:
  
  This = wxTreebook()

See external documentation.

getPageImage(This, N) -> integer()

Types:
  
  This = wxTreebook()
  N = integer()

See external documentation.

getPageText(This, N) -> unicode:charlist()

Types:
  
  This = wxTreebook()
  N = integer()
wxTreebook

See external documentation.

getSelection(This) -> integer()
Types:
   This = wxTreebook()
See external documentation.

expandNode(This, Pos) -> boolean()
Types:
   This = wxTreebook()
   Pos = integer()
Equivalent to expandNode(This, Pos, []).

expandNode(This, Pos, Options::[Option]) -> boolean()
Types:
   This = wxTreebook()
   Pos = integer()
   Option = {expand, boolean()}
See external documentation.

isNodeExpanded(This, Pos) -> boolean()
Types:
   This = wxTreebook()
   Pos = integer()
See external documentation.

hitTest(This, Pt) -> Result
Types:
   Result = {Res::integer(), Flags::integer()}
   This = wxTreebook()
   Pt = {X::integer(), Y::integer()}
See external documentation.

insertPage(This, Pos, Page, Text) -> boolean()
Types:
   This = wxTreebook()
   Pos = integer()
   Page = wxWindow:wxWindow()
   Text = unicode:chardata()
Equivalent to insertPage(This, Pos, Page, Text, []).

insertPage(This, Pos, Page, Text, Options::[Option]) -> boolean()
Types:
This = wxTreebook()
Pos = integer()
Page = wxWindow:wxWindow()
Text = unicode:chardata()
Option = (bSelect, boolean()) | (imageId, integer())

See external documentation.

insertSubPage(This, Pos, Page, Text) -> boolean()
Types:
  This = wxTreebook()
  Pos = integer()
  Page = wxWindow:wxWindow()
  Text = unicode:chardata()

Equivalent to insertSubPage(This, Pos, Page, Text, []).

insertSubPage(This, Pos, Page, Text, Options::[Option]) -> boolean()
Types:
  This = wxTreebook()
  Pos = integer()
  Page = wxWindow:wxWindow()
  Text = unicode:chardata()
  Option = (bSelect, boolean()) | (imageId, integer())

See external documentation.

setImageList(This, ImageList) -> ok
Types:
  This = wxTreebook()
  ImageList = wxImageList:wxImageList()

See external documentation.

setPageSize(This, Size) -> ok
Types:
  This = wxTreebook()
  Size = {W::integer(), H::integer()}

See external documentation.

setImageList(This, N, ImageId) -> boolean()
Types:
  This = wxTreebook()
  N = integer()
  ImageId = integer()

See external documentation.
wxTreebook

setPageText(This, N, StrText) -> boolean()
Types:
   This = wxTreebook()
   N = integer()
   StrText = unicode:chardata()
See external documentation.

setSelection(This, N) -> integer()
Types:
   This = wxTreebook()
   N = integer()
See external documentation.

changeSelection(This, N) -> integer()
Types:
   This = wxTreebook()
   N = integer()
See external documentation.

destroy(This::wxTreebook()) -> ok
Destroys this object, do not use object again
wxUpdateUIEvent

Erlang module

See external documentation: `wxUpdateUIEvent`.

Use `wxEvtHandler:connect/3` with EventType:

```
    update_ui
```

See also the message variant `#wxUpdateUI{}` event record type.

This class is derived (and can use functions) from:

`wxCommandEvent`
`wxEvent`

DATA TYPES

`wxUpdateUIEvent()`

An object reference, The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

canUpdate(Win) -> boolean()

Types:

```
    Win = wxWindow:wxWindow()
```

See external documentation.

check(This, Check) -> ok

Types:

```
    This = wxUpdateUIEvent()
    Check = boolean()
```

See external documentation.

enable(This, Enable) -> ok

Types:

```
    This = wxUpdateUIEvent()
    Enable = boolean()
```

See external documentation.

show(This, Show) -> ok

Types:

```
    This = wxUpdateUIEvent()
    Show = boolean()
```

See external documentation.
wxUpdateUIEvent

getChecked(This) -> boolean()
Types:
   This = wxUpdateUIEvent()
See external documentation.

getEnabled(This) -> boolean()
Types:
   This = wxUpdateUIEvent()
See external documentation.

getShown(This) -> boolean()
Types:
   This = wxUpdateUIEvent()
See external documentation.

getSetChecked(This) -> boolean()
Types:
   This = wxUpdateUIEvent()
See external documentation.

getSetEnabled(This) -> boolean()
Types:
   This = wxUpdateUIEvent()
See external documentation.

getSetShown(This) -> boolean()
Types:
   This = wxUpdateUIEvent()
See external documentation.

getText(This) -> unicode:charlist()
Types:
   This = wxUpdateUIEvent()
See external documentation.

getMode() -> wx:wx_enum()
See external documentation.
Res = ?wxUPDATE_UI_PROCESS_ALL | ?wxUPDATE_UI_PROCESS_SPECIFIED
getUpdateInterval() -> integer()

See external documentation.

resetUpdateTime() -> ok

See external documentation.

setMode(Mode) -> ok
Types:
    Mode = wx:wx_enum()

See external documentation.
Mode = ?wxUPDATE_UI_PROCESS_ALL | ?wxUPDATE_UI_PROCESS_SPECIFIED

setText(This, Text) -> ok
Types:
    This = wxUpdateUIEvent()
    Text = unicode:chardata()

See external documentation.

setUpdateInterval(UpdateInterval) -> ok
Types:
    UpdateInterval = integer()

See external documentation.
wxWindow

Erlang module

See external documentation: *wxWindow*.

This class is derived (and can use functions) from:

*wxEvtHandler*

**DATA TYPES**

wxWindow()

An object reference. The representation is internal and can be changed without notice. It can’t be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

new() -> wxWindow()

See external documentation.

ew(Parent, Id) -> wxWindow()

Types:

```
PARENT = wxWindow()
Id = integer()
```

Equivalent to `new(Parent, Id, [])`.

new(Parent, Id, Options::[Option]) -> wxWindow()

Types:

```
PARENT = wxWindow()
Id = integer()
Option = {pos, {X::integer(), Y::integer()}} | {size, {W::integer(), H::integer()}} | {style, integer()}
```

See external documentation.

cacheBestSize(This, Size) -> ok

Types:

```
This = wxWindow()
Size = {W::integer(), H::integer()}
```

See external documentation.

captureMouse(This) -> ok

Types:

```
This = wxWindow()
```

See external documentation.
center(This) -> ok
Types:
   This = wxWindow()
Equivalent to center(This, []).

center(This, Options::[Option]) -> ok
Types:
   This = wxWindow()
       Option = {dir, integer()}
See external documentation.

centerOnParent(This) -> ok
Types:
   This = wxWindow()
Equivalent to centerOnParent(This, []).

centerOnParent(This, Options::[Option]) -> ok
Types:
   This = wxWindow()
       Option = {dir, integer()}
See external documentation.

centre(This) -> ok
Types:
   This = wxWindow()
Equivalent to centre(This, []).

centre(This, Options::[Option]) -> ok
Types:
   This = wxWindow()
       Option = {dir, integer()}
See external documentation.

centreOnParent(This) -> ok
Types:
   This = wxWindow()
Equivalent to centreOnParent(This, []).

centreOnParent(This, Options::[Option]) -> ok
Types:
   This = wxWindow()
       Option = {dir, integer()}
See external documentation.
clearBackground(This) -> ok
Types:
   This = wxWindow()
See external documentation.

clientToScreen(This, Pt) -> {X::integer(), Y::integer()}
Types:
   This = wxWindow()
   Pt = {X::integer(), Y::integer()}
See external documentation.

clientToScreen(This, X, Y) -> {X::integer(), Y::integer()}
Types:
   This = wxWindow()
   X = integer()
   Y = integer()
See external documentation.

close(This) -> boolean()
Types:
   This = wxWindow()
Equivalent to close(This, []).

close(This, Options::[Option]) -> boolean()
Types:
   This = wxWindow()
   Option = {force, boolean()}
See external documentation.

convertDialogToPixels(This, Sz) -> {W::integer(), H::integer()}
Types:
   This = wxWindow()
   Sz = {W::integer(), H::integer()}
See external documentation.

convertPixelsToDialog(This, Sz) -> {W::integer(), H::integer()}
Types:
   This = wxWindow()
   Sz = {W::integer(), H::integer()}
See external documentation.

Destroy(This) -> boolean()
Types:
This = wxWindow()
See external documentation.

destroyChildren(This) -> boolean()
Types:
   This = wxWindow()
See external documentation.

disable(This) -> boolean()
Types:
   This = wxWindow()
See external documentation.

dragAcceptFiles(This, Accept) -> ok
Types:
   This = wxWindow()
   Accept = boolean()
See external documentation.

enable(This) -> boolean()
Types:
   This = wxWindow()
Equivalent to enable(This, []).

enable(This, Options::[Option]) -> boolean()
Types:
   This = wxWindow()
   Option = {enable, boolean()}
See external documentation.

findFocus() -> wxWindow()
See external documentation.

findWindow(This, Winid) -> wxWindow()
Types:
   This = wxWindow()
   Winid = integer()
See external documentation.
Also:
findWindow(This, Name) -> wxWindow() when
   This::wxWindow(), Name::unicode:chardata().
findWindowById(\(Winid\)) \rightarrow wxWindow()
Types:
  \(Winid = integer()\)
Equivalent to \(\text{findWindowById}(Winid, \[]\).

findWindowById(\(Winid\), Options::\([\text{Option}]\)) \rightarrow wxWindow()
Types:
  \(Winid = integer()\)
  \(\text{Option} = \{\text{parent}, \text{wxWindow}\}\)
See external documentation.

findWindowByName(\(Name\)) \rightarrow wxWindow()
Types:
  \(Name = \text{unicode:chardata}()\)
Equivalent to \(\text{findWindowByName}(Name, \[]\).

findWindowByName(\(Name\), Options::\([\text{Option}]\)) \rightarrow wxWindow()
Types:
  \(Name = \text{unicode:chardata}()\)
  \(\text{Option} = \{\text{parent}, \text{wxWindow}\}\)
See external documentation.

findWindowByLabel(\(Label\)) \rightarrow wxWindow()
Types:
  \(Label = \text{unicode:chardata}()\)
Equivalent to \(\text{findWindowByLabel}(Label, \[]\).

findWindowByLabel(\(Label\), Options::\([\text{Option}]\)) \rightarrow wxWindow()
Types:
  \(Label = \text{unicode:chardata}()\)
  \(\text{Option} = \{\text{parent}, \text{wxWindow}\}\)
See external documentation.

fit(\(This\)) \rightarrow \text{ok}
Types:
  \(This = \text{wxWindow}()\)
See external documentation.

fitInside(\(This\)) \rightarrow \text{ok}
Types:
  \(This = \text{wxWindow}()\)
See external documentation.
freeze(This) -> ok
Types:
  This = wxWindow()
See external documentation.

getAcceleratorTable(This) -> wxAcceleratorTable:wxAcceleratorTable()
Types:
  This = wxWindow()
See external documentation.

getBackgroundColor(This) -> wx:wx_colour4()
Types:
  This = wxWindow()
See external documentation.

getBackgroundStyle(This) -> wx:wx_enum()
Types:
  This = wxWindow()
See external documentation.

Res = ?wxBG_STYLE_SYSTEM | ?wxBG_STYLE_COLOUR | ?wxBG_STYLE_CUSTOM

getBestSize(This) -> {W::integer(), H::integer()}
Types:
  This = wxWindow()
See external documentation.

getCaret(This) -> wxCaret:wxCaret()
Types:
  This = wxWindow()
See external documentation.

getCapture() -> wxWindow()
See external documentation.

getCharHeight(This) -> integer()
Types:
  This = wxWindow()
See external documentation.

getCharWidth(This) -> integer()
Types:
  This = wxWindow()
See external documentation.
getChildren(This) -> [wxWindow()]
Types:
  This = wxWindow()
See external documentation.

clientSize(This) -> {W::integer(), H::integer()}
Types:
  This = wxWindow()
See external documentation.

getContainingSizer(This) -> wxSizer:wxSizer()
Types:
  This = wxWindow()
See external documentation.

getCursor(This) -> wxCursor:wxCursor()
Types:
  This = wxWindow()
See external documentation.

getDropTarget(This) -> wx:wx_object()
Types:
  This = wxWindow()
See external documentation.

eventHandler(This) -> wxEvtHandler:wxEvtHandler()
Types:
  This = wxWindow()
See external documentation.

getExtraStyle(This) -> integer()
Types:
  This = wxWindow()
See external documentation.

getFont(This) -> wxFont:wxFont()
Types:
  This = wxWindow()
See external documentation.

getForegroundColour(This) -> wx:wx_colour4()
Types:
  This = wxWindow()
getGrandParent(This) -> wxWindow()
Types:
   This = wxWindow()
See external documentation.

getHandle(This) -> integer()
Types:
   This = wxWindow()
See external documentation.

getHelpText(This) -> unicode:charlist()
Types:
   This = wxWindow()
See external documentation.

getId(This) -> integer()
Types:
   This = wxWindow()
See external documentation.

.getLabel(This) -> unicode:charlist()
Types:
   This = wxWindow()
See external documentation.

getMaxSize(This) -> {W::integer(), H::integer()}
Types:
   This = wxWindow()
See external documentation.

getMinSize(This) -> {W::integer(), H::integer()}
Types:
   This = wxWindow()
See external documentation.

getName(This) -> unicode:charlist()
Types:
   This = wxWindow()
See external documentation.
wxWindow

getParent(This) -> wxWindow()
Types:
    This = wxWindow()
See external documentation.

getPosition(This) -> {X::integer(), Y::integer()}
Types:
    This = wxWindow()
See external documentation.

getRect(This) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:
    This = wxWindow()
See external documentation.

getScreenPosition(This) -> {X::integer(), Y::integer()}
Types:
    This = wxWindow()
See external documentation.

getScreenRect(This) -> {X::integer(), Y::integer(), W::integer(), H::integer()}
Types:
    This = wxWindow()
See external documentation.

getScrollPos(This, Orient) -> integer()
Types:
    This = wxWindow()
    Orient = integer()
See external documentation.

getScrollRange(This, Orient) -> integer()
Types:
    This = wxWindow()
    Orient = integer()
See external documentation.

getScrollThumb(This, Orient) -> integer()
Types:
    This = wxWindow()
    Orient = integer()
See external documentation.
wxWindow

getSize(This) -> \{W::integer(), H::integer()\}
Types:
  \This = \texttt{wxWindow()}
See \textit{external documentation}.

getSizer(This) -> \texttt{wxSizer:wxSizer()}
Types:
  \This = \texttt{wxWindow()}
See \textit{external documentation}.

getTextExtent(This, String) -> Result
Types:
  \Result = \{X::integer(), Y::integer(), Descent::integer(),
  ExternalLeading::integer()\}
  \This = \texttt{wxWindow()}
  \String = \texttt{unicode:chardata()}
Equivalent to \texttt{getTextExtent(This, String, [])}.

getTextExtent(This, String, Options::[Option]) -> Result
Types:
  \Result = \{X::integer(), Y::integer(), Descent::integer(),
  ExternalLeading::integer()\}
  \This = \texttt{wxWindow()}
  \String = \texttt{unicode:chardata()}
  \Option = \{theFont, \texttt{wxFont:wxFont()}\}
See \textit{external documentation}.

getToolTip(This) -> \texttt{wxToolTip:wxToolTip()}
Types:
  \This = \texttt{wxWindow()}
See \textit{external documentation}.

getUpdateRegion(This) -> \texttt{wxRegion:wxRegion()}
Types:
  \This = \texttt{wxWindow()}
See \textit{external documentation}.

getVirtualSize(This) -> \{W::integer(), H::integer()\}
Types:
  \This = \texttt{wxWindow()}
See \textit{external documentation}. 
getWindowStyleFlag(This) -> integer()
Types:
    This = wxWindow()
See external documentation.

getWindowVariant(This) -> wx::wx_enum()
Types:
    This = wxWindow()
See external documentation.


hasCapture(This) -> boolean()
Types:
    This = wxWindow()
See external documentation.

hasScrollbar(This, Orient) -> boolean()
Types:
    This = wxWindow()
    Orient = integer()
See external documentation.

hasTransparentBackground(This) -> boolean()
Types:
    This = wxWindow()
See external documentation.

hide(This) -> boolean()
Types:
    This = wxWindow()
See external documentation.

inheritAttributes(This) -> ok
Types:
    This = wxWindow()
See external documentation.

initDialog(This) -> ok
Types:
    This = wxWindow()
See external documentation.
invalidateBestSize(This) -> ok
Types:
  This = wxWindow()
See external documentation.

isEnabled(This) -> boolean()
Types:
  This = wxWindow()
See external documentation.

isExposed(This, Pt) -> boolean()
Types:
  This = wxWindow()
  Pt = {X::integer(), Y::integer()}
See external documentation.
Also:
isExposed(This, Rect) -> boolean() when
  This::wxWindow(), Rect::{X::integer(), Y::integer(), W::integer(), H::integer()}.  

isExposed(This, X, Y) -> boolean()
Types:
  This = wxWindow()
  X = integer()
  Y = integer()
See external documentation.

isExposed(This, X, Y, W, H) -> boolean()
Types:
  This = wxWindow()
  X = integer()
  Y = integer()
  W = integer()
  H = integer()
See external documentation.

isRetained(This) -> boolean()
Types:
  This = wxWindow()
See external documentation.

isShown(This) -> boolean()
Types:
  This = wxWindow()
See external documentation.

isTopLevel(This) -> boolean()
Types:
  This = wxWindow()
See external documentation.

layout(This) -> boolean()
Types:
  This = wxWindow()
See external documentation.

lineDown(This) -> boolean()
Types:
  This = wxWindow()
See external documentation.

lineUp(This) -> boolean()
Types:
  This = wxWindow()
See external documentation.

lower(This) -> ok
Types:
  This = wxWindow()
See external documentation.

makeModal(This) -> ok
Types:
  This = wxWindow()
Equivalent to makeModal(This, []).

makeModal(This, Options::[Option]) -> ok
Types:
  This = wxWindow()
  Option = {modal, boolean()}
See external documentation.

move(This, Pt) -> ok
Types:
  This = wxWindow()
  Pt = {X::integer(), Y::integer()}
Equivalent to move(This, Pt, []).
move(This, X, Y) -> ok
Types:
   This = wxWindow()
   X = integer()
   Y = integer()
See external documentation.
Also:
move(This, Pt, [Option]) -> 'ok' when
This::wxWindow(), Pt::{X::integer(), Y::integer()},
Option :: [{flags, integer()}].
move(This, X, Y, Options::[Option]) -> ok
Types:
   This = wxWindow()
   X = integer()
   Y = integer()
   Option = [{flags, integer()}]
See external documentation.

moveAfterInTabOrder(This, Win) -> ok
Types:
   This = wxWindow()
   Win = wxWindow()
See external documentation.

moveBeforeInTabOrder(This, Win) -> ok
Types:
   This = wxWindow()
   Win = wxWindow()
See external documentation.

navigate(This) -> boolean()
Types:
   This = wxWindow()
Equivalent to navigate(This, []).

navigate(This, Options::[Option]) -> boolean()
Types:
   This = wxWindow()
   Option = [{flags, integer()}]
See external documentation.

pageDown(This) -> boolean()
Types:
wxWindow

This = wxWindow()
See external documentation.

pageUp(This) -> boolean()
Types:
This = wxWindow()
See external documentation.

popEventHandler(This) -> wxEvtHandler:wxEvtHandler()
Types:
This = wxWindow()
Equivalent to popEventHandler(This, []).

popEventHandler(This, Options::[Option]) -> wxEvtHandler:wxEvtHandler()
Types:
This = wxWindow()
Option = {deleteHandler, boolean()}
See external documentation.

popupMenu(This, Menu) -> boolean()
Types:
This = wxWindow()
Menu = wxMenu:wxMenu()
Equivalent to popupMenu(This, Menu, []).

popupMenu(This, Menu, Options::[Option]) -> boolean()
Types:
This = wxWindow()
Menu = wxMenu:wxMenu()
Option = {pos, X::integer(), Y::integer()}
See external documentation.

popupMenu(This, Menu, X, Y) -> boolean()
Types:
This = wxWindow()
Menu = wxMenu:wxMenu()
X = integer()
Y = integer()
See external documentation.

raise(This) -> ok
Types:
This = wxWindow()
See external documentation.

```erlang
refresh(This) -> ok
types:
    This = wxWindow()
Equivalent to refresh(This, []).
```

```erlang
refresh(This, Options::[Option]) -> ok
Types:
    This = wxWindow()
    Option = {eraseBackground, boolean()} | {rect, (X::integer(),
                                      Y::integer(), W::integer(), H::integer())}
See external documentation.
```

```erlang
refreshRect(This, Rect) -> ok
Types:
    This = wxWindow()
    Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
Equivalent to refreshRect(This, Rect, []).
```

```erlang
refreshRect(This, Rect, Options::[Option]) -> ok
Types:
    This = wxWindow()
    Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
    Option = {eraseBackground, boolean()}
See external documentation.
```

```erlang
releaseMouse(This) -> ok
types:
    This = wxWindow()
See external documentation.
```

```erlang
removeChild(This, Child) -> ok
types:
    This = wxWindow()
    Child = wxWindow()
See external documentation.
```

```erlang
reparent(This, NewParent) -> boolean()
Types:
    This = wxWindow()
    NewParent = wxWindow()
See external documentation.
```
screenToClient(This) -> \{X::integer(), Y::integer()\}
Types:
  This = \{integer(), integer()\}
See external documentation.

screenToClient(This, Pt) -> \{X::integer(), Y::integer()\}
Types:
  This = \{integer(), integer()\}
  Pt = \{integer(), integer()\}
See external documentation.

scrollLines(This, Lines) -> boolean()
Types:
  This = \{integer(), integer()\}
  Lines = integer()
See external documentation.

scrollPages(This, Pages) -> boolean()
Types:
  This = \{integer(), integer()\}
  Pages = integer()
See external documentation.

scrollWindow(This, Dx, Dy) -> ok
Types:
  This = \{integer(), integer()\}
  Dx = integer()
  Dy = integer()
Equivalent to scrollWindow(This, Dx, Dy, []).

scrollWindow(This, Dx, Dy, Options::[Option]) -> ok
Types:
  This = \{integer(), integer()\}
  Dx = integer()
  Dy = integer()
  Option = \{rect, \{integer(), integer(), integer(), integer()\}\}
See external documentation.

setAcceleratorTable(This, Accel) -> ok
Types:
  This = \{integer(), integer()\}
  Accel = \{integer(), integer()\}
See external documentation.
setAutoLayout(This, AutoLayout) -> ok
Types:
  This = wxWindow()
  AutoLayout = boolean()
See external documentation.

setBackgroundColour(This, Colour) -> boolean()
Types:
  This = wxWindow()
  Colour = wx:wx_colour()
See external documentation.

setBackgroundStyle(This, Style) -> boolean()
Types:
  This = wxWindow()
  Style = wx:wx_enum()
See external documentation.

setCaret(This, Caret) -> ok
Types:
  This = wxWindow()
  Caret = wxCaret:wxCaret()
See external documentation.

setClientSize(This, Size) -> ok
Types:
  This = wxWindow()
  Size = {W::integer(), H::integer()}
See external documentation.
Also:
setClientSize(This, Rect) -> 'ok' when
  This::wxWindow(), Rect::{X::integer(), Y::integer(), W::integer(), H::integer()}. 

setClientSize(This, Width, Height) -> ok
Types:
  This = wxWindow()
  Width = integer()
  Height = integer()
See external documentation.

setContainingSizer(This, Sizer) -> ok
Types:
  This = wxWindow()
wxWindow

Sizer = wxSizer:wxSizer()
See external documentation.

setCursor(This, Cursor) -> boolean()
Types:
  This = wxWindow()
  Cursor = wxCursor:wxCursor()
See external documentation.

setMaxSize(This, MaxSize) -> ok
Types:
  This = wxWindow()
  MaxSize = {W::integer(), H::integer()}
See external documentation.

setMinSize(This, MinSize) -> ok
Types:
  This = wxWindow()
  MinSize = {W::integer(), H::integer()}
See external documentation.

setOwnBackgroundColour(This, Colour) -> ok
Types:
  This = wxWindow()
  Colour = wx:wx_colour()
See external documentation.

setOwnFont(This, Font) -> ok
Types:
  This = wxWindow()
  Font = wxFont:wxFont()
See external documentation.

setOwnForegroundColour(This, Colour) -> ok
Types:
  This = wxWindow()
  Colour = wx:wx_colour()
See external documentation.

setDropTarget(This, DropTarget) -> ok
Types:
  This = wxWindow()
  DropTarget = wx:wx_object()
See external documentation.

setExtraStyle(This, ExStyle) -> ok
Types:
   This = wxWindow()
   ExStyle = integer()
See external documentation.

setFocus(This) -> ok
Types:
   This = wxWindow()
See external documentation.

setFocusFromKbd(This) -> ok
Types:
   This = wxWindow()
See external documentation.

setFont(This, Font) -> boolean()
Types:
   This = wxWindow()
   Font = wxFont:wxFont()
See external documentation.

setForegroundColour(This, Colour) -> boolean()
Types:
   This = wxWindow()
   Colour = wx:wx_colour()
See external documentation.

setHelpText(This, Text) -> ok
Types:
   This = wxWindow()
   Text = unicode:chardata()
See external documentation.

setId(This, Winid) -> ok
Types:
   This = wxWindow()
   Winid = integer()
See external documentation.
setLabel(This, Label) -> ok
Types:
    This = wxWindow()
    Label = unicode:chardata()
See external documentation.

setName(This, Name) -> ok
Types:
    This = wxWindow()
    Name = unicode:chardata()
See external documentation.

setPalette(This, Pal) -> ok
Types:
    This = wxWindow()
    Pal = wxPalette:wxPalette()
See external documentation.

setScrollbar(This, Orient, Pos, ThumbVisible, Range) -> ok
Types:
    This = wxWindow()
    Orient = integer()
    Pos = integer()
    ThumbVisible = integer()
    Range = integer()
Equivalent to 

setScrollbar(This, Orient, Pos, ThumbVisible, Range, Options::[Option]) -> ok
Types:
    This = wxWindow()
    Orient = integer()
    Pos = integer()
    ThumbVisible = integer()
    Range = integer()
    Option = {refresh, boolean()}
See external documentation.

setScrollPos(This, Orient, Pos) -> ok
Types:
    This = wxWindow()
    Orient = integer()
    Pos = integer()
Equivalent to setScrollPos(This, Orient, Pos, []).
setScrollPos(This, Orient, Pos, Options::[Option]) -> ok
Types:
  This = wxWindow()
  Orient = integer()
  Pos = integer()
  Option = [refresh, boolean()]
See external documentation.

setSize(This, Rect) -> ok
Types:
  This = wxWindow()
  Rect = {X::integer(), Y::integer(), W::integer(), H::integer()}
See external documentation.
Also:
setSize(This, Size) -> 'ok' when
This::wxWindow(), Size::{W::integer(), H::integer()}.  

setSize(This, Width, Height) -> ok
Types:
  This = wxWindow()
  Width = integer()
  Height = integer()
See external documentation.
Also:
setSize(This, Rect, [Option]) -> 'ok' when
This::wxWindow(), Rect::{X::integer(), Y::integer(), W::integer(), H::integer()},
Option :: ['sizeFlags', integer()].

setSize(This, X, Y, Width, Height) -> ok
Types:
  This = wxWindow()
  X = integer()
  Y = integer()
  Width = integer()
  Height = integer()
Equivalent to setSize(This, X, Y, Width, Height, []).

setSize(This, X, Y, Width, Height, Options::[Option]) -> ok
Types:
  This = wxWindow()
  X = integer()
  Y = integer()
  Width = integer()
  Height = integer()
Option = \{sizeFlags, integer()\}
See external documentation.

setSizeHints(This, MinSize) -> ok
Types:
   This = \textit{wxWindow()}  
   MinSize = \{W::integer(), H::integer()\}
Equivalent to \texttt{setSizeHints(This, MinSize, [])}.

setSizeHints(This, MinW, MinH) -> ok
Types:
   This = \textit{wxWindow()}  
   MinW = integer()  
   MinH = integer()
See external documentation.
Also:
\begin{verbatim}
setSizeHints(This, MinSize, [Option]) -> 'ok' when
This::\textit{wxWindow()}, MinSize::{W::integer(), H::integer()},
Option :: \{'maxSize', {W::integer(), H::integer()}
| \{'incSize', {W::integer(), H::integer()}\}.
\end{verbatim}

setSizeHints(This, MinW, MinH, Options::[Option]) -> ok
Types:
   This = \textit{wxWindow()}  
   MinW = integer()  
   MinH = integer()  
   Option = \{maxW, integer()\} | \{maxH, integer()\} | \{incW, integer()\} | \{incH, integer()\}
See external documentation.

setSizer(This, Sizer) -> ok
Types:
   This = \textit{wxWindow()}  
   Sizer = \texttt{wxSizer:wxSizer()}
Equivalent to \texttt{setSizer(This, Sizer, [])}.

setSizer(This, Sizer, Options::[Option]) -> ok
Types:
   This = \textit{wxWindow()}  
   Sizer = \texttt{wxSizer:wxSizer()}
   Option = \{deleteOld, boolean()\}
See external documentation.
setSizerAndFit(This, Sizer) -> ok
Types:
  This = wxWindow()
  Sizer = wxSizer:wxSizer()
Equivalent to setSizerAndFit(This, Sizer, []).

setSizerAndFit(This, Sizer, Options::[Option]) -> ok
Types:
  This = wxWindow()
  Sizer = wxSizer:wxSizer()
  Option = {deleteOld, boolean()}
See external documentation.

setThemeEnabled(This, EnableTheme) -> ok
Types:
  This = wxWindow()
  EnableTheme = boolean()
See external documentation.

setToolTip(This, Tip) -> ok
Types:
  This = wxWindow()
  Tip = unicode:chardata()
See external documentation.
Also:
setToolTip(This, Tip) -> 'ok' when
   This::wxWindow(), Tip::wxToolTip:wxToolTip().

setVirtualSize(This, Size) -> ok
Types:
  This = wxWindow()
  Size = {W::integer(), H::integer()}
See external documentation.

setVirtualSize(This, X, Y) -> ok
Types:
  This = wxWindow()
  X = integer()
  Y = integer()
See external documentation.

setVirtualSizeHints(This, MinSize) -> ok
Types:
This = wxWindow()
MinSize = {W::integer(), H::integer()}

Equivalent to setVirtualSizeHints(This, MinSize, []).

setVirtualSizeHints(This, MinW, MinH) -> ok
Types:
  This = wxWindow()
  MinW = integer()
  MinH = integer()

See external documentation.
Also:
setVirtualSizeHints(This, MinSize, [Option]) -> 'ok' when
This::wxWindow(), MinSize::{W::integer(), H::integer()},
Option :: [{'maxSize', {W::integer(), H::integer()}}].

setVirtualSizeHints(This, MinW, MinH, Options::[Option]) -> ok
Types:
  This = wxWindow()
  MinW = integer()
  MinH = integer()
  Option = {maxW, integer()} | {maxH, integer()}

See external documentation.

setWindowStyle(This, Style) -> ok
Types:
  This = wxWindow()
  Style = integer()

See external documentation.

setWindowStyleFlag(This, Style) -> ok
Types:
  This = wxWindow()
  Style = integer()

See external documentation.

setWindowVariant(This, Variant) -> ok
Types:
  This = wxWindow()
  Variant = wx::wx_enum()

See external documentation.
shouldInheritColours(This) -> boolean()
Types:
    This = wxWindow()
See external documentation.

show(This) -> boolean()
Types:
    This = wxWindow()
Equivalent to show(This, []).

show(This, Options::[Option]) -> boolean()
Types:
    This = wxWindow()
    Option = {show, boolean()}
See external documentation.

thaw(This) -> ok
Types:
    This = wxWindow()
See external documentation.

transferDataFromWindow(This) -> boolean()
Types:
    This = wxWindow()
See external documentation.

transferDataToWindow(This) -> boolean()
Types:
    This = wxWindow()
See external documentation.

update(This) -> ok
Types:
    This = wxWindow()
See external documentation.

updateWindowUI(This) -> ok
Types:
    This = wxWindow()
Equivalent to updateWindowUI(This, []).

updateWindowUI(This, Options::[Option]) -> ok
Types:
wxWindow

This = wxWindow()
Option = {flags, integer()}

See external documentation.

validate(This) -> boolean()
Types:
  This = wxWindow()

See external documentation.

warpPointer(This, X, Y) -> ok
Types:
  This = wxWindow()
  X = integer()
  Y = integer()

See external documentation.

setTransparent(This, Alpha) -> boolean()
Types:
  This = wxWindow()
  Alpha = integer()

See external documentation.

canSetTransparent(This) -> boolean()
Types:
  This = wxWindow()

See external documentation.

isDoubleBuffered(This) -> boolean()
Types:
  This = wxWindow()

See external documentation.

setDoubleBuffered(This, On) -> ok
Types:
  This = wxWindow()
  On = boolean()

See external documentation.

getContentScaleFactor(This) -> number()
Types:
  This = wxWindow()

See external documentation.
destroy(This::wxWindow()) -> ok

Destroys this object, do not use object again
wxWindowCreateEvent

Erlang module

See external documentation: wxWindowCreateEvent.

Use wxEvtHandler:connect/3 with EventType:

create

See also the message variant #wxWindowCreate{} event record type.

This class is derived (and can use functions) from:

wxCommandEvent
wxEvent

DATA TYPES

wxWindowCreateEvent()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.
wxWindowDC

wxWindowDC

Erlang module

See external documentation: wxWindowDC.
This class is derived (and can use functions) from:
wxDC

DATA TYPES

wxWindowDC()

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

Exports

new() -> wxWindowDC()

This function is deprecated: deprecated function not available in wxWidgets-2.9 and later
See external documentation.

ew(Win) -> wxWindowDC()

Types:

    Win = wxWindow:wxWindow()

See external documentation.

destroy(This::wxWindowDC()) -> ok

Destroys this object, do not use object again
wxWindowDestroyEvent

Erlang module

See external documentation: `wxWindowDestroyEvent`.

Use `wxEvtHandler:connect/3` with `EventType:`

`destroy`

See also the message variant `#wxWindowDestroy{}` event record type.

This class is derived (and can use functions) from:

`wxCommandEvent`

`wxEvent`

**DATA TYPES**

`wxWindowDestroyEvent()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparsion stored on disc or distributed for use on other nodes.
wxXmlResource

Erlang module

See external documentation: `wxXmlResource`.

**DATA TYPES**

`wxXmlResource()`

An object reference. The representation is internal and can be changed without notice. It can't be used for comparison stored on disc or distributed for use on other nodes.

**Exports**

`new() -> wxXmlResource()`
Equivalent to `new([])`.

`new(Options::[Option]) -> wxXmlResource()`
Types:
- `Option = {flags, integer()} | {domain, unicode:chardata()}`
See external documentation.

`new(Filemask, Options::[Option]) -> wxXmlResource()`
Types:
- `Filemask = unicode:chardata()`
- `Option = {flags, integer()} | {domain, unicode:chardata()}`
See external documentation.

`attachUnknownControl(This, Name, Control) -> boolean()`
Types:
- `This = wxXmlResource()`
- `Name = unicode:chardata()`
- `Control = wxWindow:wxWindow()`
Equivalent to `attachUnknownControl(This, Name, Control, [])`.

`attachUnknownControl(This, Name, Control, Options::[Option]) -> boolean()`
Types:
- `This = wxXmlResource()`
- `Name = unicode:chardata()`
- `Control = wxWindow:wxWindow()`
- `Option = {parent, wxWindow:wxWindow()}`
See external documentation.
clearHandlers(This) -> ok
Types:
   This = wxXmlResource()
See external documentation.

compareVersion(This, Major, Minor, Release, Revision) -> integer()
Types:
   This = wxXmlResource()
   Major = integer()
   Minor = integer()
   Release = integer()
   Revision = integer()
See external documentation.

get() -> wxXmlResource()
See external documentation.

getFlags(This) -> integer()
Types:
   This = wxXmlResource()
See external documentation.

getVersion(This) -> integer()
Types:
   This = wxXmlResource()
See external documentation.

getXRCID(Str_id) -> integer()
Types:
   Str_id = [unicode:chardata()]
Equivalent to getXRCID(Str_id, []).

g getXRCID(Str_id, Options::[Option]) -> integer()
Types:
   Str_id = [unicode:chardata()]
   Option = {value_if_not_found, integer()}
See external documentation.

initAllHandlers(This) -> ok
Types:
   This = wxXmlResource()
See external documentation.
load(This, Filemask) -> boolean()
Types:
  This = wxXmlResource()
  Filemask = unicode:chardata()
See external documentation.

loadBitmap(This, Name) -> wxBitmap:wxBitmap()
Types:
  This = wxXmlResource()
  Name = unicode:chardata()
See external documentation.

loadDialog(This, Parent, Name) -> wxDialog:wxDialog()
Types:
  This = wxXmlResource()
  Parent = wxWindow:wxWindow()
  Name = unicode:chardata()
See external documentation.

loadDialog(This, Dlg, Parent, Name) -> boolean()
Types:
  This = wxXmlResource()
  Dlg = wxDialog:wxDialog()
  Parent = wxWindow:wxWindow()
  Name = unicode:chardata()
See external documentation.

loadFrame(This, Parent, Name) -> wxFrame:wxFrame()
Types:
  This = wxXmlResource()
  Parent = wxWindow:wxWindow()
  Name = unicode:chardata()
See external documentation.

loadFrame(This, Frame, Parent, Name) -> boolean()
Types:
  This = wxXmlResource()
  Frame = wxFrame:wxFrame()
  Parent = wxWindow:wxWindow()
  Name = unicode:chardata()
See external documentation.
wxXmlResource

loadIcon(This, Name) -> wxIcon:wxIcon()
Types:
    This = wxXmlResource()
    Name = unicode:chardata()
See external documentation.

loadMenu(This, Name) -> wxMenu:wxMenu()
Types:
    This = wxXmlResource()
    Name = unicode:chardata()
See external documentation.

loadMenuBar(This, Name) -> wxMenuBar:wxMenuBar()
Types:
    This = wxXmlResource()
    Name = unicode:chardata()
See external documentation.

loadMenuBar(This, Parent, Name) -> wxMenuBar:wxMenuBar()
Types:
    This = wxXmlResource()
    Parent = wxWindow:wxWindow()
    Name = unicode:chardata()
See external documentation.

loadPanel(This, Parent, Name) -> wxPanel:wxPanel()
Types:
    This = wxXmlResource()
    Parent = wxWindow:wxWindow()
    Name = unicode:chardata()
See external documentation.

loadPanel(This, Panel, Parent, Name) -> boolean()
Types:
    This = wxXmlResource()
    Panel = wxPanel:wxPanel()
    Parent = wxWindow:wxWindow()
    Name = unicode:chardata()
See external documentation.

loadToolBar(This, Parent, Name) -> wxToolBar:wxToolBar()
Types:
    This = wxXmlResource()
Parent = wxWindow:wxWindow()
Name = unicode:chardata()

See external documentation.

set(Res) -> wxXmlResource()
Types:
  Res = wxXmlResource()

See external documentation.

setFlags(This, Flags) -> ok
Types:
  This = wxXmlResource()
  Flags = integer()

See external documentation.

unload(This, Filename) -> boolean()
Types:
  This = wxXmlResource()
  Filename = unicode:chardata()

See external documentation.

xrcctrl(Window, Name, Type) -> wx:wx_object()
Types:
  Window = wxWindow:wxWindow()
  Name = string()
  Type = atom()

Looks up a control with Name in a window created with XML resources. You can use it to set/get values from controls. The object is type casted to Type. Example:
Xrc = wxXmlResource:get(),
Dlg = wxDialog:new(),
true = wxXmlResource:loadDialog(Xrc, Dlg, "controls_dialog"),
LCtrl = xrcctrl(Dlg, "controls_listctrl", wxListCtrl),
wxListCtrl:insertColumn(LCtrl, 0, "Name", [{width, 200}]),

destroy(This::wxXmlResource()) -> ok
Destroys this object, do not use object again
wx_misc

Erlang module

See external documentation: Misc.

Exports

getKeyState(Key) -> boolean()
Types:
   Key = wx:wx_enum()
See external documentation.

setDetectableAutoRepeat(Flag) -> boolean()
Types:
   Flag = boolean()
See external documentation.

bell() -> ok
See external documentation.

findMenuItemId(Frame, MenuString, ItemString) -> integer()
Types:
  Frame = wxFrame:wxFrame()
  MenuString = unicode:chardata()
  ItemString = unicode:chardata()
See external documentation.

genericFindWindowAtPoint(Pt) -> wxWindow:wxWindow()
Types:
  Pt = {X::integer(), Y::integer()}
See external documentation.

findWindowAtPoint(Pt) -> wxWindow:wxWindow()
Types:
  Pt = {X::integer(), Y::integer()}
See external documentation.

beginBusyCursor() -> ok
Equivalent to beginBusyCursor([]).

beginBusyCursor(Options::[Option]) -> ok
Types:
  Option = {cursor, wxCursor:wxCursor()}
See external documentation.

endBusyCursor() -> ok
See external documentation.

isBusy() -> boolean()
See external documentation.

shutdown(WFlags) -> boolean()
Types:
  WFlags = wx:wx_enum()
See external documentation.
WFlags = ?wxSHUTDOWN_POWEROFF | ?wxSHUTDOWN_REBOOT
shell() -> boolean()
Equivalent to shell([]).

shell(Options::[Option]) -> boolean()
Types:
   Option = {command, unicode:chardata()}
See external documentation.

launchDefaultBrowser(Url) -> boolean()
Types:
   Url = unicode:chardata()
Equivalent to launchDefaultBrowser(Url, []).

launchDefaultBrowser(Url, Options::[Option]) -> boolean()
Types:
   Url = unicode:chardata()
   Option = {flags, integer()}
See external documentation.

getEmailAddress() -> unicode:charlist()
See external documentation.

getUserID() -> unicode:charlist()
See external documentation.

getHomeDir() -> unicode:charlist()
See external documentation.

newId() -> integer()
See external documentation.

registerId(Id) -> ok
Types:
   Id = integer()
See external documentation.

getCurrentId() -> integer()
See external documentation.

getOsDescription() -> unicode:charlist()
See external documentation.
isPlatformLittleEndian() -> boolean()
See external documentation.

isPlatform64Bit() -> boolean()
See external documentation.

displaySize() -> {Width::integer(), Height::integer()}
See external documentation.

setCursor(Cursor) -> ok
Types:
    Cursor = wxCursor:wxCursor()
See external documentation.
A part of the standard OpenGL Utility api. See www.khronos.org

Booleans are represented by integers 0 and 1.

DATA TYPES

data_types = non_neg_integer()

See wx/include/gl.hrl or glu.hrl

matrix() = matrix12() | matrix16()

matrix12() = {float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()}

matrix16() = {float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()}

mem() = binary() | tuple()

Memory block

vertex() = {float(), float(), float()}

Exports

tesselate(Normal, Vs::[Vs]) -> {Triangles, VertexPos}

Types:

    Normal = vertex()
    Vs = vertex()
    Triangles = [integer()]
    VertexPos = binary()

General purpose polygon triangulation. The first argument is the normal and the second a list of vertex positions. Returned is a list of indecies of the vertices and a binary (64bit native float) containing an array of vertex positions, it starts with the vertices in Vs and may contain newly created vertices in the end.

build1DMipmapLevels(Target, InternalFormat, Width, Format, Type, Level, Base, Max, Data) -> integer()

Types:

    Target = enum()
    InternalFormat = integer()
    Width = integer()
    Format = enum()
    Type = enum()
    Level = integer()
    Base = integer()
Max = integer()
Data = binary()

Builds a subset of one-dimensional mipmap levels

glu:build1DMipmapLevels builds a subset of prefiltered one-dimensional texture maps of decreasing resolutions called a mipmap. This is used for the antialiasing of texture mapped primitives.
See external documentation.

build1DMipmaps(Target, InternalFormat, Width, Format, Type, Data) -> integer()
Types:
    Target = enum()
    InternalFormat = integer()
    Width = integer()
    Format = enum()
    Type = enum()
    Data = binary()

Builds a one-dimensional mipmap

glu:build1DMipmaps builds a series of prefiltered one-dimensional texture maps of decreasing resolutions called a mipmap. This is used for the antialiasing of texture mapped primitives.
See external documentation.

build2DMipmapLevels(Target, InternalFormat, Width, Height, Format, Type, Level, Base, Max, Data) -> integer()
Types:
    Target = enum()
    InternalFormat = integer()
    Width = integer()
    Height = integer()
    Format = enum()
    Type = enum()
    Level = integer()
    Base = integer()
    Max = integer()
    Data = binary()

Builds a subset of two-dimensional mipmap levels

glu:build2DMipmapLevels builds a subset of prefiltered two-dimensional texture maps of decreasing resolutions called a mipmap. This is used for the antialiasing of texture mapped primitives.
See external documentation.

build2DMipmaps(Target, InternalFormat, Width, Height, Format, Type, Data) -> integer()
Types:
    Target = enum()
Builds a two-dimensional mipmap

`glu:build2DMipmaps` builds a series of prefiltered two-dimensional texture maps of decreasing resolutions called a mipmap. This is used for the antialiasing of texture-mapped primitives.

See [external documentation](#).

```erlang
build3DMipmapLevels(Target, InternalFormat, Width, Height, Depth, Format, Type, Level, Base, Max, Data) -> integer()
```

Types:

- `Target = enum()`
- `InternalFormat = integer()`
- `Width = integer()`
- `Height = integer()`
- `Depth = integer()`
- `Format = enum()`
- `Type = enum()`
- `Level = integer()`
- `Base = integer()`
- `Max = integer()`
- `Data = binary()`

Builds a subset of three-dimensional mipmap levels

`glu:build3DMipmapLevels` builds a subset of prefiltered three-dimensional texture maps of decreasing resolutions called a mipmap. This is used for the antialiasing of texture mapped primitives.

See [external documentation](#).

```erlang
build3DMipmaps(Target, InternalFormat, Width, Height, Depth, Format, Type, Data) -> integer()
```

Types:

- `Target = enum()`
- `InternalFormat = integer()`
- `Width = integer()`
- `Height = integer()`
- `Depth = integer()`
- `Format = enum()`
- `Type = enum()`
- `Data = binary()`

Builds a three-dimensional mipmap
glu:build3DMipmaps builds a series of prefiltered three-dimensional texture maps of decreasing resolutions called a mipmap. This is used for the antialiasing of texture-mapped primitives.

See external documentation.

checkExtension(ExtName, ExtString) -> 0 | 1
Types:
  ExtName = string()
  ExtString = string()
Determines if an extension name is supported
glu:checkExtension returns ?GLU_TRUE if ExtName is supported otherwise ?GLU_FALSE is returned.

See external documentation.

cylinder(Quad, Base, Top, Height, Slices, Stacks) -> ok
Types:
  Quad = integer()
  Base = float()
  Top = float()
  Height = float()
  Slices = integer()
  Stacks = integer()
Draw a cylinder
glu:cylinder draws a cylinder oriented along the z axis. The base of the cylinder is placed at z = 0 and the top at z=height. Like a sphere, a cylinder is subdivided around the z axis into slices and along the z axis into stacks.

See external documentation.

deleteQuadric(Quad) -> ok
Types:
  Quad = integer()
Destroy a quadrics object
glu:deleteQuadric destroys the quadrics object (created with glu:newQuadric/0 ) and frees any memory it uses. Once glu:deleteQuadric has been called, Quad cannot be used again.

See external documentation.

disk(Quad, Inner, Outer, Slices, Loops) -> ok
Types:
  Quad = integer()
  Inner = float()
  Outer = float()
  Slices = integer()
  Loops = integer()
Draw a disk
glu:disk renders a disk on the \( z = 0 \) plane. The disk has a radius of \( \text{Outer} \) and contains a concentric circular hole with a radius of \( \text{Inner} \). If \( \text{Inner} \) is 0, then no hole is generated. The disk is subdivided around the \( z \) axis into slices (like pizza slices) and also about the \( z \) axis into rings (as specified by \( \text{Slices} \) and \( \text{Loops} \), respectively).

See external documentation.

\[ \text{errorString}(\text{Error}) \rightarrow \text{string()} \]

Types:
- \( \text{Error} = \text{enum()} \)

Produce an error string from a GL or GLU error code

\[ \text{glu:} \text{errorString} \text{ produces an error string from a GL or GLU error code. The string is in ISO Latin 1 format. For example, glu:} \text{errorString}(?\text{GLU\_OUT\_OF\_MEMORY}) \text{ returns the string out of memory.} \]

See external documentation.

\[ \text{getString}(\text{Name}) \rightarrow \text{string()} \]

Types:
- \( \text{Name} = \text{enum()} \)

Return a string describing the GLU version or GLU extensions

\[ \text{glu:} \text{getString} \text{ returns a pointer to a static string describing the GLU version or the GLU extensions that are supported.} \]

See external documentation.

\[ \text{lookAt}(\text{EyeX}, \text{EyeY}, \text{EyeZ}, \text{CenterX}, \text{CenterY}, \text{CenterZ}, \text{UpX}, \text{UpY}, \text{UpZ}) \rightarrow \text{ok} \]

Types:
- \( \text{EyeX} = \text{float()} \)
- \( \text{EyeY} = \text{float()} \)
- \( \text{EyeZ} = \text{float()} \)
- \( \text{CenterX} = \text{float()} \)
- \( \text{CenterY} = \text{float()} \)
- \( \text{CenterZ} = \text{float()} \)
- \( \text{UpX} = \text{float()} \)
- \( \text{UpY} = \text{float()} \)
- \( \text{UpZ} = \text{float()} \)

Define a viewing transformation

\[ \text{glu:} \text{lookAt} \text{ creates a viewing matrix derived from an eye point, a reference point indicating the center of the scene, and an UP vector.} \]

See external documentation.

\[ \text{newQuadric()} \rightarrow \text{integer()} \]

Create a quadrics object

\[ \text{glu:} \text{newQuadric} \text{ creates and returns a pointer to a new quadrics object. This object must be referred to when calling quadrics rendering and control functions. A return value of 0 means that there is not enough memory to allocate the object.} \]

See external documentation.
**ortho2D(Left, Right, Bottom, Top) -> ok**

Types:
- `Left = float()`
- `Right = float()`
- `Bottom = float()`
- `Top = float()`

Define a 2D orthographic projection matrix

`glu:ortho2D` sets up a two-dimensional orthographic viewing region. This is equivalent to calling `gl:ortho/6` with `near=-1` and `far=1`.

See [external documentation](#).

**partialDisk(Quad, Inner, Outer, Slices, Loops, Start, Sweep) -> ok**

Types:
- `Quad = integer()`
- `Inner = float()`
- `Outer = float()`
- `Slices = integer()`
- `Loops = integer()`
- `Start = float()`
- `Sweep = float()`

Draw an arc of a disk

`glu:partialDisk` renders a partial disk on the z=0 plane. A partial disk is similar to a full disk, except that only the subset of the disk from `Start` through `Start + Sweep` is included (where 0 degrees is along the +f2yf axis, 90 degrees along the +x axis, 180 degrees along the -y axis, and 270 degrees along the -x axis).

See [external documentation](#).

**perspective(Fovy, Aspect, ZNear, ZFar) -> ok**

Types:
- `Fovy = float()`
- `Aspect = float()`
- `ZNear = float()`
- `ZFar = float()`

Set up a perspective projection matrix

`glu:perspective` specifies a viewing frustum into the world coordinate system. In general, the aspect ratio in `glu:perspective` should match the aspect ratio of the associated viewport. For example, `aspect=2.0` means the viewer's angle of view is twice as wide in x as it is in y. If the viewport is twice as wide as it is tall, it displays the image without distortion.

See [external documentation](#).

**pickMatrix(X, Y, DelX, DelY, Viewport) -> ok**

Types:
- `X = float()`
- `Y = float()`
Define a picking region

glu:pickMatrix creates a projection matrix that can be used to restrict drawing to a small region of the viewport. This is typically useful to determine what objects are being drawn near the cursor. Use glu:pickMatrix to restrict drawing to a small region around the cursor. Then, enter selection mode (with gl:renderMode/1) and re-render the scene. All primitives that would have been drawn near the cursor are identified and stored in the selection buffer.

See external documentation.

project(ObjX, ObjY, ObjZ, Model, Proj, View) -> {integer(), WinX:float(), WinY:float(), WinZ:float()}
Types:
  ObjX = float()
  ObjY = float()
  ObjZ = float()
  Model = matrix()
  Proj = matrix()
  View = {integer(), integer(), integer(), integer()}

Map object coordinates to window coordinates

glu:project transforms the specified object coordinates into window coordinates using Model, Proj, and View. The result is stored in WinX, WinY, and WinZ. A return value of ?GLU_TRUE indicates success, a return value of ?GLU_FALSE indicates failure.

See external documentation.

quadricDrawStyle(Quad, Draw) -> ok
Types:
  Quad = integer()
  Draw = enum()

Specify the draw style desired for quadrics

glu:quadricDrawStyle specifies the draw style for quadrics rendered with Quad. The legal values are as follows:

See external documentation.

quadricNormals(Quad, Normal) -> ok
Types:
  Quad = integer()
  Normal = enum()

Specify what kind of normals are desired for quadrics

 glu:quadricNormals specifies what kind of normals are desired for quadrics rendered with Quad. The legal values are as follows:

See external documentation.
quadricOrientation(Quad, Orientation) -> ok
Types:
    Quad = integer()
    Orientation = enum()
Specify inside/outside orientation for quadrics
glu:quadricOrientation specifies what kind of orientation is desired for quadrics rendered with Quad. The Orientation values are as follows:
See external documentation.

quadricTexture(Quad, Texture) -> ok
Types:
    Quad = integer()
    Texture = 0 | 1
Specify if texturing is desired for quadrics
glu:quadricTexture specifies if texture coordinates should be generated for quadrics rendered with Quad. If the value of Texture is ?GLU_TRUE, then texture coordinates are generated, and if Texture is ?GLU_FALSE, they are not. The initial value is ?GLU_FALSE.
See external documentation.

scaleImage(Format, WIN, HIN, TypeIn, DataIn, WOut, HOut, TypeOut, DataOut) -> integer()
Types:
    Format = enum()
    WIN = integer()
    HIN = integer()
    TypeIn = enum()
    DataIn = binary()
    WOut = integer()
    HOut = integer()
    TypeOut = enum()
    DataOut = mem()
Scale an image to an arbitrary size
glu:scaleImage scales a pixel image using the appropriate pixel store modes to unpack data from the source image and pack data into the destination image.
See external documentation.

sphere(Quad, Radius, Slices, Stacks) -> ok
Types:
    Quad = integer()
    Radius = float()
    Slices = integer()
    Stacks = integer()
Draw a sphere
glu:sphere draws a sphere of the given radius centered around the origin. The sphere is subdivided around the z axis into slices and along the z axis into stacks (similar to lines of longitude and latitude).

See external documentation.

unProject(WinX, WinY, WinZ, Model, Proj, View) -> {integer(), ObjX::float(), ObjY::float(), ObjZ::float()}

Types:

- WinX = float()
- WinY = float()
- WinZ = float()
- Model = matrix()
- Proj = matrix()
- View = {integer(), integer(), integer(), integer()}

Map window coordinates to object coordinates

glu:unProject maps the specified window coordinates into object coordinates using Model, Proj, and View. The result is stored in ObjX, ObjY, and ObjZ. A return value of ?GLU_TRUE indicates success; a return value of ?GLU_FALSE indicates failure.

See external documentation.

unProject4(WinX, WinY, WinZ, ClipW, Model, Proj, View, NearVal, FarVal) -> {integer(), ObjX::float(), ObjY::float(), ObjZ::float(), ObjW::float()}

Types:

- WinX = float()
- WinY = float()
- WinZ = float()
- ClipW = float()
- Model = matrix()
- Proj = matrix()
- View = {integer(), integer(), integer(), integer()}
- NearVal = float()
- FarVal = float()

See unProject/6
gl

Erlang module

Standard OpenGL api. See www.khronos.org
Booleans are represented by integers 0 and 1.

**DATA TYPES**

clamp() = float()

    0.0..1.0

enum() = non_neg_integer()

    See wx/include/gl.hrl

matrix() = matrix12() | matrix16()

matrix12() = [float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()]

matrix16() = [float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()]

mem() = binary() | tuple()

    Memory block

offset() = non_neg_integer()

    Offset in memory block

Exports

**clearIndex(C) -> ok**

Types:

    C = float()

Specify the clear value for the color index buffers

gl:clearIndex specifies the index used by gl:clear/1 to clear the color index buffers. C is not clamped. Rather, C is converted to a fixed-point value with unspecified precision to the right of the binary point. The integer part of this value is then masked with 2 \( m-1 \), where \( m \) is the number of bits in a color index stored in the frame buffer.

See external documentation.

**clearColor(Red, Green, Blue, Alpha) -> ok**

Types:

    Red = clamp()
    Green = clamp()
    Blue = clamp()
    Alpha = clamp()

Specify clear values for the color buffers
gl:clearColor specifies the red, green, blue, and alpha values used by gl:clear/1 to clear the color buffers. Values specified by gl:clearColor are clamped to the range \([0, 1]\).

See external documentation.

```erlang
clear(Mask) -> ok
```

Types:

```
Mask = integer()
```

Clear buffers to preset values

`gl:clear` sets the bitplane area of the window to values previously selected by `gl:clearColor`, `gl:clearDepth`, and `gl:clearStencil`. Multiple color buffers can be cleared simultaneously by selecting more than one buffer at a time using `gl:drawBuffer/1`.

See external documentation.

```erlang
indexMask(Mask) -> ok
```

Types:

```
Mask = integer()
```

Control the writing of individual bits in the color index buffers

`gl:indexMask` controls the writing of individual bits in the color index buffers. The least significant \(n\) bits of `Mask`, where \(n\) is the number of bits in a color index buffer, specify a mask. Where a 1 (one) appears in the mask, it's possible to write to the corresponding bit in the color index buffer (or buffers). Where a 0 (zero) appears, the corresponding bit is write-protected.

See external documentation.

```erlang
colorMask(Red, Green, Blue, Alpha) -> ok
```

Types:

```
Red = 0 | 1
Green = 0 | 1
Blue = 0 | 1
Alpha = 0 | 1
```

Enable and disable writing of frame buffer color components

`gl:colorMask` and `gl:colorMaski` specify whether the individual color components in the frame buffer can or cannot be written. `gl:colorMaski` sets the mask for a specific draw buffer, whereas `gl:colorMask` sets the mask for all draw buffers. If `Red` is `?GL_FALSE`, for example, no change is made to the red component of any pixel in any of the color buffers, regardless of the drawing operation attempted.

See external documentation.

```erlang
alphaFunc(Func, Ref) -> ok
```

Types:

```
Func = enum()
Ref = clamp()
```

Specify the alpha test function

The alpha test discards fragments depending on the outcome of a comparison between an incoming fragment's alpha value and a constant reference value. `gl:alphaFunc` specifies the reference value and the comparison function. The
comparison is performed only if alpha testing is enabled. By default, it is not enabled. (See \texttt{gl:enable/1} and \texttt{gl:enable/1} of \texttt{?GL_ALPHA_TEST}.)

See \texttt{external} documentation.

\textbf{blendFunc}(Sfactor, Dfactor) \rightarrow \texttt{ok}

Types:
\begin{align*}
\text{Sfactor} & = \texttt{enum()} \\
\text{Dfactor} & = \texttt{enum()}
\end{align*}

Specify pixel arithmetic

Pixels can be drawn using a function that blends the incoming (source) RGBA values with the RGBA values that are already in the frame buffer (the destination values). Blending is initially disabled. Use \texttt{gl:enable/1} and \texttt{gl:enable/1} with argument \texttt{?GL_BLEND} to enable and disable blending.

See \texttt{external} documentation.

\textbf{logicOp}(Opcode) \rightarrow \texttt{ok}

Types:
\begin{align*}
\text{Opcode} & = \texttt{enum()}
\end{align*}

Specify a logical pixel operation for rendering

\texttt{gl:logicOp} specifies a logical operation that, when enabled, is applied between the incoming RGBA color and the RGBA color at the corresponding location in the frame buffer. To enable or disable the logical operation, call \texttt{gl:enable/1} and \texttt{gl:enable/1} using the symbolic constant \texttt{?GL_COLOR_LOGIC_OP}. The initial value is disabled.

See \texttt{external} documentation.

\textbf{cullFace}(Mode) \rightarrow \texttt{ok}

Types:
\begin{align*}
\text{Mode} & = \texttt{enum()}
\end{align*}

Specify whether front- or back-facing facets can be culled

\texttt{gl:cullFace} specifies whether front- or back-facing facets are culled (as specified by \texttt{mode}) when facet culling is enabled. Facet culling is initially disabled. To enable and disable facet culling, call the \texttt{gl:enable/1} and \texttt{gl:enable/1} commands with the argument \texttt{?GL_CULL_FACE}. Facets include triangles, quadrilaterals, polygons, and rectangles.

See \texttt{external} documentation.

\textbf{frontFace}(Mode) \rightarrow \texttt{ok}

Types:
\begin{align*}
\text{Mode} & = \texttt{enum()}
\end{align*}

Define front- and back-facing polygons

In a scene composed entirely of opaque closed surfaces, back-facing polygons are never visible. Eliminating these invisible polygons has the obvious benefit of speeding up the rendering of the image. To enable and disable elimination of back-facing polygons, call \texttt{gl:enable/1} and \texttt{gl:enable/1} with argument \texttt{?GL_CULL_FACE}.

See \texttt{external} documentation.

\textbf{pointSize}(Size) \rightarrow \texttt{ok}

Types:
Size = float()

Specify the diameter of rasterized points

`gl:PointSize` specifies the rasterized diameter of points. If point size mode is disabled (see `gl:enable/1` with parameter `?GL_PROGRAM_POINT_SIZE`), this value will be used to rasterize points. Otherwise, the value written to the shading language built-in variable `gl_PointSize` will be used.

See external documentation.

`lineWidth(Width) -> ok`

Types:

- `Width = float()`

Specify the width of rasterized lines

`gl:LineWidth` specifies the rasterized width of both aliased and antialiased lines. Using a line width other than 1 has different effects, depending on whether line antialiasing is enabled. To enable and disable line antialiasing, call `gl:enable/1` and `gl:enable/1` with argument `?GL_LINE_SMOOTH`. Line antialiasing is initially disabled.

See external documentation.

`lineStipple(Factor, Pattern) -> ok`

Types:

- `Factor = integer()`
- `Pattern = integer()`

Specify the line stipple pattern

Line stippling masks out certain fragments produced by rasterization; those fragments will not be drawn. The masking is achieved by using three parameters: the 16-bit line stipple pattern `Pattern`, the repeat count `Factor`, and an integer stipple counter `s`.

See external documentation.

`polygonMode(Face, Mode) -> ok`

Types:

- `Face = enum()`
- `Mode = enum()`

Select a polygon rasterization mode

`gl:PolygonMode` controls the interpretation of polygons for rasterization. `Face` describes which polygons `Mode` applies to: both front and back-facing polygons (`?GL_FRONT_AND_BACK`). The polygon mode affects only the final rasterization of polygons. In particular, a polygon's vertices are lit and the polygon is clipped and possibly culled before these modes are applied.

See external documentation.

`polygonOffset(Factor, Units) -> ok`

Types:

- `Factor = float()`
- `Units = float()`

Set the scale and units used to calculate depth values
When `GL_POLYGON_OFFSET_FILL`, `GL_POLYGON_OFFSET_LINE`, or `GL_POLYGON_OFFSET_POINT` is enabled, each fragment's depth value will be offset after it is interpolated from the depth values of the appropriate vertices. The value of the offset is factor×DZ+r×units, where DZ is a measurement of the change in depth relative to the screen area of the polygon, and r is the smallest value that is guaranteed to produce a resolvable offset for a given implementation. The offset is added before the depth test is performed and before the value is written into the depth buffer.

See external documentation.

```erlang
polygonStipple(Mask) -> ok
```

Types:

```erlang
   Mask = binary()
```

Set the polygon stippling pattern

Polygon stippling, like line stippling (see `gl:lineStipple/2`), masks out certain fragments produced by rasterization, creating a pattern. Stippling is independent of polygon antialiasing.

See external documentation.

```erlang
getPolygonStipple() -> binary()
```

Return the polygon stipple pattern

`gl:getPolygonStipple` returns to `Pattern` a 32x32 polygon stipple pattern. The pattern is packed into memory as if `gl:readPixels/7` with both height and width of 32, type of `GL_BITMAP`, and format of `GL_COLOR_INDEX` were called, and the stipple pattern were stored in an internal 32×32 color index buffer. Unlike `gl:readPixels/7`, however, pixel transfer operations (shift, offset, pixel map) are not applied to the returned stipple image.

See external documentation.

```erlang
defineFlag(Flag) -> ok
```

Types:

```erlang
   Flag = 0 | 1
```

Flag edges as either boundary or nonboundary

Each vertex of a polygon, separate triangle, or separate quadrilateral specified between a `gl:begin/1` pair is marked as the start of either a boundary or nonboundary edge. If the current edge flag is true when the vertex is specified, the vertex is marked as the start of a boundary edge. Otherwise, the vertex is marked as the start of a nonboundary edge. `gl:edgeFlag` sets the edge flag bit to `GL_TRUE` if `Flag` is `GL_TRUE` and to `GL_FALSE` otherwise.

See external documentation.

```erlang
defineFlagv(Flag) -> ok
```

Types:

```erlang
   Flag = {Flag::0 | 1}
```

Equivalent to `defineFlag(Flag)`.

```erlang
scissor(X, Y, Width, Height) -> ok
```

Types:

```erlang
   X = integer()
```
Define the scissor box

`gl:scissor` defines a rectangle, called the scissor box, in window coordinates. The first two arguments, `X` and `Y`, specify the lower left corner of the box. `Width` and `Height` specify the width and height of the box.

See [external documentation](#).

### clipPlane(Plane, Equation) -> ok

**Types:**

- `Plane = enum()`
- `Equation = {float(), float(), float(), float()}`

Specify a plane against which all geometry is clipped.

Geometry is always clipped against the boundaries of a six-plane frustum in `X`, `Y`, and `Z`. `gl:clipPlane` allows the specification of additional planes, not necessarily perpendicular to the `X`, `Y`, or `Z` axis, against which all geometry is clipped. To determine the maximum number of additional clipping planes, call `gl:getBooleanv/1` with argument `?GL_MAX_CLIP_PLANES`. All implementations support at least six such clipping planes. Because the resulting clipping region is the intersection of the defined half-spaces, it is always convex.

See [external documentation](#).

### getClipPlane(Plane) -> {float(), float(), float(), float()}

**Types:**

- `Plane = enum()`

Return the coefficients of the specified clipping plane.

`gl:getClipPlane` returns in `Equation` the four coefficients of the plane equation for `Plane`.

See [external documentation](#).

### drawBuffer(Mode) -> ok

**Types:**

- `Mode = enum()`

Specify which color buffers are to be drawn into.

When colors are written to the frame buffer, they are written into the color buffers specified by `gl:drawBuffer`. The specifications are as follows:

See [external documentation](#).

### readBuffer(Mode) -> ok

**Types:**

- `Mode = enum()`

Select a color buffer source for pixels.

`gl:readBuffer` specifies a color buffer as the source for subsequent `gl:readPixels/7`, `gl:copyTexImage1D/7`, `gl:copyTexImage2D/8`, `gl:copyTexSubImage1D/6`, `gl:copyTexSubImage2D/8`, and `gl:copyTexSubImage3D/9` commands. `Mode` accepts one of twelve or more predefined values. In a fully configured system, `?GL_FRONT`, `?GL_LEFT`, and `?GL_FRONT_LEFT` all name the front left buffer, `?GL_FRONT_RIGHT` and `?GL_RIGHT` name the

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Y = integer()
Width = integer()
Height = integer()

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front right buffer, and \texttt{GL_BACK_LEFT} and \texttt{GL_BACK} name the back left buffer. Further more, the constants \texttt{GL\_COLOR\_ATTACHMENT\_i} may be used to indicate the \textit{i}th color attachment where \textit{i} ranges from zero to the value of \texttt{GL\_MAX\_COLOR\_ATTACHMENTS} minus one.

See \texttt{external} documentation.

\texttt{enable(Cap) -> ok}

\texttt{enable(Cap) -> ok}

\texttt{disable(Cap) -> ok}

\texttt{isEnabled(Cap) -> 0 | 1}

\texttt{enableClientState(Cap) -> ok}

\texttt{disableClientState(Cap) -> ok}

See \texttt{external} documentation.
getBooleanv(Pname) -> [0 | 1]
Types:
   Pname = enum()
Return the value or values of a selected parameter
These four commands return values for simple state variables in GL. Pname is a symbolic constant indicating the state variable to be returned, and Params is a pointer to an array of the indicated type in which to place the returned data. See external documentation.

doublev(Pname) -> [float()]
Types:
   Pname = enum()
See getBooleanv/1

getFloatv(Pname) -> [float()]
Types:
   Pname = enum()
See getBooleanv/1

getIntegerv(Pname) -> [integer()]
Types:
   Pname = enum()
See getBooleanv/1

pushAttrib(Mask) -> ok
Types:
   Mask = integer()
Push and pop the server attribute stack
gl:pushAttrib takes one argument, a mask that indicates which groups of state variables to save on the attribute stack. Symbolic constants are used to set bits in the mask. Mask is typically constructed by specifying the bitwise-or of several of these constants together. The special mask ?GL_ALL_ATTRIB_BITS can be used to save all stackable states.
See external documentation.

popAttrib() -> ok
See pushAttrib/1

pushClientAttrib(Mask) -> ok
Types:
   Mask = integer()
Push and pop the client attribute stack
gl:pushClientAttrib takes one argument, a mask that indicates which groups of client-state variables to save on the client attribute stack. Symbolic constants are used to set bits in the mask. Mask is
typically constructed by specifying the bitwise-or of several of these constants together. The special mask \( \text{GL\_CLIENT\_ALL\_ATTRIB\_BITS} \) can be used to save all stackable client state.

See **external** documentation.

\[
\text{popClientAttrib()} \rightarrow \text{ok}
\]

See **pushClientAttrib/1**

\[
\text{renderMode}(\text{Mode}) \rightarrow \text{integer()}
\]

Types:

\[
\text{Mode} = \text{enum()}
\]

Set rasterization mode

\( \text{gl\_renderMode} \) sets the rasterization mode. It takes one argument, \text{Mode} , which can assume one of three predefined values:

See **external** documentation.

\[
\text{getErr}\text{or()} \rightarrow \text{enum()}
\]

Return error information

\( \text{gl\_getErr}\text{or} \) returns the value of the error flag. Each detectable error is assigned a numeric code and symbolic name. When an error occurs, the error flag is set to the appropriate error code value. No other errors are recorded until \( \text{gl\_getErr}\text{or} \) is called, the error code is returned, and the flag is reset to \( \text{GL\_NO\_ERROR} \). If a call to \( \text{gl\_getErr}\text{or} \) returns \( \text{GL\_NO\_ERROR} \), there has been no detectable error since the last call to \( \text{gl\_getErr}\text{or} \), or since the GL was initialized.

See **external** documentation.

\[
\text{get\_String}(\text{Name}) \rightarrow \text{string()}
\]

Types:

\[
\text{Name} = \text{enum()}
\]

Return a string describing the current GL connection

\( \text{gl\_get\_String} \) returns a pointer to a static string describing some aspect of the current GL connection. \text{Name} can be one of the following:

See **external** documentation.

\[
\text{finish()} \rightarrow \text{ok}
\]

Block until all GL execution is complete

\( \text{gl\_finish} \) does not return until the effects of all previously called GL commands are complete. Such effects include all changes to GL state, all changes to connection state, and all changes to the frame buffer contents.

See **external** documentation.

\[
\text{flush()} \rightarrow \text{ok}
\]

Force execution of GL commands in finite time

Different GL implementations buffer commands in several different locations, including network buffers and the graphics accelerator itself. \( \text{gl\_flush} \) empties all of these buffers, causing all issued commands to be executed as
quickly as they are accepted by the actual rendering engine. Though this execution may not be completed in any particular time period, it does complete in finite time.

See external documentation.

```
hint(Target, Mode) -> ok

Types:
    Target = enum()
    Mode = enum()

Specify implementation-specific hints

Certain aspects of GL behavior, when there is room for interpretation, can be controlled with hints. A hint is specified with two arguments. Target is a symbolic constant indicating the behavior to be controlled, and Mode is another symbolic constant indicating the desired behavior. The initial value for each Target is ?GL_DONT_CARE. Mode can be one of the following:

See external documentation.
```

```
clearDepth(Depth) -> ok

Types:
    Depth = clamp()

Specify the clear value for the depth buffer

gl:clearDepth specifies the depth value used by gl:clear/1 to clear the depth buffer. Values specified by gl:clearDepth are clamped to the range [0 1].

See external documentation.
```

```
depthFunc(Func) -> ok

Types:
    Func = enum()

Specify the value used for depth buffer comparisons

gl:depthFunc specifies the function used to compare each incoming pixel depth value with the depth value present in the depth buffer. The comparison is performed only if depth testing is enabled. (See gl:enable/1 and gl:enable/1 of ?GL_DEPTH_TEST.)

See external documentation.
```

```
deepthMask(Flag) -> ok

Types:
    Flag = 0 | 1

Enable or disable writing into the depth buffer

gl:depthMask specifies whether the depth buffer is enabled for writing. If Flag is ?GL_FALSE, depth buffer writing is disabled. Otherwise, it is enabled. Initially, depth buffer writing is enabled.

See external documentation.
```

```
depthRange(Near_val, Far_val) -> ok

Types:
    Near_val = clamp()
Far_val = clamp()

Specify mapping of depth values from normalized device coordinates to window coordinates

After clipping and division by \( w \), depth coordinates range from -1 to 1, corresponding to the near and far clipping planes. \( \text{gl:depthRange} \) specifies a linear mapping of the normalized depth coordinates in this range to window depth coordinates. Regardless of the actual depth buffer implementation, window coordinate depth values are treated as though they range from 0 through 1 (like color components). Thus, the values accepted by \( \text{gl:depthRange} \) are both clamped to this range before they are accepted.

See external documentation.

clearAccum(\( \text{Red} \), \( \text{Green} \), \( \text{Blue} \), \( \text{Alpha} \)) -> ok

Types:

\[
\begin{align*}
\text{Red} &= \text{float}() \\
\text{Green} &= \text{float}() \\
\text{Blue} &= \text{float}() \\
\text{Alpha} &= \text{float}()
\end{align*}
\]

Specify clear values for the accumulation buffer

\( \text{gl:clearAccum} \) specifies the red, green, blue, and alpha values used by \( \text{gl:clear/1} \) to clear the accumulation buffer.

See external documentation.

accum(Op, Value) -> ok

Types:

\[
\begin{align*}
\text{Op} &= \text{enum}() \\
\text{Value} &= \text{float}()
\end{align*}
\]

Operate on the accumulation buffer

The accumulation buffer is an extended-range color buffer. Images are not rendered into it. Rather, images rendered into one of the color buffers are added to the contents of the accumulation buffer after rendering. Effects such as antialiasing (of points, lines, and polygons), motion blur, and depth of field can be created by accumulating images generated with different transformation matrices.

See external documentation.

matrixMode(\( \text{Mode} \)) -> ok

Types:

\[
\begin{align*}
\text{Mode} &= \text{enum}()
\end{align*}
\]

Specify which matrix is the current matrix

\( \text{gl:matrixMode} \) sets the current matrix mode. \( \text{Mode} \) can assume one of four values:

See external documentation.

ortho(\( \text{Left} \), \( \text{Right} \), \( \text{Bottom} \), \( \text{Top} \), \( \text{Near}_\text{val} \), \( \text{Far}_\text{val} \)) -> ok

Types:

\[
\begin{align*}
\text{Left} &= \text{float}() \\
\text{Right} &= \text{float}() \\
\text{Bottom} &= \text{float}() \\
\text{Top} &= \text{float}()
\end{align*}
\]
Near_val = float()
Far_val = float()

Multiply the current matrix with an orthographic matrix

`gl:ortho` describes a transformation that produces a parallel projection. The current matrix (see `gl:matrixMode/1`) is multiplied by this matrix and the result replaces the current matrix, as if `gl:multMatrixd/1` were called with the following matrix as its argument:

See external documentation.

`frustum(Left, Right, Bottom, Top, Near_val, Far_val) -> ok`

Types:
- `Left` = float()
- `Right` = float()
- `Bottom` = float()
- `Top` = float()
- `Near_val` = float()
- `Far_val` = float()

Multiply the current matrix by a perspective matrix

`gl:frustum` describes a perspective matrix that produces a perspective projection. The current matrix (see `gl:matrixMode/1`) is multiplied by this matrix and the result replaces the current matrix, as if `gl:multMatrixd/1` were called with the following matrix as its argument:

See external documentation.

`viewport(X, Y, Width, Height) -> ok`

Types:
- `X` = integer()
- `Y` = integer()
- `Width` = integer()
- `Height` = integer()

Set the viewport

`gl:viewport` specifies the affine transformation of x and y from normalized device coordinates to window coordinates. Let \((x_{nd}, y_{nd})\) be normalized device coordinates. Then the window coordinates \((x_{w}, y_{w})\) are computed as follows:

See external documentation.

`pushMatrix() -> ok`

Push and pop the current matrix stack

There is a stack of matrices for each of the matrix modes. In `?GL_MODELVIEW` mode, the stack depth is at least 32. In the other modes, `?GL_COLOR`, `?GL_PROJECTION`, and `?GL_TEXTURE`, the depth is at least 2. The current matrix in any mode is the matrix on the top of the stack for that mode.

See external documentation.

`popMatrix() -> ok`

See `pushMatrix/0`
loadIdentity() -> ok
Replace the current matrix with the identity matrix

gl:loadIdentity replaces the current matrix with the identity matrix. It is semantically equivalent to calling

`gl:loadMatrixd/1` with the identity matrix.

See external documentation.

loadMatrixd(M) -> ok
Types:
  M = matrix()
Replace the current matrix with the specified matrix

`gl:loadMatrix` replaces the current matrix with the one whose elements are specified by M. The current matrix is the projection matrix, modelview matrix, or texture matrix, depending on the current matrix mode (see `gl:matrixMode/1`).

See external documentation.

loadMatrixf(M) -> ok
Types:
  M = matrix()
See loadMatrixd/1

multMatrixd(M) -> ok
Types:
  M = matrix()
Multiply the current matrix with the specified matrix

`gl:multMatrix` multiplies the current matrix with the one specified using M, and replaces the current matrix with the product.

See external documentation.

multMatrixf(M) -> ok
Types:
  M = matrix()
See multMatrixd/1

rotated(Angle, X, Y, Z) -> ok
Types:
  Angle = float()
  X = float()
  Y = float()
  Z = float()

Multiply the current matrix by a rotation matrix

`gl:rotate` produces a rotation of Angle degrees around the vector (x y z). The current matrix (see `gl:matrixMode/1`) is multiplied by a rotation matrix with the product replacing the current matrix, as if `gl:multMatrixd/1` were called with the following matrix as its argument:
See external documentation.

rotatef(Angle, X, Y, Z) -> ok
Types:
  Angle = float()
  X = float()
  Y = float()
  Z = float()

See rotated/4

scaled(X, Y, Z) -> ok
Types:
  X = float()
  Y = float()
  Z = float()

Multiply the current matrix by a general scaling matrix

scalef(X, Y, Z) -> ok
Types:
  X = float()
  Y = float()
  Z = float()

See scaled/3

translated(X, Y, Z) -> ok
Types:
  X = float()
  Y = float()
  Z = float()

Multiply the current matrix by a translation matrix

gl:translate produces a translation by (x y z). The current matrix (see gl:matrixMode/1) is multiplied by this translation matrix, with the product replacing the current matrix, as if gl:multiMatrixd/1 were called with the following matrix for its argument:

See external documentation.

translatef(X, Y, Z) -> ok
Types:
  X = float()
  Y = float()
  Z = float()
See \textit{translated/3}

\texttt{isList(List)} -> 0 \mid 1

Types:
\begin{verbatim}
    List = integer()
\end{verbatim}

Determine if a name corresponds to a display list
\gl:isList returns \texttt{?GL_TRUE} if \texttt{List} is the name of a display list and returns \texttt{?GL_FALSE} if it is not, or if an error occurs.

See \texttt{external} documentation.

\texttt{deleteLists(List, Range)} -> \texttt{ok}

Types:
\begin{verbatim}
    List = integer()
    Range = integer()
\end{verbatim}

Delete a contiguous group of display lists
\gl:deleteLists causes a contiguous group of display lists to be deleted. \texttt{List} is the name of the first display list to be deleted, and \texttt{Range} is the number of display lists to delete. All display lists \texttt{d} with \texttt{list} \leq \texttt{d} \leq \texttt{list+range-1} are deleted.

See \texttt{external} documentation.

\texttt{genLists(Range)} -> \texttt{integer()}

Types:
\begin{verbatim}
    Range = integer()
\end{verbatim}

Generate a contiguous set of empty display lists
\gl:genLists has one argument, \texttt{Range}. It returns an integer \texttt{n} such that \texttt{Range} contiguous empty display lists, named \texttt{n}, \texttt{n+1}, ..., \texttt{n+range-1}, are created. If \texttt{Range} is 0, if there is no group of \texttt{Range} contiguous names available, or if any error is generated, no display lists are generated, and \texttt{0} is returned.

See \texttt{external} documentation.

\texttt{newList(List, Mode)} -> \texttt{ok}

Types:
\begin{verbatim}
    List = integer()
    Mode = enum()
\end{verbatim}

Create or replace a display list
Display lists are groups of GL commands that have been stored for subsequent execution. Display lists are created with \gl:newList. All subsequent commands are placed in the display list, in the order issued, until \gl:endList/0 is called.

See \texttt{external} documentation.

\texttt{endList()} -> \texttt{ok}
\gl:BeginList

See \texttt{external} documentation.
callList(List) -> ok
Types:
  List = integer()
Execute a display list

gl:callList causes the named display list to be executed. The commands saved in the display list are executed in order, just as if they were called without using a display list. If List has not been defined as a display list, gl:callList is ignored.
See external documentation.

callLists(Lists) -> ok
Types:
  Lists = [integer()]
Execute a list of display lists

gl:callLists causes each display list in the list of names passed as Lists to be executed. As a result, the commands saved in each display list are executed in order, just as if they were called without using a display list. Names of display lists that have not been defined are ignored.
See external documentation.

listBase(Base) -> ok
Types:
  Base = integer()
set the display-list base for

gl:callLists/1

gl:callLists/1 specifies an array of offsets. Display-list names are generated by adding Base to each offset. Names that reference valid display lists are executed; the others are ignored.
See external documentation.

begin(Mode) -> ok
Types:
  Mode = enum()
Delimit the vertices of a primitive or a group of like primitives

gl:'begin' and gl:'begin'/1 delimit the vertices that define a primitive or a group of like primitives. gl:'begin' accepts a single argument that specifies in which of ten ways the vertices are interpreted. Taking n as an integer count starting at one, and N as the total number of vertices specified, the interpretations are as follows:
See external documentation.

end() -> ok
See 'begin'/1

vertex2d(X, Y) -> ok
Types:
  X = float()
  Y = float()
Specify a vertex

`gl:vertex` commands are used within `gl:'begin'/1` or `gl:'begin'/1` pairs to specify point, line, and polygon vertices. The current color, normal, texture coordinates, and fog coordinate are associated with the vertex when `gl:vertex` is called.

See external documentation.

`vertex2f(X, Y) -> ok`
Types:
- `X = float()`
- `Y = float()`

See `vertex2d/2`

`vertex2i(X, Y) -> ok`
Types:
- `X = integer()`
- `Y = integer()`

See `vertex2d/2`

`vertex2s(X, Y) -> ok`
Types:
- `X = integer()`
- `Y = integer()`

See `vertex2d/2`

`vertex3d(X, Y, Z) -> ok`
Types:
- `X = float()`
- `Y = float()`
- `Z = float()`

See `vertex2d/2`

`vertex3f(X, Y, Z) -> ok`
Types:
- `X = float()`
- `Y = float()`
- `Z = float()`

See `vertex2d/2`

`vertex3i(X, Y, Z) -> ok`
Types:
- `X = integer()`
- `Y = integer()`
- `Z = integer()`
See `vertex2d/2`

```erlang
vertex3s(X, Y, Z) -> ok
Types:
  X = integer()
  Y = integer()
  Z = integer()

See `vertex2d/2`
```

```erlang
vertex4d(X, Y, Z, W) -> ok
Types:
  X = float()
  Y = float()
  Z = float()
  W = float()

See `vertex2d/2`
```

```erlang
vertex4f(X, Y, Z, W) -> ok
Types:
  X = float()
  Y = float()
  Z = float()
  W = float()

See `vertex2d/2`
```

```erlang
vertex4i(X, Y, Z, W) -> ok
Types:
  X = integer()
  Y = integer()
  Z = integer()
  W = integer()

See `vertex2d/2`
```

```erlang
vertex4s(X, Y, Z, W) -> ok
Types:
  X = integer()
  Y = integer()
  Z = integer()
  W = integer()

See `vertex2d/2`
```

```erlang
vertex2dv(V) -> ok
Types:
```

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V = {X::float(), Y::float()}
Equivalent to vertex2d(X, Y).

vertex2fv(V) -> ok
Types:
  V = {X::float(), Y::float()}
Equivalent to vertex2f(X, Y).

vertex2iv(V) -> ok
Types:
  V = {X::integer(), Y::integer()}
Equivalent to vertex2i(X, Y).

vertex2sv(V) -> ok
Types:
  V = {X::integer(), Y::integer()}
Equivalent to vertex2s(X, Y).

vertex3dv(V) -> ok
Types:
  V = {X::float(), Y::float(), Z::float()}
Equivalent to vertex3d(X, Y, Z).

vertex3fv(V) -> ok
Types:
  V = {X::float(), Y::float(), Z::float()}
Equivalent to vertex3f(X, Y, Z).

vertex3iv(V) -> ok
Types:
  V = {X::integer(), Y::integer(), Z::integer()}
Equivalent to vertex3i(X, Y, Z).

vertex3sv(V) -> ok
Types:
  V = {X::integer(), Y::integer(), Z::integer()}
Equivalent to vertex3s(X, Y, Z).

vertex4dv(V) -> ok
Types:
  V = {X::float(), Y::float(), Z::float(), W::float()}
Equivalent to vertex4d(X, Y, Z, W).
vertex4fv(V) -> ok
Types:
   V = {X::float(), Y::float(), Z::float(), W::float()}
Equivalent to vertex4f(X, Y, Z, W).

vertex4iv(V) -> ok
Types:
   V = {X::integer(), Y::integer(), Z::integer(), W::integer()}
Equivalent to vertex4i(X, Y, Z, W).

vertex4sv(V) -> ok
Types:
   V = {X::integer(), Y::integer(), Z::integer(), W::integer()}
Equivalent to vertex4s(X, Y, Z, W).

normal3b(Nx, Ny, Nz) -> ok
Types:
   Nx = integer()
   Ny = integer()
   Nz = integer()
Set the current normal vector
The current normal is set to the given coordinates whenever gl:normalize is issued. Byte, short, or integer arguments are converted to floating-point format with a linear mapping that maps the most positive representable integer value to 1.0 and the most negative representable integer value to -1.0.
See external documentation.

normal3d(Nx, Ny, Nz) -> ok
Types:
   Nx = float()
   Ny = float()
   Nz = float()
See normal3b/3

normal3f(Nx, Ny, Nz) -> ok
Types:
   Nx = float()
   Ny = float()
   Nz = float()
See normal3b/3

normal3i(Nx, Ny, Nz) -> ok
Types:
   Nx = integer()
Ny = integer()
Nz = integer()

See normal3b/3

normal3s(Nx, Ny, Nz) -> ok

Types:
   Nx = integer()
   Ny = integer()
   Nz = integer()

See normal3b/3

normal3bv(V) -> ok

Types:
   V = {Nx::integer(), Ny::integer(), Nz::integer()}

Equivalent to normal3b(Nx, Ny, Nz).

normal3dv(V) -> ok

Types:
   V = {Nx::float(), Ny::float(), Nz::float()}

Equivalent to normal3d(Nx, Ny, Nz).

normal3fv(V) -> ok

Types:
   V = {Nx::float(), Ny::float(), Nz::float()}

Equivalent to normal3f(Nx, Ny, Nz).

normal3iv(V) -> ok

Types:
   V = {Nx::integer(), Ny::integer(), Nz::integer()}

Equivalent to normal3i(Nx, Ny, Nz).

normal3sv(V) -> ok

Types:
   V = {Nx::integer(), Ny::integer(), Nz::integer()}

Equivalent to normal3s(Nx, Ny, Nz).

indexd(C) -> ok

Types:
   C = float()

Set the current color index

gl:index updates the current (single-valued) color index. It takes one argument, the new value for the current color index.
See external documentation.

indexf(C) -> ok
Types:
    C = float()
See indexd/1

indexi(C) -> ok
Types:
    C = integer()
See indexd/1

indexs(C) -> ok
Types:
    C = integer()
See indexd/1

indexub(C) -> ok
Types:
    C = integer()
See indexd/1

indexdv(C) -> ok
Types:
    C = {C::float()}
Equivalent to indexd(C).

indexfv(C) -> ok
Types:
    C = {C::float()}
Equivalent to indexf(C).

indexiv(C) -> ok
Types:
    C = {C::integer()}
Equivalent to indexi(C).

indexsv(C) -> ok
Types:
    C = {C::integer()}
Equivalent to indexs(C).
indexubv(C) -> ok
Types:
   C = {C::integer()}
Equivalent to indexub(C).

color3b(Red, Green, Blue) -> ok
Types:
   Red = integer()
   Green = integer()
   Blue = integer()
Set the current color
The GL stores both a current single-valued color index and a current four-valued RGBA color. gl:color sets a new four-valued RGBA color. gl:color has two major variants: gl:color3 and gl:color4. gl:color3 variants specify new red, green, and blue values explicitly and set the current alpha value to 1.0 (full intensity) implicitly. gl:color4 variants specify all four color components explicitly.
See external documentation.

color3d(Red, Green, Blue) -> ok
Types:
   Red = float()
   Green = float()
   Blue = float()
See color3b/3

color3f(Red, Green, Blue) -> ok
Types:
   Red = float()
   Green = float()
   Blue = float()
See color3b/3

color3i(Red, Green, Blue) -> ok
Types:
   Red = integer()
   Green = integer()
   Blue = integer()
See color3b/3

color3s(Red, Green, Blue) -> ok
Types:
   Red = integer()
   Green = integer()
   Blue = integer()
See color3b/3

color3ub(Red, Green, Blue) -> ok
Types:
  Red = integer()
  Green = integer()
  Blue = integer()

See color3b/3

color3ui(Red, Green, Blue) -> ok
Types:
  Red = integer()
  Green = integer()
  Blue = integer()

See color3b/3

color3us(Red, Green, Blue) -> ok
Types:
  Red = integer()
  Green = integer()
  Blue = integer()

See color3b/3

color4b(Red, Green, Blue, Alpha) -> ok
Types:
  Red = integer()
  Green = integer()
  Blue = integer()
  Alpha = integer()

See color3b/3

color4d(Red, Green, Blue, Alpha) -> ok
Types:
  Red = float()
  Green = float()
  Blue = float()
  Alpha = float()

See color3b/3

color4f(Red, Green, Blue, Alpha) -> ok
Types:
  Red = float()
  Green = float()
Blue = float()
Alpha = float()

See \textit{color3b/3}

color4i(Red, Green, Blue, Alpha) \rightarrow \text{ok}
Types:
\begin{itemize}
  \item Red = integer()
  \item Green = integer()
  \item Blue = integer()
  \item Alpha = integer()
\end{itemize}

See \textit{color3b/3}

color4s(Red, Green, Blue, Alpha) \rightarrow \text{ok}
Types:
\begin{itemize}
  \item Red = integer()
  \item Green = integer()
  \item Blue = integer()
  \item Alpha = integer()
\end{itemize}

See \textit{color3b/3}

color4ub(Red, Green, Blue, Alpha) \rightarrow \text{ok}
Types:
\begin{itemize}
  \item Red = integer()
  \item Green = integer()
  \item Blue = integer()
  \item Alpha = integer()
\end{itemize}

See \textit{color3b/3}

color4ui(Red, Green, Blue, Alpha) \rightarrow \text{ok}
Types:
\begin{itemize}
  \item Red = integer()
  \item Green = integer()
  \item Blue = integer()
  \item Alpha = integer()
\end{itemize}

See \textit{color3b/3}

color4us(Red, Green, Blue, Alpha) \rightarrow \text{ok}
Types:
\begin{itemize}
  \item Red = integer()
  \item Green = integer()
  \item Blue = integer()
  \item Alpha = integer()
\end{itemize}

See \textit{color3b/3}
color3bv(V) -> ok
Types:
    V = {Red::integer(), Green::integer(), Blue::integer()}
Equivalent to color3b(Red, Green, Blue).

color3dv(V) -> ok
Types:
    V = {Red::float(), Green::float(), Blue::float()}
Equivalent to color3d(Red, Green, Blue).

color3fv(V) -> ok
Types:
    V = {Red::float(), Green::float(), Blue::float()}
Equivalent to color3f(Red, Green, Blue).

color3iv(V) -> ok
Types:
    V = {Red::integer(), Green::integer(), Blue::integer()}
Equivalent to color3i(Red, Green, Blue).

color3sv(V) -> ok
Types:
    V = {Red::integer(), Green::integer(), Blue::integer()}
Equivalent to color3s(Red, Green, Blue).

color3ubv(V) -> ok
Types:
    V = {Red::integer(), Green::integer(), Blue::integer()}
Equivalent to color3ub(Red, Green, Blue).

color3uiv(V) -> ok
Types:
    V = {Red::integer(), Green::integer(), Blue::integer()}
Equivalent to color3ui(Red, Green, Blue).

color3usv(V) -> ok
Types:
    V = {Red::integer(), Green::integer(), Blue::integer()}
Equivalent to color3us(Red, Green, Blue).

color4bv(V) -> ok
Types:
    V = {Red::integer(), Green::integer(), Blue::integer(), Alpha::integer()}

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Equivalent to `color4b(Red, Green, Blue, Alpha).

`color4dv(V) -> ok`  
Types:  
  
  \[
  V = \{\text{Red}::\text{float()}, \text{Green}::\text{float()}, \text{Blue}::\text{float()}, \text{Alpha}::\text{float()}\}
  \]

Equivalent to `color4d(Red, Green, Blue, Alpha).

`color4fv(V) -> ok`  
Types:  
  
  \[
  V = \{\text{Red}::\text{float()}, \text{Green}::\text{float()}, \text{Blue}::\text{float()}, \text{Alpha}::\text{float()}\}
  \]

Equivalent to `color4f(Red, Green, Blue, Alpha).

`color4iv(V) -> ok`  
Types:  
  
  \[
  V = \{\text{Red}::\text{integer()}, \text{Green}::\text{integer()}, \text{Blue}::\text{integer()}, \text{Alpha}::\text{integer()}\}
  \]

Equivalent to `color4i(Red, Green, Blue, Alpha).

`color4sv(V) -> ok`  
Types:  
  
  \[
  V = \{\text{Red}::\text{integer()}, \text{Green}::\text{integer()}, \text{Blue}::\text{integer()}, \text{Alpha}::\text{integer()}\}
  \]

Equivalent to `color4s(Red, Green, Blue, Alpha).

`color4ubv(V) -> ok`  
Types:  
  
  \[
  V = \{\text{Red}::\text{integer()}, \text{Green}::\text{integer()}, \text{Blue}::\text{integer()}, \text{Alpha}::\text{integer()}\}
  \]

Equivalent to `color4ub(Red, Green, Blue, Alpha).

`color4uiv(V) -> ok`  
Types:  
  
  \[
  V = \{\text{Red}::\text{integer()}, \text{Green}::\text{integer()}, \text{Blue}::\text{integer()}, \text{Alpha}::\text{integer()}\}
  \]

Equivalent to `color4ui(Red, Green, Blue, Alpha).

`color4usv(V) -> ok`  
Types:  
  
  \[
  V = \{\text{Red}::\text{integer()}, \text{Green}::\text{integer()}, \text{Blue}::\text{integer()}, \text{Alpha}::\text{integer()}\}
  \]

Equivalent to `color4us(Red, Green, Blue, Alpha).

texCoord1d(S) -> ok  
Types:  
  
  \[
  S = \text{float()}
  \]

Set the current texture coordinates
**gl:**

`gl:texCoord` specifies texture coordinates in one, two, three, or four dimensions. `gl:texCoord1` sets the current texture coordinates to (s 0 0 1); a call to `gl:texCoord2` sets them to (s t 0 1). Similarly, `gl:texCoord3` specifies the texture coordinates as (s t r 1), and `gl:texCoord4` defines all four components explicitly as (s t r q).

See external documentation.

```
texCoord1f(S) -> ok
Types:
   S = float()
See texCoord1d/1

texCoord1i(S) -> ok
Types:
   S = integer()
See texCoord1d/1

texCoord1s(S) -> ok
Types:
   S = integer()
See texCoord1d/1

texCoord2d(S, T) -> ok
Types:
   S = float()
   T = float()
See texCoord1d/1

texCoord2f(S, T) -> ok
Types:
   S = float()
   T = float()
See texCoord1d/1

texCoord2i(S, T) -> ok
Types:
   S = integer()
   T = integer()
See texCoord1d/1

texCoord2s(S, T) -> ok
Types:
   S = integer()
   T = integer()
See texCoord1d/1
```

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texCoord3d(S, T, R) -> ok
Types:
    S = float()
    T = float()
    R = float()
See `texCoord1d/1`

texCoord3f(S, T, R) -> ok
Types:
    S = float()
    T = float()
    R = float()
See `texCoord1d/1`

texCoord3i(S, T, R) -> ok
Types:
    S = integer()
    T = integer()
    R = integer()
See `texCoord1d/1`

texCoord3s(S, T, R) -> ok
Types:
    S = integer()
    T = integer()
    R = integer()
See `texCoord1d/1`

texCoord4d(S, T, R, Q) -> ok
Types:
    S = float()
    T = float()
    R = float()
    Q = float()
See `texCoord1d/1`

texCoord4f(S, T, R, Q) -> ok
Types:
    S = float()
    T = float()
    R = float()
    Q = float()
See `texCoord1d/1`
texCoord4i(S, T, R, Q) -> ok
Types:
   S = integer()
   T = integer()
   R = integer()
   Q = integer()
See texCoord1d/1

texCoord4s(S, T, R, Q) -> ok
Types:
   S = integer()
   T = integer()
   R = integer()
   Q = integer()
See texCoord1d/1

texCoord1dv(V) -> ok
Types:
   V = {S::float()}
Equivalent to texCoord1d(S).

texCoord1fv(V) -> ok
Types:
   V = {S::float()}
Equivalent to texCoord1f(S).

texCoord1iv(V) -> ok
Types:
   V = {S::integer()}
Equivalent to texCoord1i(S).

texCoord1sv(V) -> ok
Types:
   V = {S::integer()}
Equivalent to texCoord1s(S).

texCoord2dv(V) -> ok
Types:
   V = {S::float(), T::float()}
Equivalent to texCoord2d(S, T).

texCoord2fv(V) -> ok
Types:
\[ V = \langle S \cdot \text{float}, T \cdot \text{float} \rangle \]
Equivalent to `texCoord2f(S, T)`.

`texCoord2iv(V)` -> `ok`
Types:
\[ V = \langle S \cdot \text{integer}, T \cdot \text{integer} \rangle \]
Equivalent to `texCoord2i(S, T)`.

`texCoord2sv(V)` -> `ok`
Types:
\[ V = \langle S \cdot \text{integer}, T \cdot \text{integer} \rangle \]
Equivalent to `texCoord2s(S, T)`.

`texCoord3dv(V)` -> `ok`
Types:
\[ V = \langle S \cdot \text{float}, T \cdot \text{float}, R \cdot \text{float} \rangle \]
Equivalent to `texCoord3d(S, T, R)`.

`texCoord3fv(V)` -> `ok`
Types:
\[ V = \langle S \cdot \text{float}, T \cdot \text{float}, R \cdot \text{float} \rangle \]
Equivalent to `texCoord3f(S, T, R)`.

`texCoord3iv(V)` -> `ok`
Types:
\[ V = \langle S \cdot \text{integer}, T \cdot \text{integer}, R \cdot \text{integer} \rangle \]
Equivalent to `texCoord3i(S, T, R)`.

`texCoord3sv(V)` -> `ok`
Types:
\[ V = \langle S \cdot \text{integer}, T \cdot \text{integer}, R \cdot \text{integer} \rangle \]
Equivalent to `texCoord3s(S, T, R)`.

`texCoord4dv(V)` -> `ok`
Types:
\[ V = \langle S \cdot \text{float}, T \cdot \text{float}, R \cdot \text{float}, Q \cdot \text{float} \rangle \]
Equivalent to `texCoord4d(S, T, R, Q)`.

`texCoord4fv(V)` -> `ok`
Types:
\[ V = \langle S \cdot \text{float}, T \cdot \text{float}, R \cdot \text{float}, Q \cdot \text{float} \rangle \]
Equivalent to `texCoord4f(S, T, R, Q)`.
texCoord4iv(V) -> ok
Types:
    V = {S::integer(), T::integer(), R::integer(), Q::integer()}
Equivalent to texCoord4i(S, T, R, Q).

texCoord4sv(V) -> ok
Types:
    V = {S::integer(), T::integer(), R::integer(), Q::integer()}
Equivalent to texCoord4s(S, T, R, Q).

rasterPos2d(X, Y) -> ok
Types:
    X = float()
    Y = float()
Specify the raster position for pixel operations
The GL maintains a 3D position in window coordinates. This position, called the raster position, is used to position pixel and bitmap write operations. It is maintained with subpixel accuracy. See gl:bitmap/7, gl:drawPixels/5, and gl:copyPixels/5.
See external documentation.

rasterPos2f(X, Y) -> ok
Types:
    X = float()
    Y = float()
See rasterPos2d/2

rasterPos2i(X, Y) -> ok
Types:
    X = integer()
    Y = integer()
See rasterPos2d/2

rasterPos2s(X, Y) -> ok
Types:
    X = integer()
    Y = integer()
See rasterPos2d/2

rasterPos3d(X, Y, Z) -> ok
Types:
    X = float()
    Y = float()
    Z = float()
rasterPos3f(X, Y, Z) -> ok
Types:
  X = float()
  Y = float()
  Z = float()
See rasterPos2d/2

rasterPos3i(X, Y, Z) -> ok
Types:
  X = integer()
  Y = integer()
  Z = integer()
See rasterPos2d/2

rasterPos3s(X, Y, Z) -> ok
Types:
  X = integer()
  Y = integer()
  Z = integer()
See rasterPos2d/2

rasterPos4d(X, Y, Z, W) -> ok
Types:
  X = float()
  Y = float()
  Z = float()
  W = float()
See rasterPos2d/2

rasterPos4f(X, Y, Z, W) -> ok
Types:
  X = float()
  Y = float()
  Z = float()
  W = float()
See rasterPos2d/2

rasterPos4i(X, Y, Z, W) -> ok
Types:
  X = integer()
  Y = integer()
\[ Z = \text{integer()} \]
\[ W = \text{integer()} \]

See \texttt{rasterPos2d/2}

\texttt{rasterPos4s(X, Y, Z, W) -> ok}

Types:
- \[ X = \text{integer()} \]
- \[ Y = \text{integer()} \]
- \[ Z = \text{integer()} \]
- \[ W = \text{integer()} \]

See \texttt{rasterPos2d/2}

\texttt{rasterPos2dv(V) -> ok}

Types:
- \[ V = \{X::float(), Y::float()\} \]

Equivalent to \texttt{rasterPos2d}(X, Y).

\texttt{rasterPos2fv(V) -> ok}

Types:
- \[ V = \{X::float(), Y::float()\} \]

Equivalent to \texttt{rasterPos2f}(X, Y).

\texttt{rasterPos2iv(V) -> ok}

Types:
- \[ V = \{X::integer(), Y::integer()\} \]

Equivalent to \texttt{rasterPos2i}(X, Y).

\texttt{rasterPos2sv(V) -> ok}

Types:
- \[ V = \{X::integer(), Y::integer()\} \]

Equivalent to \texttt{rasterPos2s}(X, Y).

\texttt{rasterPos3dv(V) -> ok}

Types:
- \[ V = \{X::float(), Y::float(), Z::float()\} \]

Equivalent to \texttt{rasterPos3d}(X, Y, Z).

\texttt{rasterPos3fv(V) -> ok}

Types:
- \[ V = \{X::float(), Y::float(), Z::float()\} \]

Equivalent to \texttt{rasterPos3f}(X, Y, Z).
rasterPos3iv(V) -> ok
Types:
  V = {X::integer(), Y::integer(), Z::integer()}
Equivalent to rasterPos3i(X, Y, Z).

rasterPos3sv(V) -> ok
Types:
  V = {X::integer(), Y::integer(), Z::integer()}
Equivalent to rasterPos3s(X, Y, Z).

rasterPos4dv(V) -> ok
Types:
  V = {X::float(), Y::float(), Z::float(), W::float()}
Equivalent to rasterPos4d(X, Y, Z, W).

rasterPos4fv(V) -> ok
Types:
  V = {X::float(), Y::float(), Z::float(), W::float()}
Equivalent to rasterPos4f(X, Y, Z, W).

rasterPos4iv(V) -> ok
Types:
  V = {X::integer(), Y::integer(), Z::integer(), W::integer()}
Equivalent to rasterPos4i(X, Y, Z, W).

rasterPos4sv(V) -> ok
Types:
  V = {X::integer(), Y::integer(), Z::integer(), W::integer()}
Equivalent to rasterPos4s(X, Y, Z, W).

rectd(X1, Y1, X2, Y2) -> ok
Types:
  X1 = float()
  Y1 = float()
  X2 = float()
  Y2 = float()

Draw a rectangle

**gl:rect** supports efficient specification of rectangles as two corner points. Each rectangle command takes four arguments, organized either as two consecutive pairs of (x y) coordinates or as two pointers to arrays, each containing an (x y) pair. The resulting rectangle is defined in the z=0 plane.

See **external** documentation.
rectf(X1, Y1, X2, Y2) -> ok
Types:
  X1 = float()
  Y1 = float()
  X2 = float()
  Y2 = float()
See rectd/4

recti(X1, Y1, X2, Y2) -> ok
Types:
  X1 = integer()
  Y1 = integer()
  X2 = integer()
  Y2 = integer()
See rectd/4

rects(X1, Y1, X2, Y2) -> ok
Types:
  X1 = integer()
  Y1 = integer()
  X2 = integer()
  Y2 = integer()
See rectd/4

rectdv(V1, V2) -> ok
Types:
  V1 = {float(), float()}
  V2 = {float(), float()}
See rectd/4

rectfv(V1, V2) -> ok
Types:
  V1 = {float(), float()}
  V2 = {float(), float()}
See rectd/4

rectiv(V1, V2) -> ok
Types:
  V1 = {integer(), integer()}
  V2 = {integer(), integer()}
See rectd/4
rectsv(V1, V2) -> ok
Types:
  V1 = {integer(), integer()}
  V2 = {integer(), integer()}
See rectd/4

vertexPointer(Size, Type, Stride, Ptr) -> ok
Types:
  Size = integer()
  Type = enum()
  Stride = integer()
  Ptr = offset() | mem()

Define an array of vertex data

`gl:vertexPointer` specifies the location and data format of an array of vertex coordinates to use when rendering. Size specifies the number of coordinates per vertex, and must be 2, 3, or 4. Type specifies the data type of each coordinate, and Stride specifies the byte stride from one vertex to the next, allowing vertices and attributes to be packed into a single array or stored in separate arrays. (Single-array storage may be more efficient on some implementations; see `gl:interleavedArrays/3`.)

See external documentation.

normalPointer(Type, Stride, Ptr) -> ok
Types:
  Type = enum()
  Stride = integer()
  Ptr = offset() | mem()

Define an array of normals

`gl:normalPointer` specifies the location and data format of an array of normals to use when rendering. Type specifies the data type of each normal coordinate, and Stride specifies the byte stride from one normal to the next, allowing vertices and attributes to be packed into a single array or stored in separate arrays. (Single-array storage may be more efficient on some implementations; see `gl:interleavedArrays/3`.)

See external documentation.

colorPointer(Size, Type, Stride, Ptr) -> ok
Types:
  Size = integer()
  Type = enum()
  Stride = integer()
  Ptr = offset() | mem()

Define an array of colors

`gl:colorPointer` specifies the location and data format of an array of color components to use when rendering. Size specifies the number of components per color, and must be 3 or 4. Type specifies the data type of each color component, and Stride specifies the byte stride from one color to the next, allowing vertices and attributes to be packed into a single array or stored in separate arrays. (Single-array storage may be more efficient on some implementations; see `gl:interleavedArrays/3`.)
indexPointer(Type, Stride, Ptr) -> ok
Types:
    Type = enum()
    Stride = integer()
    Ptr = offset() | mem()
Define an array of color indexes

gl:indexPointer specifies the location and data format of an array of color indexes to use when rendering. Type specifies the data type of each color index and Stride specifies the byte stride from one color index to the next, allowing vertices and attributes to be packed into a single array or stored in separate arrays.

See external documentation.

texCoordPointer(Size, Type, Stride, Ptr) -> ok
Types:
    Size = integer()
    Type = enum()
    Stride = integer()
    Ptr = offset() | mem()
Define an array of texture coordinates

gl:texCoordPointer specifies the location and data format of an array of texture coordinates to use when rendering. Size specifies the number of coordinates per texture coordinate set, and must be 1, 2, 3, or 4. Type specifies the data type of each texture coordinate, and Stride specifies the byte stride from one texture coordinate set to the next, allowing vertices and attributes to be packed into a single array or stored in separate arrays. (Single-array storage may be more efficient on some implementations; see gl:interleavedArrays/3.)

See external documentation.

drawFlagPointer(Stride, Ptr) -> ok
Types:
    Stride = integer()
    Ptr = offset() | mem()
Define an array of edge flags

gl:drawFlagPointer specifies the location and data format of an array of boolean edge flags to use when rendering. Stride specifies the byte stride from one edge flag to the next, allowing vertices and attributes to be packed into a single array or stored in separate arrays.

See external documentation.

arrayElement(I) -> ok
Types:
    I = integer()
Render a vertex using the specified vertex array element

gl:arrayElement commands are used within gl:'begin'/1 | gl:'begin'/1 pairs to specify vertex and attribute data for point, line, and polygon primitives. If ?GL_VERTEX_ARRAY is enabled when gl:arrayElement is called, a single
vertex is drawn, using vertex and attribute data taken from location \( I \) of the enabled arrays. If \texttt{?GL_VERTEX_ARRAY} is not enabled, no drawing occurs but the attributes corresponding to the enabled arrays are modified.

See external documentation.

\texttt{drawArrays(Mode, First, Count) -> ok}

Types:
\begin{verbatim}
    Mode = enum()
    First = integer()
    Count = integer()
\end{verbatim}

Render primitives from array data

\texttt{gl:drawArrays} specifies multiple geometric primitives with very few subroutine calls. Instead of calling a GL procedure to pass each individual vertex, normal, texture coordinate, edge flag, or color, you can prespecify separate arrays of vertices, normals, and colors and use them to construct a sequence of primitives with a single call to \texttt{gl:drawArrays}.

See external documentation.

\texttt{drawElements(Mode, Count, Type, Indices) -> ok}

Types:
\begin{verbatim}
    Mode = enum()
    Count = integer()
    Type = enum()
    Indices = offset() | mem()
\end{verbatim}

Render primitives from array data

\texttt{gl:drawElements} specifies multiple geometric primitives with very few subroutine calls. Instead of calling a GL function to pass each individual vertex, normal, texture coordinate, edge flag, or color, you can prespecify separate arrays of vertices, normals, and so on, and use them to construct a sequence of primitives with a single call to \texttt{gl:drawElements}.

See external documentation.

\texttt{interleavedArrays(Format, Stride, Pointer) -> ok}

Types:
\begin{verbatim}
    Format = enum()
    Stride = integer()
    Pointer = offset() | mem()
\end{verbatim}

Simultaneously specify and enable several interleaved arrays

\texttt{gl:interleavedArrays} lets you specify and enable individual color, normal, texture and vertex arrays whose elements are part of a larger aggregate array element. For some implementations, this is more efficient than specifying the arrays separately.

See external documentation.

\texttt{shadeModel(Mode) -> ok}

Types:
\begin{verbatim}
    Mode = enum()
\end{verbatim}
Select flat or smooth shading

GL primitives can have either flat or smooth shading. Smooth shading, the default, causes the computed colors of vertices to be interpolated as the primitive is rasterized, typically assigning different colors to each resulting pixel fragment. Flat shading selects the computed color of just one vertex and assigns it to all the pixel fragments generated by rasterizing a single primitive. In either case, the computed color of a vertex is the result of lighting if lighting is enabled, or it is the current color at the time the vertex was specified if lighting is disabled.

See external documentation.

lightf(Light, Pname, Param) -> ok
Types:
   Light = enum()
   Pname = enum()
   Param = float()
Set light source parameters

gl:light sets the values of individual light source parameters. Light names the light and is a symbolic name of the form ?GL_LIGHTi, where i ranges from 0 to the value of ?GL_MAX_LIGHTS - 1. Pname specifies one of ten light source parameters, again by symbolic name. Params is either a single value or a pointer to an array that contains the new values.

See external documentation.

lighti(Light, Pname, Param) -> ok
Types:
   Light = enum()
   Pname = enum()
   Param = integer()
See lightf/3

lightfv(Light, Pname, Params) -> ok
Types:
   Light = enum()
   Pname = enum()
   Params = tuple()
See lightf/3

lightiv(Light, Pname, Params) -> ok
Types:
   Light = enum()
   Pname = enum()
   Params = tuple()
See lightf/3

getLightfv(Light, Pname) -> {float(), float(), float(), float()}
Types:
   Light = enum()
Pname = enum()

Return light source parameter values

gl:getLight returns in Params the value or values of a light source parameter. Light names the light and is a symbolic name of the form \( \text{?GL\_LIGHT} \ i \) where \( i \) ranges from 0 to the value of \( \text{?GL\_MAX\_LIGHTS} \ - \ 1 \). \( \text{?GL\_MAX\_LIGHTS} \) is an implementation dependent constant that is greater than or equal to eight. Pname specifies one of ten light source parameters, again by symbolic name.

See external documentation.

gl:getLightiv(Light, Pname) -> \{integer(), integer(), integer(), integer()\}

Types:
  Light = enum()
  Pname = enum()

See gl:getLightfv/2

lightModelf(Pname, Param) -> ok

Types:
  Pname = enum()
  Param = float()

Set the lighting model parameters

gl:lightModel sets the lighting model parameter. Pname names a parameter and Params gives the new value. There are three lighting model parameters:

See external documentation.

lightModeli(Pname, Param) -> ok

Types:
  Pname = enum()
  Param = integer()

See lightModelf/2

lightModelfv(Pname, Params) -> ok

Types:
  Pname = enum()
  Params = tuple()

See lightModelf/2

lightModeliv(Pname, Params) -> ok

Types:
  Pname = enum()
  Params = tuple()

See lightModelf/2

materialf(Face, Pname, Param) -> ok

Types:
Specify material parameters for the lighting model

`gl:material` assigns values to material parameters. There are two matched sets of material parameters. One, the front-facing set, is used to shade points, lines, bitmaps, and all polygons (when two-sided lighting is disabled), or just front-facing polygons (when two-sided lighting is enabled). The other set, back-facing, is used to shade back-facing polygons only when two-sided lighting is enabled. Refer to the `gl:lightModel/2` reference page for details concerning one- and two-sided lighting calculations.

See external documentation.

```
materiali(Face, Pname, Param) -> ok
Types:
  Face = enum()
  Pname = enum()
  Param = integer()
See materialf/3

materialfv(Face, Pname, Params) -> ok
Types:
  Face = enum()
  Pname = enum()
  Params = tuple()
See materialf/3

materialiv(Face, Pname, Params) -> ok
Types:
  Face = enum()
  Pname = enum()
  Params = tuple()
See materialf/3

getMaterialfv(Face, Pname) -> {float(), float(), float(), float()}
Types:
  Face = enum()
  Pname = enum()
Return material parameters

getMaterialiv(Face, Pname) -> {integer(), integer(), integer(), integer()}
Types:
```

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Face = enum()
Pname = enum()

See getMaterialfv/2

colorMaterial(Face, Mode) -> ok
Types:
  Face = enum()
  Mode = enum()

Cause a material color to track the current color

gl:colorMaterial specifies which material parameters track the current color. When ?GL_COLOR_MATERIAL is enabled, the material parameter or parameters specified by Mode, of the material or materials specified by Face, track the current color at all times.

See external documentation.

pixelZoom(Xfactor, Yfactor) -> ok
Types:
  Xfactor = float()
  Yfactor = float()

Specify the pixel zoom factors

gl:pixelZoom specifies values for the x and y zoom factors. During the execution of gl:drawPixels/5 or gl:copyPixels/5, if (xr, yr) is the current raster position, and a given element is in the mth row and nth column of the pixel rectangle, then pixels whose centers are in the rectangle with corners at

See external documentation.

pixelStoref(Pname, Param) -> ok
Types:
  Pname = enum()
  Param = float()

Set pixel storage modes

gl:pixelStore sets pixel storage modes that affect the operation of subsequent gl:readPixels/7 as well as the unpacking of texture patterns (see gl:texImage1D/8, gl:texImage2D/9, gl:texImage3D/10, gl:texSubImage1D/7, gl:texSubImage1D/7, gl:texSubImage1D/7, gl:compressedTexImage1D/7, gl:compressedTexImage2D/8, gl:compressedTexImage3D/9, gl:compressedTexSubImage1D/7, gl:compressedTexSubImage2D/9, gl:compressedTexSubImage2D/9, gl:compressedTexSubImage1D/7).

See external documentation.

pixelStorei(Pname, Param) -> ok
Types:
  Pname = enum()
  Param = integer()

See pixelStoref/2
pixelTransferf(Pname, Param) -> ok
Types:
   Pname = enum()
   Param = float()

Set pixel transfer modes

gl:pixelTransfer sets pixel transfer modes that affect the operation of subsequent gl:copyPixels/5,
   gl:copyTexImage1D/7, gl:copyTexImage2D/8, gl:copyTexSubImage1D/6, gl:copyTexSubImage2D/8,
   gl:copyTexSubImage3D/9, gl:drawPixels/5, gl:readPixels/7, gl:texImage1D/8, gl:texture2D/9, gl:texture3D/10,
   gl:texture1D/7, gl:texture1D/7, and gl:texture1D/7 commands. Additionally, if the
   ARB_imaging subset is supported, the routines gl:colorTable/6, gl:colorSubTable/6, gl:convolutionFilter1D/6,
   gl:convolutionFilter2D/7, gl:histogram/4, gl:minmax/3, and gl:separableFilter2D/8 are also affected.

The algorithms that are specified by pixel transfer modes operate on pixels after they are read from
   the frame buffer (gl:copyPixels/5, gl:copyTexImage1D/7, gl:copyTexImage2D/8, gl:copyTexSubImage1D/6,
   gl:copyTexSubImage2D/8, gl:copyTexSubImage3D/9, and gl:readPixels/7), or unpacked from client memory
   (gl:drawPixels/5, gl:readPixels/7, gl:texImage1D/8, gl:texture2D/9, gl:texture3D/10, gl:texture1D/7, gl:texture1D/7,
   and gl:texture1D/7). Pixel transfer operations happen in the same order, and in the same manner, regardless
   of the command that resulted in the pixel operation. Pixel storage modes (see gl:pixelStore/2) control the unpacking
   of pixels being read from client memory and the packing of pixels being written back into client memory.

See external documentation.

pixelTransferi(Pname, Param) -> ok
Types:
   Pname = enum()
   Param = integer()

See pixelTransferf/2

pixelMapfv(Map, Mapsize, Values) -> ok
Types:
   Map = enum()
   Mapsize = integer()
   Values = binary()

Set up pixel transfer maps

gl:pixelMap sets up translation tables, or maps, used by gl:copyPixels/5, gl:copyTexImage1D/7,
   gl:copyTexImage2D/8, gl:copyTexSubImage1D/6, gl:copyTexSubImage2D/8, gl:copyTexSubImage3D/9,
   gl:drawPixels/5, gl:readPixels/7, gl:texImage1D/8, gl:texture2D/9, gl:texture3D/10, gl:texture1D/7,
   and gl:texture1D/7. Additionally, if the ARB_imaging subset is supported, the
   routines gl:colorTable/6, gl:colorSubTable/6, gl:convolutionFilter1D/6, gl:convolutionFilter2D/7,
   gl:histogram/4, gl:minmax/3, and gl:separableFilter2D/8. Use of these maps is described completely in the
   gl:pixelTransferf/2 reference page, and partly in the reference pages for the pixel and texture image commands. Only the specification
   of the maps is described in this reference page.

See external documentation.

pixelMapuiv(Map, Mapsize, Values) -> ok
Types:
   Map = enum()
   Mapsize = integer()
Values = binary()
See pixelMapfv/3

`pixelMapusv(Map, Mapsize, Values) -> ok`
Types:
   Map = `enum()`
   Mapsize = `integer()`
   Values = `binary()`
See `pixelMapfv/3`

`getPixelMapfv(Map, Values) -> ok`
Types:
   Map = `enum()`
   Values = `mem()`
Return the specified pixel map.
See the `gl:pixelMapfv/3` reference page for a description of the acceptable values for the `Map` parameter. `gl:getPixelMap` returns in `Data` the contents of the pixel map specified in `Map`. Pixel maps are used during the execution of `gl:readPixels/7`, `gl:drawPixels/5`, `gl:copyPixels/5`, `gl:texImage1D/8`, `gl:texImage2D/9`, `gl:texImage3D/10`, `gl:texSubImage1D/7`, `gl:texSubImage1D/7`, `gl:copyTexImage1D/7`, `gl:copyTexImage2D/8`, `gl:copyTexSubImage1D/6`, `gl:copyTexSubImage2D/8`, and `gl:copyTexSubImage3D/9`. to map color indices, stencil indices, color components, and depth components to other values. See external documentation.

`getPixelMapuiv(Map, Values) -> ok`
Types:
   Map = `enum()`
   Values = `mem()`
See `getPixelMapfv/2`

`getPixelMapusv(Map, Values) -> ok`
Types:
   Map = `enum()`
   Values = `mem()`
See `getPixelMapfv/2`

`bitmap(Width, Height, Xorig, Yorig, Xmove, Ymove, Bitmap) -> ok`
Types:
   Width = `integer()`
   Height = `integer()`
   Xorig = `float()`
   Yorig = `float()`
   Xmove = `float()`
   Ymove = `float()`
Bitmap = offset() | mem()

Draw a bitmap

A bitmap is a binary image. When drawn, the bitmap is positioned relative to the current raster position, and frame buffer pixels corresponding to 1's in the bitmap are written using the current raster color or index. Frame buffer pixels corresponding to 0's in the bitmap are not modified.

See external documentation.

readPixels(X, Y, Width, Height, Format, Type, Pixels) -> ok

Types:
X = integer()
Y = integer()
Width = integer()
Height = integer()
Format = enum()
Type = enum()
Pixels = mem()

Read a block of pixels from the frame buffer

gl:readPixels returns pixel data from the frame buffer, starting with the pixel whose lower left corner is at location \((X, Y)\), into client memory starting at location Data. Several parameters control the processing of the pixel data before it is placed into client memory. These parameters are set with gl:pixelStoref/2. This reference page describes the effects on gl:readPixels of most, but not all of the parameters specified by these three commands.

See external documentation.

drawPixels(Width, Height, Format, Type, Pixels) -> ok

Types:
Width = integer()
Height = integer()
Format = enum()
Type = enum()
Pixels = offset() | mem()

Write a block of pixels to the frame buffer

gl:drawPixels reads pixel data from memory and writes it into the frame buffer relative to the current raster position, provided that the raster position is valid. Use gl:rasterPos2d/2 or gl:windowPos2d/2 to set the current raster position; use gl:getBooleanv/1 with argument ?GL_CURRENT_RASTER_POSITION_VALID to determine if the specified raster position is valid, and gl:getBooleanv/1 with argument ?GL_CURRENT_RASTER_POSITION to query the raster position.

See external documentation.

copyPixels(X, Y, Width, Height, Type) -> ok

Types:
X = integer()
Y = integer()
Width = integer()
```erlang
Height = integer()
Type = enum()
Copy pixels in the frame buffer

gl:copyPixels copies a screen-aligned rectangle of pixels from the specified frame buffer location to a region relative to the current raster position. Its operation is well defined only if the entire pixel source region is within the exposed portion of the window. Results of copies from outside the window, or from regions of the window that are not exposed, are hardware dependent and undefined.

See external documentation.

stencilFunc(Func, Ref, Mask) -> ok
Types:
  Func = enum()
  Ref = integer()
  Mask = integer()
Set front and back function and reference value for stencil testing

Stenciling, like depth-buffering, enables and disables drawing on a per-pixel basis. Stencil planes are first drawn into using GL drawing primitives, then geometry and images are rendered using the stencil planes to mask out portions of the screen. Stenciling is typically used in multipass rendering algorithms to achieve special effects, such as decals, outlining, and constructive solid geometry rendering.

See external documentation.

stencilMask(Mask) -> ok
Types:
  Mask = integer()
Control the front and back writing of individual bits in the stencil planes

gl:stencilMask controls the writing of individual bits in the stencil planes. The least significant n bits of Mask, where n is the number of bits in the stencil buffer, specify a mask. Where a 1 appears in the mask, it's possible to write to the corresponding bit in the stencil buffer. Where a 0 appears, the corresponding bit is write-protected. Initially, all bits are enabled for writing.

See external documentation.

stencilOp(Fail, Zfail, Zpass) -> ok
Types:
  Fail = enum()
  Zfail = enum()
  Zpass = enum()
Set front and back stencil test actions

Stenciling, like depth-buffering, enables and disables drawing on a per-pixel basis. You draw into the stencil planes using GL drawing primitives, then render geometry and images, using the stencil planes to mask out portions of the screen. Stenciling is typically used in multipass rendering algorithms to achieve special effects, such as decals, outlining, and constructive solid geometry rendering.

See external documentation.
```
clearStencil(S) -> ok
Types:
   S = integer()
Specify the clear value for the stencil buffer

\texttt{gl:clearStencil} specifies the index used by \texttt{gl:clear/1} to clear the stencil buffer. \textit{S} is masked with 2 \textit{m}-1, where \textit{m} is the number of bits in the stencil buffer.

See \texttt{external} documentation.

texGend(Coord, Pname, Param) -> ok
Types:
   Coord = \texttt{enum()}
   Pname = \texttt{enum()}
   Param = \texttt{float()}
Control the generation of texture coordinates

\texttt{gl:texGen} selects a texture-coordinate generation function or supplies coefficients for one of the functions. \texttt{Coord} names one of the (s, t, r, q) texture coordinates; it must be one of the symbols \texttt{?GL_S}, \texttt{?GL_T}, \texttt{?GL_R}, or \texttt{?GL_Q}. \texttt{Pname} must be one of three symbolic constants: \texttt{?GL_TEXTURE_GEN_MODE}, \texttt{?GL_OBJECT_PLANE}, or \texttt{?GL_EYE_PLANE}. If \texttt{Pname} is \texttt{?GL_TEXTURE_GEN_MODE}, then \texttt{Params} chooses a mode, one of \texttt{?GL_OBJECT_LINEAR}, \texttt{?GL_EYE_LINEAR}, \texttt{?GL_SPHERE_MAP}, \texttt{?GL_NORMAL_MAP}, or \texttt{?GL_REFLECTION_MAP}. If \texttt{Pname} is either \texttt{?GL_OBJECT_PLANE} or \texttt{?GL_EYE_PLANE}, \texttt{Params} contains coefficients for the corresponding texture generation function.

See \texttt{external} documentation.

texGenf(Coord, Pname, Param) -> ok
Types:
   Coord = \texttt{enum()}
   Pname = \texttt{enum()}
   Param = \texttt{float()}
See \texttt{texGend/3}

texGeni(Coord, Pname, Param) -> ok
Types:
   Coord = \texttt{enum()}
   Pname = \texttt{enum()}
   Param = \texttt{integer()}
See \texttt{texGend/3}

texGendv(Coord, Pname, Params) -> ok
Types:
   Coord = \texttt{enum()}
   Pname = \texttt{enum()}
   Params = \texttt{tuple()}
See \texttt{texGend/3}
texGenfv(Coord, Pname, Params) -> ok
Types:
    Coord = enum()
    Pname = enum()
    Params = tuple()
See texGend/3


texGeniv(Coord, Pname, Params) -> ok
Types:
    Coord = enum()
    Pname = enum()
    Params = tuple()
See texGend/3


getTexGendv(Coord, Pname) -> {float(), float(), float(), float()}
Types:
    Coord = enum()
    Pname = enum()
Return texture coordinate generation parameters
gl:getTexGen returns in Params selected parameters of a texture coordinate generation function that was specified using gl:texGend/3. Coord names one of the (s, t, r, q) texture coordinates, using the symbolic constant ?GL_S, ?GL_T, ?GL_R, or ?GL_Q.
See external documentation.

getTexGenfv(Coord, Pname) -> {float(), float(), float(), float()}
Types:
    Coord = enum()
    Pname = enum()
See getTexGendv/2

getTexGeniv(Coord, Pname) -> {integer(), integer(), integer(), integer()}
Types:
    Coord = enum()
    Pname = enum()
See getTexGendv/2

texEnvf(Target, Pname, Param) -> ok
Types:
    Target = enum()
    Pname = enum()
    Param = float()
gITexEnvf
See external documentation.
texEnvi(Target, Pname, Param) -> ok
Types:
   Target = enum()
   Pname = enum()
   Param = integer()

glTexEnvi
See external documentation.

texEnvfv(Target, Pname, Params) -> ok
Types:
   Target = enum()
   Pname = enum()
   Params = tuple()
Set texture environment parameters
See external documentation.

texEnviv(Target, Pname, Params) -> ok
Types:
   Target = enum()
   Pname = enum()
   Params = tuple()
See texEnvfv/3

getTexEnvfv(Target, Pname) -> {float(), float(), float(), float()}
Types:
   Target = enum()
   Pname = enum()
Return texture environment parameters
gl:getTexEnv returns in Params selected values of a texture environment that was specified with gl:texEnvfv/3. Target specifies a texture environment.
See external documentation.

getTexEnviv(Target, Pname) -> {integer(), integer(), integer(), integer()}
Types:
   Target = enum()
   Pname = enum()
See getTexEnvfv/2
texParameterf(Target, Pname, Param) -> ok
Types:
    Target = enum()
    Pname = enum()
    Param = float()

Set texture parameters
gl:texParameter assigns the value or values in Params to the texture parameter specified as Pname.
Target defines the target texture, either ?GL_TEXTURE_1D, ?GL_TEXTURE_2D, ?GL_TEXTURE_1D_ARRAY, ?GL_TEXTURE_2D_ARRAY, ?GL_TEXTURE_RECTANGLE, or ?GL_TEXTURE_3D. The following symbols are accepted in Pname:
See external documentation.

texParameteri(Target, Pname, Param) -> ok
Types:
    Target = enum()
    Pname = enum()
    Param = integer()
See texParameterf/3

texParameterfv(Target, Pname, Params) -> ok
Types:
    Target = enum()
    Pname = enum()
    Params = tuple()
See texParameterf/3

texParameteriv(Target, Pname, Params) -> ok
Types:
    Target = enum()
    Pname = enum()
    Params = tuple()
See texParameterf/3

getTexParameterfv(Target, Pname) -> {float(), float(), float(), float()}
Types:
    Target = enum()
    Pname = enum()

Return texture parameter values
gl:getTexParameter returns in Params the value or values of the texture parameter specified as Pname. Target defines the target texture. ?GL_TEXTURE_1D, ?GL_TEXTURE_2D, ?GL_TEXTURE_3D, ?GL_TEXTURE_1D_ARRAY, ?GL_TEXTURE_2D_ARRAY, ?GL_TEXTURE_RECTANGLE, ?GL_TEXTURE_CUBE_MAP, ?GL_TEXTURE_CUBE_MAP_ARRAY specify one-, two-, or three-dimensional, one-dimensional array, two-dimensional array, rectangle, cube-mapped or cube-mapped array texturing, respectively. Pname accepts the same symbols as gl:texParameterf/3, with the same interpretations:
See external documentation.

gl:getTexParameteriv(Target, Pname) -> {integer(), integer(), integer(), integer()}

Types:
  Target = enum()
  Pname = enum()

See getTexParameterfv/2

gl:getTexLevelParameterfv(Target, Level, Pname) -> {float()}

Types:
  Target = enum()
  Level = integer()
  Pname = enum()

Return texture parameter values for a specific level of detail


See external documentation.

gl:getTexLevelParameteriv(Target, Level, Pname) -> {integer()}

Types:
  Target = enum()
  Level = integer()
  Pname = enum()

See getTexLevelParameterfv/3

texImage1D(Target, Level, InternalFormat, Width, Border, Format, Type, Pixels) -> ok

Types:
  Target = enum()
  Level = integer()
  InternalFormat = integer()
  Width = integer()
  Border = integer()
  Format = enum()
  Type = enum()
  Pixels = offset() | mem()

Specify a one-dimensional texture image
Texturing maps a portion of a specified texture image onto each graphical primitive for which texturing is enabled. To enable and disable one-dimensional texturing, call `gl:enable/1` and `gl:enable/1` with argument `?GL_TEXTURE_1D`.

See `external` documentation.

texImage2D(Target, Level, InternalFormat, Width, Height, Border, Format, Type, Pixels) -> ok

Types:
- `Target = enum()`
- `Level = integer()`
- `InternalFormat = integer()`
- `Width = integer()`
- `Height = integer()`
- `Border = integer()`
- `Format = enum()`
- `Type = enum()`
- `Pixels = offset() | mem()`

Specify a two-dimensional texture image.

Texturing allows elements of an image array to be read by shaders.

See `external` documentation.

getTexImage(Target, Level, Format, Type, Pixels) -> ok

Types:
- `Target = enum()`
- `Level = integer()`
- `Format = enum()`
- `Type = enum()`
- `Pixels = mem()`

Return a texture image.

`gl:getTexImage` returns a texture image into `Img`. `Target` specifies whether the desired texture image is one specified by `gl:texImage1D/8` (?GL_TEXTURE_1D), `gl:texImage2D/9` (?GL_TEXTURE_1D_ARRAY, ?GL_TEXTURE_RECTANGLE, ?GL_TEXTURE_2D or any of ?GL_TEXTURE_CUBE_MAP_*), or `gl:texImage3D/10` (?GL_TEXTURE_2D_ARRAY, ?GL_TEXTURE_3D). `Level` specifies the level-of-detail number of the desired image. `Format` and `Type` specify the format and type of the desired image array. See the reference page for `gl:texImage1D/8` for a description of the acceptable values for the `Format` and `Type` parameters, respectively.

See `external` documentation.

genTextures(N) -> [integer()]

Types:
- `N = integer()`

Generate texture names.

`gl:genTextures` returns `N` texture names in `Textures`. There is no guarantee that the names form a contiguous set of integers; however, it is guaranteed that none of the returned names was in use immediately before the call to `gl:genTextures`. 
See external documentation.

`deleteTextures(Textures) -> ok`
Types:

```
Textures = [integer()]
```
Delete named textures

`gl:deleteTextures` deletes N textures named by the elements of the array `Textures`. After a texture is deleted, it has no contents or dimensionality, and its name is free for reuse (for example by `gl:genTextures/1`). If a texture that is currently bound is deleted, the binding reverts to 0 (the default texture).

See external documentation.

`bindTexture(Target, Texture) -> ok`
Types:

```
Target = enum()
Texture = integer()
```
Bind a named texture to a texturing target

`gl:bindTexture` lets you create or use a named texture. Calling `gl:bindTexture` with `Target` set to `?GL_TEXTURE_1D`, `?GL_TEXTURE_2D`, `?GL_TEXTURE_3D`, or `?GL_TEXTURE_1D_ARRAY`, `?GL_TEXTURE_2D_ARRAY`, `?GL_TEXTURE_RECTANGLE`, `?GL_TEXTURE_CUBE_MAP`, `?GL_TEXTURE_2D_MULTISAMPLE` or `?GL_TEXTURE_2D_MULTISAMPLE_ARRAY` and `Texture` set to the name of the new texture binds the texture name to the target. When a texture is bound to a target, the previous binding for that target is automatically broken.

See external documentation.

`prioritizeTextures(Textures, Priorities) -> ok`
Types:

```
Textures = [integer()]
Priorities = [clamp()]
```
Set texture residence priority

`gl:prioritizeTextures` assigns the N texture priorities given in `Priorities` to the N textures named in `Textures`.

See external documentation.

`areTexturesResident(Textures) -> {0 | 1, Residences::[0 | 1]}`
Types:

```
Textures = [integer()]
```
Determine if textures are loaded in texture memory

GL establishes a working set of textures that are resident in texture memory. These textures can be bound to a texture target much more efficiently than textures that are not resident.

See external documentation.

`isTexture(Texture) -> 0 | 1`
Types:

```
```
Texture = integer()

Determine if a name corresponds to a texture

`gl:isTexture` returns `?GL_TRUE` if `Texture` is currently the name of a texture. If `Texture` is zero, or is a non-zero value that is not currently the name of a texture, or if an error occurs, `gl:isTexture` returns `?GL_FALSE`.

See external documentation.

texSubImage1D(Target, Level, Xoffset, Width, Format, Type, Pixels) -> ok

Types:
- Target = enum()
- Level = integer()
- Xoffset = integer()
- Width = integer()
- Format = enum()
- Type = enum()
- Pixels = offset() | mem()

gITexSubImage

See external documentation.

texSubImage2D(Target, Level, Xoffset, Yoffset, Width, Height, Format, Type, Pixels) -> ok

Types:
- Target = enum()
- Level = integer()
- Xoffset = integer()
- Yoffset = integer()
- Width = integer()
- Height = integer()
- Format = enum()
- Type = enum()
- Pixels = offset() | mem()

gITexSubImage

See external documentation.

copyTexImage1D(Target, Level, Internalformat, X, Y, Width, Border) -> ok

Types:
- Target = enum()
- Level = integer()
- Internalformat = enum()
- X = integer()
- Y = integer()
- Width = integer()
- Border = integer()
Copy pixels into a 1D texture image

`gl:copyTexImage1D` defines a one-dimensional texture image with pixels from the current `GL_READ_BUFFER`. See external documentation.

```
copyTexImage2D(Target, Level, Internalformat, X, Y, Width, Height, Border) -> ok
```

Types:
- `Target` = `enum()`
- `Level` = `integer()`
- `Internalformat` = `enum()`
- `X` = `integer()`
- `Y` = `integer()`
- `Width` = `integer()`
- `Height` = `integer()`
- `Border` = `integer()`

Copy pixels into a 2D texture image

`gl:copyTexImage2D` defines a two-dimensional texture image, or cube-map texture image with pixels from the current `GL_READ_BUFFER`. See external documentation.

```
copyTexSubImage1D(Target, Level, Xoffset, X, Y, Width) -> ok
```

Types:
- `Target` = `enum()`
- `Level` = `integer()`
- `Xoffset` = `integer()`
- `X` = `integer()`
- `Y` = `integer()`
- `Width` = `integer()`

Copy a one-dimensional texture subimage

`gl:copyTexSubImage1D` replaces a portion of a one-dimensional texture image with pixels from the current `GL_READ_BUFFER` (rather than from main memory, as is the case for `gl:texSubImage1D/7`). See external documentation.

```
copyTexSubImage2D(Target, Level, Xoffset, Yoffset, X, Y, Width, Height) -> ok
```

Types:
- `Target` = `enum()`
- `Level` = `integer()`
- `Xoffset` = `integer()`
- `Yoffset` = `integer()`
- `X` = `integer()`
- `Y` = `integer()`
- `Width` = `integer()`
- `Height` = `integer()`
Copy a two-dimensional texture subimage

`gl:copyTexImage2D` replaces a rectangular portion of a two-dimensional texture image or cube-map texture image with pixels from the current `GL_READ_BUFFER` (rather than from main memory, as is the case for `gl:texSubImage1D/7`).

See [external documentation](#).

```erlang
map1d(Target, U1, U2, Stride, Order, Points) -> ok
```

Types:

- `Target = enum()`
- `U1 = float()`
- `U2 = float()`
- `Stride = integer()`
- `Order = integer()`
- `Points = binary()`

`glMap`

See [external documentation](#).

```erlang
map1f(Target, U1, U2, Stride, Order, Points) -> ok
```

Types:

- `Target = enum()`
- `U1 = float()`
- `U2 = float()`
- `Stride = integer()`
- `Order = integer()`
- `Points = binary()`

`glMap`

See [external documentation](#).

```erlang
map2d(Target, U1, U2, Ustride, Uorder, V1, V2, Vstride, Vorder, Points) -> ok
```

Types:

- `Target = enum()`
- `U1 = float()`
- `U2 = float()`
- `Ustride = integer()`
- `Uorder = integer()`
- `V1 = float()`
- `V2 = float()`
- `Vstride = integer()`
- `Vorder = integer()`
- `Points = binary()`

`glMap`

See [external documentation](#).
map2f(Target, U1, U2, Ustride, Uorder, V1, V2, Vstride, Vorder, Points) -> ok
Types:
  Target = enum()
  U1 = float()
  U2 = float()
  Ustride = integer()
  Uorder = integer()
  V1 = float()
  V2 = float()
  Vstride = integer()
  Vorder = integer()
  Points = binary()

glMap
See external documentation.

gemapdv(Target, Query, V) -> ok
Types:
  Target = enum()
  Query = enum()
  V = mem()
Return evaluator parameters
gl:map1d/6 and gl:map1d/6 define evaluators. gl:getMap returns evaluator parameters. Target chooses a map, Query selects a specific parameter, and V points to storage where the values will be returned.
See external documentation.

gemapfv(Target, Query, V) -> ok
Types:
  Target = enum()
  Query = enum()
  V = mem()
See getMapdv/3

gemapiv(Target, Query, V) -> ok
Types:
  Target = enum()
  Query = enum()
  V = mem()
See getMapdv/3

evalCoord1d(U) -> ok
Types:
  U = float()
Evaluate enabled one- and two-dimensional maps

gl:evalCoord1 evaluates enabled one-dimensional maps at argument U. gl:evalCoord2 does the same for
two-dimensional maps using two domain values, U and V. To define a map, call gl:map1d/6 and gl:map1d/6; to
enable and disable it, call gl:enable/1 and gl:enable/1.

See external documentation.

evalCoord1f(U) -> ok
Types:
    U = float()
See evalCoord1d/1

evalCoord1dv(U) -> ok
Types:
    U = {U::float()}
Equivalent to evalCoord1d(U).

evalCoord1fv(U) -> ok
Types:
    U = {U::float()}
Equivalent to evalCoord1f(U).

evalCoord2d(U, V) -> ok
Types:
    U = float()
    V = float()
See evalCoord1d/1

evalCoord2f(U, V) -> ok
Types:
    U = float()
    V = float()
See evalCoord1d/1

evalCoord2dv(U) -> ok
Types:
    U = {U::float(), V::float()}
Equivalent to evalCoord2d(U, V).

evalCoord2fv(U) -> ok
Types:
    U = {U::float(), V::float()}
Equivalent to evalCoord2f(U, V).
mapGrid1d(Un, U1, U2) -> ok
Types:
  Un = integer()
  U1 = float()
  U2 = float()

Define a one- or two-dimensional mesh

gl:mapGrid and gl:evalMesh1/3 are used together to efficiently generate and evaluate a series of evenly-spaced map domain values. gl:evalMesh1/3 steps through the integer domain of a one- or two-dimensional grid, whose range is the domain of the evaluation maps specified by gl:map1d/6 and gl:map1d/6.

See external documentation.

mapGrid1f(Un, U1, U2) -> ok
Types:
  Un = integer()
  U1 = float()
  U2 = float()

See mapGrid1d/3

mapGrid2d(Un, U1, U2, Vn, V1, V2) -> ok
Types:
  Un = integer()
  U1 = float()
  U2 = float()
  Vn = integer()
  V1 = float()
  V2 = float()

See mapGrid1d/3

mapGrid2f(Un, U1, U2, Vn, V1, V2) -> ok
Types:
  Un = integer()
  U1 = float()
  U2 = float()
  Vn = integer()
  V1 = float()
  V2 = float()

See mapGrid1d/3

evalPoint1(I) -> ok
Types:
  I = integer()

Generate and evaluate a single point in a mesh
gl:mapGrid1d/3 and gl:evalMesh1/3 are used in tandem to efficiently generate and evaluate a series of evenly spaced map domain values. gl:evalPoint can be used to evaluate a single grid point in the same gridspace that is traversed by gl:evalMesh1/3. Calling gl:evalPoint1 is equivalent to calling glEvalCoord1( i.&Delta; u+u 1 ); where &Delta; u=(u 2-u 1)/n
See external documentation.

evalPoint2(I, J) -> ok
Types:
  I = integer()
  J = integer()
See evalPoint1/1

evalMesh1(Mode, I1, I2) -> ok
Types:
  Mode = enum()
  I1 = integer()
  I2 = integer()
Compute a one- or two-dimensional grid of points or lines

gl:mapGrid1d/3 and gl:evalMesh are used in tandem to efficiently generate and evaluate a series of evenly-spaced map domain values. gl:evalMesh steps through the integer domain of a one- or two-dimensional grid, whose range is the domain of the evaluation maps specified by gl:map1d/6 and gl:map1d/6. Mode determines whether the resulting vertices are connected as points, lines, or filled polygons.
See external documentation.

evalMesh2(Mode, I1, I2, J1, J2) -> ok
Types:
  Mode = enum()
  I1 = integer()
  I2 = integer()
  J1 = integer()
  J2 = integer()
See evalMesh1/3

fogf(Pname, Param) -> ok
Types:
  Pname = enum()
  Param = float()
Specify fog parameters
Fog is initially disabled. While enabled, fog affects rasterized geometry, bitmaps, and pixel blocks, but not buffer clear operations. To enable and disable fog, call gl:enable/1 and gl:enable/1 with argument ?GL_FOG.
See external documentation.
fogi(Pname, Param) -> ok
Types:
  Pname = enum()
  Param = integer()
See fogf/2

fogfv(Pname, Params) -> ok
Types:
  Pname = enum()
  Params = tuple()
See fogf/2

fogiv(Pname, Params) -> ok
Types:
  Pname = enum()
  Params = tuple()
See fogf/2

feedbackBuffer(Size, Type, Buffer) -> ok
Types:
  Size = integer()
  Type = enum()
  Buffer = mem()
Controls feedback mode
The gl:feedbackBuffer function controls feedback. Feedback, like selection, is a GL mode. The mode is selected by calling gl:renderMode/1 with ?GL_FEEDBACK. When the GL is in feedback mode, no pixels are produced by rasterization. Instead, information about primitives that would have been rasterized is fed back to the application using the GL.
See external documentation.

passThrough(Token) -> ok
Types:
  Token = float()
Place a marker in the feedback buffer
See external documentation.

selectBuffer(Size, Buffer) -> ok
Types:
  Size = integer()
  Buffer = mem()
Establish a buffer for selection mode values
The gl:selectBuffer function has two arguments: Buffer is a pointer to an array of unsigned integers, and Size indicates the size of the array. Buffer returns values from the name stack (see gl:initNames/0, gl:loadName/1, gl:pushName/1

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) when the rendering mode is \texttt{GL_SELECT} (see \texttt{gl:renderMode/1}). \texttt{gl:selectBuffer} must be issued before selection mode is enabled, and it must not be issued while the rendering mode is \texttt{GL_SELECT}.

See \texttt{external} documentation.

\texttt{initNames() \rightarrow ok}

Initialize the name stack

The name stack is used during selection mode to allow sets of rendering commands to be uniquely identified. It consists of an ordered set of unsigned integers. \texttt{gl:initNames} causes the name stack to be initialized to its default empty state.

See \texttt{external} documentation.

\texttt{loadName(Name) \rightarrow ok}

Types:

\begin{verbatim}
    Name = integer()
\end{verbatim}

Load a name onto the name stack

The name stack is used during selection mode to allow sets of rendering commands to be uniquely identified. It consists of an ordered set of unsigned integers and is initially empty.

See \texttt{external} documentation.

\texttt{pushName(Name) \rightarrow ok}

Types:

\begin{verbatim}
    Name = integer()
\end{verbatim}

Push and pop the name stack

The name stack is used during selection mode to allow sets of rendering commands to be uniquely identified. It consists of an ordered set of unsigned integers and is initially empty.

See \texttt{external} documentation.

\texttt{popName() \rightarrow ok}

See \texttt{pushName/1}

\texttt{blendColor(Red, Green, Blue, Alpha) \rightarrow ok}

Types:

\begin{verbatim}
    Red = clamp()
    Green = clamp()
    Blue = clamp()
    Alpha = clamp()
\end{verbatim}

Set the blend color

The \texttt{GL_BLEND_COLOR} may be used to calculate the source and destination blending factors. The color components are clamped to the range \([0 1]\) before being stored. See \texttt{gl:blendFunc/2} for a complete description of the blending operations. Initially the \texttt{GL_BLEND_COLOR} is set to \((0, 0, 0, 0)\).

See \texttt{external} documentation.
blendEquation(Mode) -> ok

Types:
  Mode = enum()

Specify the equation used for both the RGB blend equation and the Alpha blend equation.

The blend equations determine how a new pixel (the "source" color) is combined with a pixel already in the framebuffer (the "destination" color). This function sets both the RGB blend equation and the alpha blend equation to a single equation. gl:blendEquationi specifies the blend equation for a single draw buffer whereas gl:blendEquation sets the blend equation for all draw buffers.

See external documentation.

drawRangeElements(Mode, Start, End, Count, Type, Indices) -> ok

Types:
  Mode = enum()
  Start = integer()
  End = integer()
  Count = integer()
  Type = enum()
  Indices = offset() | mem()

Render primitives from array data.

gl:drawRangeElements is a restricted form of gl:drawElements/4. Mode, Start, End, and Count match the corresponding arguments to gl:drawElements/4, with the additional constraint that all values in the arrays Count must lie between Start and End, inclusive.

See external documentation.

texImage3D(Target, Level, InternalFormat, Width, Height, Depth, Border, Format, Type, Pixels) -> ok

Types:
  Target = enum()
  Level = integer()
  InternalFormat = integer()
  Width = integer()
  Height = integer()
  Depth = integer()
  Border = integer()
  Format = enum()
  Type = enum()
  Pixels = offset() | mem()

Specify a three-dimensional texture image.

Texturing maps a portion of a specified texture image onto each graphical primitive for which texturing is enabled. To enable and disable three-dimensional texturing, call gl:enable/1 and gl:enable/1 with argument ?GL_TEXTURE_3D.

See external documentation.
texSubImage3D(Target, Level, Xoffset, Yoffset, Zoffset, Width, Height, Depth, Format, Type, Pixels) -> ok

Types:
  Target = enum()
  Level = integer()
  Xoffset = integer()
  Yoffset = integer()
  Zoffset = integer()
  Width = integer()
  Height = integer()
  Depth = integer()
  Format = enum()
  Type = enum()
  Pixels = offset() | mem()

glTexSubImage

See external documentation.

copyTexSubImage3D(Target, Level, Xoffset, Yoffset, Zoffset, X, Y, Width, Height) -> ok

Types:
  Target = enum()
  Level = integer()
  Xoffset = integer()
  Yoffset = integer()
  Zoffset = integer()
  X = integer()
  Y = integer()
  Width = integer()
  Height = integer()

Copy a three-dimensional texture subimage

gl:copyTexSubImage3D replaces a rectangular portion of a three-dimensional texture image with pixels from the current ?GL_READ_BUFFER (rather than from main memory, as is the case for gl:texSubImage1D/7).

See external documentation.

colorTable(Target, Internalformat, Width, Format, Type, Table) -> ok

Types:
  Target = enum()
  Internalformat = enum()
  Width = integer()
  Format = enum()
  Type = enum()
  Table = offset() | mem()

Define a color lookup table
gl:colorTable may be used in two ways: to test the actual size and color resolution of a lookup table given a particular set of parameters, or to load the contents of a color lookup table. Use the targets ?GL_PROXY_* for the first case and the other targets for the second case.

See external documentation.

colorTableParameterfv(Target, Pname, Params) -> ok

Types:
  Target = enum()
  Pname = enum()
  Params = {float(), float(), float(), float()}

Set color lookup table parameters

gl:colorTableParameter is used to specify the scale factors and bias terms applied to color components when they are loaded into a color table. Target indicates which color table the scale and bias terms apply to; it must be set to ?GL_COLOR_TABLE, ?GL_POST_CONVOLUTION_COLOR_TABLE, or ?GL_POST_COLOR_MATRIX_COLOR_TABLE.

See external documentation.

colorTableParameteriv(Target, Pname, Params) -> ok

Types:
  Target = enum()
  Pname = enum()
  Params = {integer(), integer(), integer(), integer()}

See colorTableParameterfv/3

copyColorTable(Target, Internalformat, X, Y, Width) -> ok

Types:
  Target = enum()
  Internalformat = enum()
  X = integer()
  Y = integer()
  Width = integer()

Copy pixels into a color table

gl:copyColorTable loads a color table with pixels from the current ?GL_READ_BUFFER (rather than from main memory, as is the case for gl:colorTable/6).

See external documentation.

getColorTable(Target, Format, Type, Table) -> ok

Types:
  Target = enum()
  Format = enum()
  Type = enum()
  Table = mem()

Retrieve contents of a color lookup table
gl:getColorTable returns in Table the contents of the color table specified by Target. No pixel transfer operations are performed, but pixel storage modes that are applicable to gl:readPixels/7 are performed.

See external documentation.

gl:getColorTableParameterfv(Target, Pname) -> \{float(), float(), float(), float()\}
Types:
  Target = enum()
  Pname = enum()
Get color lookup table parameters
Returns parameters specific to color table Target.
See external documentation.

gl:getColorTableParameteriv(Target, Pname) -> \{integer(), integer(), integer(), integer()\}
Types:
  Target = enum()
  Pname = enum()
See gl:getColorTableParameterfv/2

gl:colorSubTable(Target, Start, Count, Format, Type, Data) -> ok
Types:
  Target = enum()
  Start = integer()
  Count = integer()
  Format = enum()
  Type = enum()
  Data = offset() | mem()
Respecify a portion of a color table
gl:colorSubTable is used to respecify a contiguous portion of a color table previously defined using gl:colorTable/6. The pixels referenced by Data replace the portion of the existing table from indices Start to Start +count-1, inclusive. This region may not include any entries outside the range of the color table as it was originally specified. It is not an error to specify a subtexture with width of 0, but such a specification has no effect.
See external documentation.

gl:copyColorSubTable(Target, Start, X, Y, Width) -> ok
Types:
  Target = enum()
  Start = integer()
  X = integer()
  Y = integer()
  Width = integer()
Respecify a portion of a color table
gl:copyColorSubTable is used to respecify a contiguous portion of a color table previously defined using gl:colorTable/6. The pixels copied from the framebuffer replace the portion of the existing table from indices Start to start+x-1, inclusive. This region may not include any entries outside the range of the color table, as was originally specified. It is not an error to specify a subtexture with width of 0, but such a specification has no effect.

See external documentation.

convolutionFilter1D(Target, Internalformat, Width, Format, Type, Image) -> ok
Types:
  Target = enum()
  Internalformat = enum()
  Width = integer()
  Format = enum()
  Type = enum()
  Image = offset() | mem()
Define a one-dimensional convolution filter

gl:convolutionFilter1D builds a one-dimensional convolution filter kernel from an array of pixels.
See external documentation.

convolutionFilter2D(Target, Internalformat, Width, Height, Format, Type, Image) -> ok
Types:
  Target = enum()
  Internalformat = enum()
  Width = integer()
  Height = integer()
  Format = enum()
  Type = enum()
  Image = offset() | mem()
Define a two-dimensional convolution filter

gl:convolutionFilter2D builds a two-dimensional convolution filter kernel from an array of pixels.
See external documentation.

convolutionParameterf(Target, Pname, Params) -> ok
Types:
  Target = enum()
  Pname = enum()
  Params = tuple()
Set convolution parameters

gl:convolutionParameter sets the value of a convolution parameter.
See external documentation.

convolutionParameterfv(Target::enum(), Pname::enum(), Params) -> ok
Types:
**Params** = {Params::tuple()}
Equivalent to `convolutionParameterf(Target, Pname, Params)`.

`convolutionParameteri(Target, Pname, Params) -> ok`  
Types:  
- Target = enum()  
- Pname = enum()  
- Params = tuple()  
See `convolutionParameterf/3`.

`convolutionParameteriv(Target::enum(), Pname::enum(), Params) -> ok`  
Types:  
- Params = {Params::tuple()}
Equivalent to `convolutionParameteri(Target, Pname, Params)`.

`copyConvolutionFilter1D(Target, Internalformat, X, Y, Width) -> ok`  
Types:  
- Target = enum()  
- Internalformat = enum()  
- X = integer()  
- Y = integer()  
- Width = integer()  
Copy pixels into a one-dimensional convolution filter

`gl:copyConvolutionFilter1D` defines a one-dimensional convolution filter kernel with pixels from the current ?GL_READ_BUFFER (rather than from main memory, as is the case for `gl:convolutionFilter1D/6`).  
See external documentation.

`copyConvolutionFilter2D(Target, Internalformat, X, Y, Width, Height) -> ok`  
Types:  
- Target = enum()  
- Internalformat = enum()  
- X = integer()  
- Y = integer()  
- Width = integer()  
- Height = integer()  
Copy pixels into a two-dimensional convolution filter

`gl:copyConvolutionFilter2D` defines a two-dimensional convolution filter kernel with pixels from the current ?GL_READ_BUFFER (rather than from main memory, as is the case for `gl:convolutionFilter2D/7`).  
See external documentation.

`getConvolutionFilter(Target, Format, Type, Image) -> ok`  
Types:  
- Target = enum()
Get current 1D or 2D convolution filter kernel

`gl:getConvolutionFilter` returns the current 1D or 2D convolution filter kernel as an image. The one- or two-dimensional image is placed in `Image` according to the specifications in `Format` and `Type`. No pixel transfer operations are performed on this image, but the relevant pixel storage modes are applied.

See external documentation.

```erlang
define getConvolutionFilter
  {Format, Type} -> Image
  Image = mem()
end
```

Get convolution parameters

`getConvolutionParameter` retrieves convolution parameters. `Target` determines which convolution filter is queried. `Pname` determines which parameter is returned:

See external documentation.

```erlang
define getConvolutionParameters
  {Target, Pname} -> {float(), float(), float(), float()}\n  Types:\n    Target = enum()\n    Pname = enum()
end
```

Define a separable two-dimensional convolution filter

`gl:separableFilter2D` builds a two-dimensional separable convolution filter kernel from two arrays of pixels.

See external documentation.

```erlang
define separableFilter2D
  {Target, Internalformat, Width, Height, Format, Type, Row, Column} -> ok\n  Types:\n    Target = enum()\n    Internalformat = enum()\n    Width = integer()\n    Height = integer()\n    Format = enum()\n    Type = enum()\n    Row = offset() | mem()\n    Column = offset() | mem()
end
```

Get histogram

`getHistogram` returns the current 1D or 2D convolution filter kernel as an image. The one- or two-dimensional image is placed in `Image` according to the specifications in `Format` and `Type`. No pixel transfer operations are performed on this image, but the relevant pixel storage modes are applied.

See external documentation.

```erlang
define getHistogram
  {Target, Reset, Format, Type, Values} -> ok\n  Types:\n    Target = enum()\n    Reset = enum()\n    Format = enum()\n    Type = enum()\nend
```
Get histogram table

`gl:getHistogram` returns the current histogram table as a one-dimensional image with the same width as the histogram. No pixel transfer operations are performed on this image, but pixel storage modes that are applicable to 1D images are honored.

See external documentation.

```erlang
getHistogramParameterfv(Target, Pname) -> {float()}
```

Types:
- `Target = enum()`
- `Pname = enum()`

Get histogram parameters

`gl:getHistogramParameter` is used to query parameter values for the current histogram or for a proxy. The histogram state information may be queried by calling `gl:getHistogramParameter` with a `Target` of `GL_HISTOGRAM` (to obtain information for the current histogram table) or `GL_PROXY_HISTOGRAM` (to obtain information from the most recent proxy request) and one of the following values for the `Pname` argument:

See external documentation.

```erlang
getHistogramParameteriv(Target, Pname) -> {integer()}
```

Types:
- `Target = enum()`
- `Pname = enum()`

Get minimum and maximum pixel values

`gl:getMinmax` returns the accumulated minimum and maximum pixel values (computed on a per-component basis) in a one-dimensional image of width 2. The first set of return values are the minima, and the second set of return values are the maxima. The format of the return values is determined by `Format`, and their type is determined by `Types`.

See external documentation.

```erlang
getMinmaxParameterfv(Target, Pname) -> {float()}
```

Types:
Get minmax parameters

`gl:getMinmaxParameter` retrieves parameters for the current minmax table by setting `Pname` to one of the following values:

See **external** documentation.

`getMinmaxParameteriv(Target, Pname) -> {integer()}`

Types:
- `Target = enum()`
- `Pname = enum()`

See `getMinmaxParameterfv/2`

`history(Target, Width, Internalformat, Sink) -> ok`

Types:
- `Target = enum()`
- `Width = integer()`
- `Internalformat = enum()`
- `Sink = 0 | 1`

Define histogram table

When `?GL_HISTOGRAM` is enabled, RGBA color components are converted to histogram table indices by clamping to the range `[0,1]`, multiplying by the width of the histogram table, and rounding to the nearest integer. The table entries selected by the RGBA indices are then incremented. (If the internal format of the histogram table includes luminance, then the index derived from the R color component determines the luminance table entry to be incremented.) If a histogram table entry is incremented beyond its maximum value, then its value becomes undefined. (This is not an error.)

See **external** documentation.

`minmax(Target, Internalformat, Sink) -> ok`

Types:
- `Target = enum()`
- `Internalformat = enum()`
- `Sink = 0 | 1`

Define minmax table

When `?GL_MINMAX` is enabled, the RGBA components of incoming pixels are compared to the minimum and maximum values for each component, which are stored in the two-element minmax table. (The first element stores the minima, and the second element stores the maxima.) If a pixel component is greater than the corresponding component in the maximum element, then the maximum element is updated with the pixel component value. If a pixel component is less than the corresponding component in the minimum element, then the minimum element is updated with the pixel component value. (In both cases, if the internal format of the minmax table includes luminance, then the R color component of incoming pixels is used for comparison.) The contents of the minmax table may be retrieved at a later time by calling `gl:getMinmax/5`. The minmax operation is enabled or disabled by calling `gl:enable/1` or `gl:enable/1`, respectively, with an argument of `?GL_MINMAX`.

See **external** documentation.
resetHistogram(Target) -> ok
Types:
    Target = enum()
Reset histogram table entries to zero

.gl:resetHistogram resets all the elements of the current histogram table to zero.
See external documentation.

resetMinmax(Target) -> ok
Types:
    Target = enum()
Reset minmax table entries to initial values

gl:resetMinmax resets the elements of the current minmax table to their initial values: the maximum element
receives the minimum possible component values, and the minimum element receives the maximum possible
component values.
See external documentation.

activeTexture(Texture) -> ok
Types:
    Texture = enum()
Select active texture unit

gl:activeTexture selects which texture unit subsequent texture state calls will affect. The number of texture
units an implementation supports is implementation dependent, but must be at least 80.
See external documentation.

sampleCoverage(Value, Invert) -> ok
Types:
    Value = clamp()
    Invert = 0 | 1
Specify multisample coverage parameters
Multisampling samples a pixel multiple times at various implementation-dependent subpixel locations to generate
antialiasing effects. Multisampling transparently antialiases points, lines, polygons, and images if it is enabled.
See external documentation.

compressedTexImage3D(Target, Level, Internalformat, Width, Height, Depth, Border, ImageSize, Data) -> ok
Types:
    Target = enum()
    Level = integer()
    Internalformat = enum()
    Width = integer()
    Height = integer()
    Depth = integer()
Specify a three-dimensional texture image in a compressed format
Texturing allows elements of an image array to be read by shaders.
See external documentation.

\[
\text{compressedTexImage3D(Target, Level, Internalformat, Width, Height, Border, ImageSize, Data) -> ok}
\]

Types:
- \text{Target} = \text{enum()}
- \text{Level} = \text{integer()}
- \text{Internalformat} = \text{enum()}
- \text{Width} = \text{integer()}
- \text{Height} = \text{integer()}
- \text{Border} = \text{integer()}
- \text{ImageSize} = \text{integer()}
- \text{Data} = \text{offset()} | \text{mem()}

Specify a two-dimensional texture image in a compressed format
Texturing allows elements of an image array to be read by shaders.
See external documentation.

\[
\text{compressedTexImage2D(Target, Level, Internalformat, Width, Height, Border, ImageSize, Data) -> ok}
\]

Types:
- \text{Target} = \text{enum()}
- \text{Level} = \text{integer()}
- \text{Internalformat} = \text{enum()}
- \text{Width} = \text{integer()}
- \text{Height} = \text{integer()}
- \text{Border} = \text{integer()}
- \text{ImageSize} = \text{integer()}
- \text{Data} = \text{offset()} | \text{mem()}

Specify a one-dimensional texture image in a compressed format
Texturing allows elements of an image array to be read by shaders.
See external documentation.

\[
\text{compressedTexSubImage3D(Target, Level, Xoffset, Yoffset, Zoffset, Width, Height, Depth, Format, ImageSize, Data) -> ok}
\]

Types:
- \text{Target} = \text{enum()}
- \text{Level} = \text{integer()}
- \text{Xoffset} = \text{integer()}
- \text{Yoffset} = \text{integer()}
- \text{Zoffset} = \text{integer()}
- \text{Width} = \text{integer()}
- \text{Height} = \text{integer()}
- \text{Depth} = \text{integer()}
- \text{Format} = \text{enum()}
- \text{ImageSize} = \text{integer()}
- \text{Data} = \text{offset()} | \text{mem()}

Yoffset = integer()
Zoffset = integer()
Width = integer()
Height = integer()
Depth = integer()
Format = enum()
ImageSize = integer()
Data = offset() | mem()

Specify a three-dimensional texture subimage in a compressed format
Texturing allows elements of an image array to be read by shaders.
See external documentation.

compressedTexSubImage2D(Target, Level, Xoffset, Yoffset, Width, Height, Format, ImageSize, Data) -> ok

Types:
Target = enum()
Level = integer()
Xoffset = integer()
Yoffset = integer()
Width = integer()
Height = integer()
Format = enum()
ImageSize = integer()
Data = offset() | mem()

Specify a two-dimensional texture subimage in a compressed format
Texturing allows elements of an image array to be read by shaders.
See external documentation.

compressedTexSubImage1D(Target, Level, Xoffset, Width, Format, ImageSize, Data) -> ok

Types:
Target = enum()
Level = integer()
Xoffset = integer()
Width = integer()
Format = enum()
ImageSize = integer()
Data = offset() | mem()

Specify a one-dimensional texture subimage in a compressed format
Texturing allows elements of an image array to be read by shaders.
See external documentation.
getCompressedTexImage(Target, Lod, Img) -> ok
Types:
   Target = enum()
   Lod = integer()
   Img = mem()

Return a compressed texture image

gl:getCompressedTexImage returns the compressed texture image associated with Target and Lod into Img. Img should be an array of ?GL_TEXTURE_COMPRESSED_IMAGE_SIZE bytes. Target specifies whether the desired texture image was one specified by gl:texImage1D/8 (?GL_TEXTURE_1D), gl:texImage2D/9 (?GL_TEXTURE_2D or any of ?GL_TEXTURE_CUBE_MAP_*), or gl:texImage3D/10 (?GL_TEXTURE_3D). Lod specifies the level-of-detail number of the desired image.

See external documentation.

clientActiveTexture(Texture) -> ok
Types:
   Texture = enum()

Select active texture unit

gl:clientActiveTexture selects the vertex array client state parameters to be modified by gl:texCoordPointer/4, and enabled or disabled with gl:enableClientState/1 or gl:enableClientState/1, respectively, when called with a parameter of ?GL_TEXTURE_COORD_ARRAY.

See external documentation.

multiTexCoord1d(Target, S) -> ok
Types:
   Target = enum()
   S = float()

Set the current texture coordinates

gl:multiTexCoord specifies texture coordinates in one, two, three, or four dimensions. gl:multiTexCoord1 sets the current texture coordinates to (s 0 0 1); a call to gl:multiTexCoord2 sets them to (s t 0 1). Similarly, gl:multiTexCoord3 specifies the texture coordinates as (s t r 1), and gl:multiTexCoord4 defines all four components explicitly as (s t r q).

See external documentation.

multiTexCoord1dv(Target::enum(), V) -> ok
Types:
   V = {S::float()}

Equivalent to multiTexCoord1d(Target, S).

multiTexCoord1f(Target, S) -> ok
Types:
   Target = enum()
   S = float()

See multiTexCoord1d/2
multiTexCoord1fv(Target::enum(), V) -> ok
Types:
  V = {S::float()}
Equivalent to multiTexCoord1f(Target, S).

multiTexCoord1i(Target, S) -> ok
Types:
  Target = enum()
  S = integer()
See multiTexCoord1d/2

multiTexCoord1iv(Target::enum(), V) -> ok
Types:
  V = {S::integer()}
Equivalent to multiTexCoord1i(Target, S).

multiTexCoord1s(Target, S) -> ok
Types:
  Target = enum()
  S = integer()
See multiTexCoord1d/2

multiTexCoord1sv(Target::enum(), V) -> ok
Types:
  V = {S::integer()}
Equivalent to multiTexCoord1s(Target, S).

multiTexCoord2d(Target, S, T) -> ok
Types:
  Target = enum()
  S = float()
  T = float()
See multiTexCoord1d/2

multiTexCoord2dv(Target::enum(), V) -> ok
Types:
  V = {S::float(), T::float()}
Equivalent to multiTexCoord2d(Target, S, T).

multiTexCoord2f(Target, S, T) -> ok
Types:
  Target = enum()
  S = float()
$T = \text{float()}$

See \text{multiTexCoord1d/2}

\text{multiTexCoord2fv(Target::enum(), V) -> ok}

Types:
\[V = \{S::\text{float()}, T::\text{float()}\}\]

Equivalent to \text{multiTexCoord2f(Target, S, T)}.

\text{multiTexCoord2i(Target, S, T) -> ok}

Types:
\[
\begin{align*}
\text{Target} &= \text{enum()} \\
S &= \text{integer()} \\
T &= \text{integer()}
\end{align*}
\]

See \text{multiTexCoord1d/2}

\text{multiTexCoord2iv(Target::enum(), V) -> ok}

Types:
\[V = \{S::\text{integer()}, T::\text{integer()}\}\]

Equivalent to \text{multiTexCoord2i(Target, S, T)}.

\text{multiTexCoord2s(Target, S, T) -> ok}

Types:
\[
\begin{align*}
\text{Target} &= \text{enum()} \\
S &= \text{integer()} \\
T &= \text{integer()}
\end{align*}
\]

See \text{multiTexCoord1d/2}

\text{multiTexCoord2sv(Target::enum(), V) -> ok}

Types:
\[V = \{S::\text{integer()}, T::\text{integer()}\}\]

Equivalent to \text{multiTexCoord2s(Target, S, T)}.

\text{multiTexCoord3d(Target, S, T, R) -> ok}

Types:
\[
\begin{align*}
\text{Target} &= \text{enum()} \\
S &= \text{float()} \\
T &= \text{float()} \\
R &= \text{float()}
\end{align*}
\]

See \text{multiTexCoord1d/2}

\text{multiTexCoord3dv(Target::enum(), V) -> ok}

Types:
\[V = \{S::\text{float()}, T::\text{float()}, R::\text{float()}\}\]
Equivalent to `multiTexCoord3d(Target, S, T, R)`.

`multiTexCoord3f(Target, S, T, R) -> ok`  
Types:  
  \[
    \begin{align*}
      \text{Target} &= \text{enum}() \\
      S &= \text{float}() \\
      T &= \text{float}() \\
      R &= \text{float}()
    \end{align*}
  \]

See `multiTexCoord1d/2`

`multiTexCoord3fv(Target::enum(), V) -> ok`  
Types:  
  \[
    \begin{align*}
      V &= \{S::\text{float}(), T::\text{float}(), R::\text{float}\()\}
    \end{align*}
  \]

Equivalent to `multiTexCoord3f(Target, S, T, R)`.

`multiTexCoord3i(Target, S, T, R) -> ok`  
Types:  
  \[
    \begin{align*}
      \text{Target} &= \text{enum}() \\
      S &= \text{integer}() \\
      T &= \text{integer}() \\
      R &= \text{integer}()
    \end{align*}
  \]

See `multiTexCoord1d/2`

`multiTexCoord3iv(Target::enum(), V) -> ok`  
Types:  
  \[
    \begin{align*}
      V &= \{S::\text{integer}(), T::\text{integer}(), R::\text{integer}\()\}
    \end{align*}
  \]

Equivalent to `multiTexCoord3i(Target, S, T, R)`.

`multiTexCoord3s(Target, S, T, R) -> ok`  
Types:  
  \[
    \begin{align*}
      \text{Target} &= \text{enum}() \\
      S &= \text{integer}() \\
      T &= \text{integer}() \\
      R &= \text{integer}()
    \end{align*}
  \]

See `multiTexCoord1d/2`

`multiTexCoord3sv(Target::enum(), V) -> ok`  
Types:  
  \[
    \begin{align*}
      V &= \{S::\text{integer}(), T::\text{integer}(), R::\text{integer}\()\}
    \end{align*}
  \]

Equivalent to `multiTexCoord3s(Target, S, T, R)`.

`multiTexCoord4d(Target, S, T, R, Q) -> ok`  
Types:  
  \[
    \begin{align*}
      \text{Target} &= \text{enum}() \\
      S &= \text{float}() \\
      T &= \text{float}() \\
      R &= \text{float}() \\
      Q &= \text{float}()
    \end{align*}
  \]
Target = enum()
S = float()
T = float()
R = float()
Q = float()

See multiTexCoord1d2

multiTexCoord4dv(Target::enum(), V) -> ok
Types:
  V = {S::float(), T::float(), R::float(), Q::float()}
Equivalent to multiTexCoord4d(Target, S, T, R, Q).

multiTexCoord4f(Target, S, T, R, Q) -> ok
Types:
  Target = enum()
  S = float()
  T = float()
  R = float()
  Q = float()

See multiTexCoord1d2

multiTexCoord4fv(Target::enum(), V) -> ok
Types:
  V = {S::float(), T::float(), R::float(), Q::float()}
Equivalent to multiTexCoord4f(Target, S, T, R, Q).

multiTexCoord4i(Target, S, T, R, Q) -> ok
Types:
  Target = enum()
  S = integer()
  T = integer()
  R = integer()
  Q = integer()

See multiTexCoord1d2

multiTexCoord4iv(Target::enum(), V) -> ok
Types:
  V = {S::integer(), T::integer(), R::integer(), Q::integer()}
Equivalent to multiTexCoord4i(Target, S, T, R, Q).

multiTexCoord4s(Target, S, T, R, Q) -> ok
Types:
  Target = enum()
\[
S = \text{integer}()
\]
\[
T = \text{integer}()
\]
\[
R = \text{integer}()
\]
\[
Q = \text{integer}()
\]
See \texttt{multiTexCoord1d}/2

\texttt{multiTexCoord4sv(Target::enum(), V) -> ok}

Types:
\[
V = \{S::\text{integer}(), T::\text{integer}(), R::\text{integer}(), Q::\text{integer}()\}
\]
Equivalent to \texttt{multiTexCoord4s(Target, S, T, R, Q)}.

\texttt{loadTransposeMatrixf(M) -> ok}
Types:
\[
M = \text{matrix}()
\]
Replace the current matrix with the specified row-major ordered matrix
\texttt{gl:loadTransposeMatrix} replaces the current matrix with the one whose elements are specified by \texttt{M}. The current matrix is the projection matrix, modelview matrix, or texture matrix, depending on the current matrix mode (see \texttt{gl:matrixMode}/1).
See \texttt{external} documentation.

\texttt{loadTransposeMatrixd(M) -> ok}
Types:
\[
M = \text{matrix}()
\]
See \texttt{loadTransposeMatrixf}/1

\texttt{multTransposeMatrixf(M) -> ok}
Types:
\[
M = \text{matrix}()
\]
Multiply the current matrix with the specified row-major ordered matrix
\texttt{gl:multTransposeMatrix} multiplies the current matrix with the one specified using \texttt{M}, and replaces the current matrix with the product.
See \texttt{external} documentation.

\texttt{multTransposeMatrixd(M) -> ok}
Types:
\[
M = \text{matrix}()
\]
See \texttt{multTransposeMatrixf}/1

\texttt{blendFuncSeparate(SfactorRGB, DfactorRGB, SfactorAlpha, DfactorAlpha) -> ok}
Types:
\[
SfactorRGB = \text{enum}()
\]
\[
DfactorRGB = \text{enum}()
\]
\[
SfactorAlpha = \text{enum}()
\]
\textbf{DfactorAlpha = enum()}

Specify pixel arithmetic for RGB and alpha components separately.

Pixels can be drawn using a function that blends the incoming (source) RGBA values with the RGBA values that are already in the frame buffer (the destination values). Blending is initially disabled. Use \texttt{gl:enable/1} and \texttt{gl:enable/1} with argument \texttt{?GL_BLEND} to enable and disable blending.

See external documentation.

\texttt{multiDrawArrays(Mode, First, Count) -> ok}

Types:
\begin{verbatim}
Mode = enum()
First = [integer()] | mem()
Count = [integer()] | mem()
\end{verbatim}

Render multiple sets of primitives from array data.

\texttt{gl:multiDrawArrays} specifies multiple sets of geometric primitives with very few subroutine calls. Instead of calling a GL procedure to pass each individual vertex, normal, texture coordinate, edge flag, or color, you can prespecify separate arrays of vertices, normals, and colors and use them to construct a sequence of primitives with a single call to \texttt{gl:multiDrawArrays}.

See external documentation.

\texttt{pointParameterf(Pname, Param) -> ok}

Types:
\begin{verbatim}
Pname = enum()
Param = float()
\end{verbatim}

Specify point parameters.

The following values are accepted for \texttt{Pname}:

See external documentation.

\texttt{pointParameterfv(Pname, Params) -> ok}

Types:
\begin{verbatim}
Pname = enum()
Params = tuple()
\end{verbatim}

See \texttt{pointParameterf/2}.

\texttt{pointParameteri(Pname, Param) -> ok}

Types:
\begin{verbatim}
Pname = enum()
Param = integer()
\end{verbatim}

See \texttt{pointParameterf/2}.

\texttt{pointParameteriv(Pname, Params) -> ok}

Types:
\begin{verbatim}
Pname = enum()
Params = tuple()
\end{verbatim}
See `pointParameterf/2`

```erlang
fogCoordf(Coord) -> ok
Types:
    Coord = float()
Set the current fog coordinates
```
gl:fogCoord specifies the fog coordinate that is associated with each vertex and the current raster position. The value specified is interpolated and used in computing the fog color (see `gl:fogf/2`).

See external documentation.

```erlang
fogCoordfv(Coord) -> ok
Types:
    Coord = {Coord::float()}
Equivalent to `fogCoordf(Coord)`.  
```

```erlang
fogCoordd(Coord) -> ok
Types:
    Coord = float()
See `fogCoordf/1`
```

```erlang
fogCoorddv(Coord) -> ok
Types:
    Coord = {Coord::float()}
Equivalent to `fogCoordd(Coord)`.  
```

```erlang
fogCoordPointer(Type, Stride, Pointer) -> ok
Types:
    Type = enum()
    Stride = integer()
    Pointer = offset() | mem()
Define an array of fog coordinates
```
gl:fogCoordPointer specifies the location and data format of an array of fog coordinates to use when rendering. Type specifies the data type of each fog coordinate, and Stride specifies the byte stride from one fog coordinate to the next, allowing vertices and attributes to be packed into a single array or stored in separate arrays.

See external documentation.

```erlang
secondaryColor3b(Red, Green, Blue) -> ok
Types:
    Red = integer()
    Green = integer()
    Blue = integer()
Set the current secondary color
```
The GL stores both a primary four-valued RGBA color and a secondary four-valued RGBA color (where alpha is always set to 0.0) that is associated with every vertex.

See external documentation.

secondaryColor3bv(V) -> ok
Types:
  V = \{Red::integer(), Green::integer(), Blue::integer()\}
Equivalent to secondaryColor3b(Red, Green, Blue).

secondaryColor3d(Red, Green, Blue) -> ok
Types:
  Red = float()
  Green = float()
  Blue = float()
See secondaryColor3b/3

secondaryColor3dv(V) -> ok
Types:
  V = \{Red::float(), Green::float(), Blue::float()\}
Equivalent to secondaryColor3d(Red, Green, Blue).

secondaryColor3f(Red, Green, Blue) -> ok
Types:
  Red = float()
  Green = float()
  Blue = float()
See secondaryColor3b/3

secondaryColor3fv(V) -> ok
Types:
  V = \{Red::float(), Green::float(), Blue::float()\}
Equivalent to secondaryColor3f(Red, Green, Blue).

secondaryColor3i(Red, Green, Blue) -> ok
Types:
  Red = integer()
  Green = integer()
  Blue = integer()
See secondaryColor3b/3

secondaryColor3iv(V) -> ok
Types:
  V = \{Red::integer(), Green::integer(), Blue::integer()\}
Equivalent to \textit{secondaryColor3i}(\textit{Red, Green, Blue}).

\texttt{secondaryColor3s(\textit{Red, Green, Blue}) -> ok}

Types:
\begin{verbatim}
  \texttt{Red = integer()}
  \texttt{Green = integer()}
  \texttt{Blue = integer()}
\end{verbatim}

See \textit{secondaryColor3b/3}

\texttt{secondaryColor3sv(V) -> ok}

Types:
\begin{verbatim}
  \texttt{V = \{\texttt{Red::integer()}, \texttt{Green::integer()}, \texttt{Blue::integer()}}\}
\end{verbatim}

Equivalent to \textit{secondaryColor3s(\textit{Red, Green, Blue})}.

\texttt{secondaryColor3ub(\textit{Red, Green, Blue}) -> ok}

Types:
\begin{verbatim}
  \texttt{Red = integer()}
  \texttt{Green = integer()}
  \texttt{Blue = integer()}
\end{verbatim}

See \textit{secondaryColor3b/3}

\texttt{secondaryColor3ubv(V) -> ok}

Types:
\begin{verbatim}
  \texttt{V = \{\texttt{Red::integer()}, \texttt{Green::integer()}, \texttt{Blue::integer()}}\}
\end{verbatim}

Equivalent to \textit{secondaryColor3ub(\textit{Red, Green, Blue})}.

\texttt{secondaryColor3ui(\textit{Red, Green, Blue}) -> ok}

Types:
\begin{verbatim}
  \texttt{Red = integer()}
  \texttt{Green = integer()}
  \texttt{Blue = integer()}
\end{verbatim}

See \textit{secondaryColor3b/3}

\texttt{secondaryColor3uiv(V) -> ok}

Types:
\begin{verbatim}
  \texttt{V = \{\texttt{Red::integer()}, \texttt{Green::integer()}, \texttt{Blue::integer()}}\}
\end{verbatim}

Equivalent to \textit{secondaryColor3ui(\textit{Red, Green, Blue})}.

\texttt{secondaryColor3us(\textit{Red, Green, Blue}) -> ok}

Types:
\begin{verbatim}
  \texttt{Red = integer()}
  \texttt{Green = integer()}
  \texttt{Blue = integer()}
\end{verbatim}
See `secondaryColor3bv3`  

`secondaryColor3usv(V) -> ok`  
**Types:**  
\[ V = \{\text{Red::integer()}, \text{Green::integer()}, \text{Blue::integer()}\} \]  
Equivalent to `secondaryColor3us(\text{Red}, \text{Green}, \text{Blue})`.

`secondaryColorPointer(Size, Type, Stride, Pointer) -> ok`  
**Types:**  
\[
\begin{align*}
\text{Size} & = \text{integer()} \\
\text{Type} & = \text{enum()} \\
\text{Stride} & = \text{integer()} \\
\text{Pointer} & = \text{offset()} \mid \text{mem()} 
\end{align*}
\]
Define an array of secondary colors  
`gl:secondaryColorPointer` specifies the location and data format of an array of color components to use when rendering. `Size` specifies the number of components per color, and must be 3. `Type` specifies the data type of each color component, and `Stride` specifies the byte stride from one color to the next, allowing vertices and attributes to be packed into a single array or stored in separate arrays.  
See **external** documentation.

`windowPos2d(X, Y) -> ok`  
**Types:**  
\[
\begin{align*}
X & = \text{float()} \\
Y & = \text{float()} 
\end{align*}
\]
Specify the raster position in window coordinates for pixel operations  
The GL maintains a 3D position in window coordinates. This position, called the raster position, is used to position pixel and bitmap write operations. It is maintained with subpixel accuracy. See `gl:bitmap/7`, `gl:drawPixels/5`, and `gl:copyPixels/5`.  
See **external** documentation.

`windowPos2dv(V) -> ok`  
**Types:**  
\[
\begin{align*}
V & = \{X::\text{float()}, Y::\text{float()}\} 
\end{align*}
\]
Equivalent to `windowPos2d(X, Y)`.  

`windowPos2f(X, Y) -> ok`  
**Types:**  
\[
\begin{align*}
X & = \text{float()} \\
Y & = \text{float()} 
\end{align*}
\]
See `windowPos2d/2`.

`windowPos2fv(V) -> ok`  
**Types:**
$$V = \{X::\text{float()}, Y::\text{float()}\}$$
Equivalent to \text{windowPos2f}(X, Y).

windowPos2i(X, Y) -> ok
Types:
\begin{align*}
X &= \text{integer()} \\
Y &= \text{integer()}
\end{align*}
See \text{windowPos2d/2}

windowPos2iv(V) -> ok
Types:
\begin{align*}
V &= \{X::\text{integer()}, Y::\text{integer()}\}
\end{align*}
Equivalent to \text{windowPos2i}(X, Y).

windowPos2s(X, Y) -> ok
Types:
\begin{align*}
X &= \text{integer()} \\
Y &= \text{integer()}
\end{align*}
See \text{windowPos2d/2}

windowPos2sv(V) -> ok
Types:
\begin{align*}
V &= \{X::\text{integer()}, Y::\text{integer()}\}
\end{align*}
Equivalent to \text{windowPos2s}(X, Y).

windowPos3d(X, Y, Z) -> ok
Types:
\begin{align*}
X &= \text{float()} \\
Y &= \text{float()} \\
Z &= \text{float()}
\end{align*}
See \text{windowPos2d/2}

windowPos3dv(V) -> ok
Types:
\begin{align*}
V &= \{X::\text{float()}, Y::\text{float()}, Z::\text{float()}\}
\end{align*}
Equivalent to \text{windowPos3d}(X, Y, Z).

windowPos3f(X, Y, Z) -> ok
Types:
\begin{align*}
X &= \text{float()} \\
Y &= \text{float()} \\
Z &= \text{float()}
\end{align*}
See \text{windowPos2d/2}
windowPos3fv(V) -> ok
Types:
  V = {X::float(), Y::float(), Z::float()}
Equivalent to windowPos3f(X, Y, Z).

windowPos3i(X, Y, Z) -> ok
Types:
  X = integer()
  Y = integer()
  Z = integer()
See windowPos2d/2

windowPos3iv(V) -> ok
Types:
  V = {X::integer(), Y::integer(), Z::integer()}
Equivalent to windowPos3i(X, Y, Z).

windowPos3s(X, Y, Z) -> ok
Types:
  X = integer()
  Y = integer()
  Z = integer()
See windowPos2d/2

windowPos3sv(V) -> ok
Types:
  V = {X::integer(), Y::integer(), Z::integer()}
Equivalent to windowPos3s(X, Y, Z).

genQueries(N) -> [integer()]
Types:
  N = integer()
Generate query object names
gl:genQueries returns N query object names in Ids. There is no guarantee that the names form a contiguous set of integers; however, it is guaranteed that none of the returned names was in use immediately before the call to gl:genQueries.
See external documentation.

deleteQueries(Ids) -> ok
Types:
  Ids = [integer()]
Delete named query objects
gl:deleteQueries deletes N query objects named by the elements of the array Ids. After a query object is deleted, it has no contents, and its name is free for reuse (for example by gl:genQueries/1).

See external documentation.

isQuery(Id) -> 0 | 1
Types:
  Id = integer()
Determine if a name corresponds to a query object

gl:isQuery returns ?GL_TRUE if Id is currently the name of a query object. If Id is zero, or is a non-zero value that is not currently the name of a query object, or if an error occurs, gl:isQuery returns ?GL_FALSE.

See external documentation.

beginQuery(Target, Id) -> ok
Types:
  Target = enum()
  Id = integer()
Delimit the boundaries of a query object

gl:beginQuery and gl:beginQuery/2 delimit the boundaries of a query object. Query must be a name previously returned from a call to gl:genQueries/1. If a query object with name Id does not yet exist it is created with the type determined by Target. Target must be one of ?GL_SAMPLES_PASSED, ?GL_ANY_SAMPLES_PASSED, ?GL_PRIMITIVES_GENERATED, ?GL_TRANSFORM_FEEDBACK_PRIMITIVES_WRITTEN, or ?GL_TIME_ELAPSED. The behavior of the query object depends on its type and is as follows.

See external documentation.

endQuery(Target) -> ok
Types:
  Target = enum()
See beginQuery/2

getQueryiv(Target, Pname) -> integer()
Types:
  Target = enum()
  Pname = enum()

glGetQuery
See external documentation.

getQueryObjectiv(Id, Pname) -> integer()
Types:
  Id = integer()
  Pname = enum()
Return parameters of a query object

gl:getQueryObject returns in Params a selected parameter of the query object specified by Id.
**gl**

See external documentation.

**getQueryObjectuiv(Id, Pname) -> integer()**

Types:
- **Id = integer()**
- **Pname = enum()**

See getQueryObjectiv/2

**bindBuffer(Target, Buffer) -> ok**

Types:
- **Target = enum()**
- **Buffer = integer()**

Bind a named buffer object

`gl:bindBuffer` binds a buffer object to the specified buffer binding point. Calling `gl:bindBuffer` with `Target` set to one of the accepted symbolic constants and `Buffer` set to the name of a buffer object binds that buffer object name to the target. If no buffer object with name `Buffer` exists, one is created with that name. When a buffer object is bound to a target, the previous binding for that target is automatically broken.

See external documentation.

**deleteBuffers(Buffers) -> ok**

Types:
- **Buffers = [integer()]**

Delete named buffer objects

`gl:deleteBuffers` deletes N buffer objects named by the elements of the array `Buffers`. After a buffer object is deleted, it has no contents, and its name is free for reuse (for example by `gl:genBuffers/1`). If a buffer object that is currently bound is deleted, the binding reverts to 0 (the absence of any buffer object).

See external documentation.

**genBuffers(N) -> [integer()]**

Types:
- **N = integer()**

Generate buffer object names

`gl:genBuffers` returns N buffer object names in `Buffers`. There is no guarantee that the names form a contiguous set of integers; however, it is guaranteed that none of the returned names was in use immediately before the call to `gl:genBuffers`.

See external documentation.

**isBuffer(Buffer) -> 0 | 1**

Types:
- **Buffer = integer()**

Determine if a name corresponds to a buffer object

`gl:isBuffer` returns ?GL_TRUE if `Buffer` is currently the name of a buffer object. If `Buffer` is zero, or is a non-zero value that is not currently the name of a buffer object, or if an error occurs, `gl:isBuffer` returns ?GL_FALSE.
See external documentation.

bufferData(Target, Size, Data, Usage) -> ok

Types:
  Target = enum()
  Size = integer()
  Data = offset() | mem()
  Usage = enum()

Creates and initializes a buffer object's data store

gl:bufferData creates a new data store for the buffer object currently bound to Target. Any pre-existing data store is deleted. The new data store is created with the specified Size in bytes and Usage. If Data is not ?NULL, the data store is initialized with data from this pointer. In its initial state, the new data store is not mapped, it has a ?NULL mapped pointer, and its mapped access is ?GL_READ_WRITE.

See external documentation.

bufferSubData(Target, Offset, Size, Data) -> ok

Types:
  Target = enum()
  Offset = integer()
  Size = integer()
  Data = offset() | mem()

Updates a subset of a buffer object's data store

gl:bufferSubData redefines some or all of the data store for the buffer object currently bound to Target. Data starting at byte offset Offset and extending for Size bytes is copied to the data store from the memory pointed to by Data. An error is thrown if Offset and Size together define a range beyond the bounds of the buffer object's data store.

See external documentation.

getBufferSubData(Target, Offset, Size, Data) -> ok

Types:
  Target = enum()
  Offset = integer()
  Size = integer()
  Data = mem()

Returns a subset of a buffer object's data store

gl:getBufferSubData returns some or all of the data from the buffer object currently bound to Target. Data starting at byte offset Offset and extending for Size bytes is copied from the data store to the memory pointed to by Data. An error is thrown if the buffer object is currently mapped, or if Offset and Size together define a range beyond the bounds of the buffer object's data store.

See external documentation.

gl:getBufferParameteriv(Target, Pname) -> integer()

Types:
  Target = enum()
gl

Pname = enum()
Return parameters of a buffer object

-RequestedProgramParameteriv returns in Data a selected parameter of the buffer object specified by Target.
See external documentation.

blendEquationSeparate(ModeRGB, ModeAlpha) -> ok
Types:

  ModeRGB = enum()
  ModeAlpha = enum()

Set the RGB blend equation and the alpha blend equation separately

-The blend equations determines how a new pixel (the "source" color) is combined with a pixel already in the frame buffer (the "destination" color). These functions specify one blend equation for the RGB-color components and one blend equation for the alpha component. gl:blendEquationSeparatei specifies the blend equations for a single draw buffer whereas gl:blendEquationSeparate sets the blend equations for all draw buffers.
See external documentation.

drawBuffers(Bufs) -> ok
Types:

  Bufs = [enum()]

-Specifies a list of color buffers to be drawn into

-gl:drawBuffers defines an array of buffers into which outputs from the fragment shader data will be written. If a fragment shader writes a value to one or more user defined output variables, then the value of each variable will be written into the buffer specified at a location within Bufs corresponding to the location assigned to that user defined output. The draw buffer used for user defined outputs assigned to locations greater than or equal to N is implicitly set to ?GL_NONE and any data written to such an output is discarded.
See external documentation.

stencilOpSeparate(Face, Sfail, Dpfail, Dppass) -> ok
Types:

  Face = enum()
  Sfail = enum()
  Dpfail = enum()
  Dppass = enum()

-Set front and/or back stencil test actions

-Stenciling, like depth-buffering, enables and disables drawing on a per-pixel basis. You draw into the stencil planes using GL drawing primitives, then render geometry and images, using the stencil planes to mask out portions of the screen. Stenciling is typically used in multipass rendering algorithms to achieve special effects, such as decals, outlining, and constructive solid geometry rendering.
See external documentation.

stencilFuncSeparate(Face, Func, Ref, Mask) -> ok
Types:

  Face = enum()


Func = enum()
Ref = integer()
Mask = integer()

Set front and/or back function and reference value for stencil testing

Stenciling, like depth-buffering, enables and disables drawing on a per-pixel basis. You draw into the stencil planes using GL drawing primitives, then render geometry and images, using the stencil planes to mask out portions of the screen. Stenciling is typically used in multipass rendering algorithms to achieve special effects, such as decals, outlining, and constructive solid geometry rendering.

See external documentation.

stencilMaskSeparate(Face, Mask) -> ok
Types:
   Face = enum()
   Mask = integer()

Control the front and/or back writing of individual bits in the stencil planes

`gl:stencilMaskSeparate` controls the writing of individual bits in the stencil planes. The least significant n bits of `Mask`, where n is the number of bits in the stencil buffer, specify a mask. Where a 1 appears in the mask, it's possible to write to the corresponding bit in the stencil buffer. Where a 0 appears, the corresponding bit is write-protected. Initially, all bits are enabled for writing.

See external documentation.

attachShader(Program, Shader) -> ok
Types:
   Program = integer()
   Shader = integer()

Attaches a shader object to a program object

In order to create a complete shader program, there must be a way to specify the list of things that will be linked together. Program objects provide this mechanism. Shaders that are to be linked together in a program object must first be attached to that program object. `gl:attachShader` attaches the shader object specified by `Shader` to the program object specified by `Program`. This indicates that `Shader` will be included in link operations that will be performed on `Program`.

See external documentation.

bindAttribLocation(Program, Index, Name) -> ok
Types:
   Program = integer()
   Index = integer()
   Name = string()

Associates a generic vertex attribute index with a named attribute variable

`gl:bindAttribLocation` is used to associate a user-defined attribute variable in the program object specified by `Program` with a generic vertex attribute index. The name of the user-defined attribute variable is passed as a null terminated string in `Name`. The generic vertex attribute index to be bound to this variable is specified by `Index`. When `Program` is made part of current state, values provided via the generic vertex attribute `Index` will modify the value of the user-defined attribute variable specified by `Name`.

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compileShader(Shader) -> ok

Types:
  Shader = integer()

Compiles a shader object

`gl:compileShader` compiles the source code strings that have been stored in the shader object specified by `Shader`.

See `external` documentation.

createProgram() -> integer()

Creates a program object

`gl:createProgram` creates an empty program object and returns a non-zero value by which it can be referenced. A program object is an object to which shader objects can be attached. This provides a mechanism to specify the shader objects that will be linked to create a program. It also provides a means for checking the compatibility of the shaders that will be used to create a program (for instance, checking the compatibility between a vertex shader and a fragment shader). When no longer needed as part of a program object, shader objects can be detached.

See `external` documentation.

createShader(Type) -> integer()

Types:
  Type = enum()

Creates a shader object

`gl:createShader` creates an empty shader object and returns a non-zero value by which it can be referenced. A shader object is used to maintain the source code strings that define a shader. `ShaderType` indicates the type of shader to be created. Five types of shader are supported. A shader of type `GL_VERTEX_SHADER` is a shader that is intended to run on the programmable vertex processor. A shader of type `GL_TESS_CONTROL_SHADER` is a shader that is intended to run on the programmable tessellation processor in the control stage. A shader of type `GL_TESS_EVALUATION_SHADER` is a shader that is intended to run on the programmable tessellation processor in the evaluation stage. A shader of type `GL_GEOMETRY_SHADER` is a shader that is intended to run on the programmable geometry processor. A shader of type `GL_FRAGMENT_SHADER` is a shader that is intended to run on the programmable fragment processor.

See `external` documentation.

deleteProgram(Program) -> ok

Types:
  Program = integer()

Deletes a program object

`gl:deleteProgram` frees the memory and invalidates the name associated with the program object specified by `Program`. This command effectively undoes the effects of a call to `gl:createProgram/0`.

See `external` documentation.

deleteShader(Shader) -> ok

Types:
Shader = integer()

Deletes a shader object

gl:deleteShader frees the memory and invalidates the name associated with the shader object specified by Shader. This command effectively undoes the effects of a call to gl:createShader/1.

See external documentation.

detachShader(Program, Shader) -> ok

Types:
  Program = integer()
  Shader = integer()

Detaches a shader object from a program object to which it is attached

gl:detachShader detaches the shader object specified by Shader from the program object specified by Program. This command can be used to undo the effect of the command gl:attachShader/2.

See external documentation.

disableVertexAttribArray(Index) -> ok

Types:
  Index = integer()

Enable or disable a generic vertex attribute array

gl:enableVertexAttribArray enables the generic vertex attribute array specified by Index.
gl:disableVertexAttribArray disables the generic vertex attribute array specified by Index. By default, all client-side capabilities are disabled, including all generic vertex attribute arrays. If enabled, the values in the generic vertex attribute array will be accessed and used for rendering when calls are made to vertex array commands such as gl:drawArrays/3, gl:drawElements/4, gl:drawRangeElements/6, see glMultiDrawElements, or gl:multiDrawArrays/3.

See external documentation.

enableVertexAttribArray(Index) -> ok

Types:
  Index = integer()

See disableVertexAttribArray/1

getActiveAttrib(Program, Index, BufSize) -> {Size::integer(), Type::enum(), Name::string()}

Types:
  Program = integer()
  Index = integer()
  BufSize = integer()

Returns information about an active attribute variable for the specified program object

gl:getActiveAttrib returns information about an active attribute variable in the program object specified by Program. The number of active attributes can be obtained by calling gl:getProgramiv/2 with the value ?GL_ACTIVE_ATTRIBUTES. A value of 0 for Index selects the first active attribute variable. Permissible values for Index range from 0 to the number of active attribute variables minus 1.
See external documentation.

gl:getActiveUniform(Program, Index, BufSize) -> {Size::integer(), Type::enum(), Name::string()}

Types:
- Program = integer()
- Index = integer()
- BufSize = integer()

Returns information about an active uniform variable for the specified program object

gl:getActiveUniform returns information about an active uniform variable in the program object specified by Program. The number of active uniform variables can be obtained by calling gl:getProgramiv/2 with the value ?GL_ACTIVE_UNIFORMS. A value of 0 for Index selects the first active uniform variable. Permissible values for Index range from 0 to the number of active uniform variables minus 1.

See external documentation.

gl:getAttachedShaders(Program, MaxCount) -> [integer()]

Types:
- Program = integer()
- MaxCount = integer()

Returns the handles of the shader objects attached to a program object

gl:getAttachedShaders returns the names of the shader objects attached to Program. The names of shader objects that are attached to Program will be returned in Shaders. The actual number of shader names written into Shaders is returned in Count. If no shader objects are attached to Program, Count is set to 0. The maximum number of shader names that may be returned in Shaders is specified by MaxCount.

See external documentation.

gl:getAttribLocation(Program, Name) -> integer()

Types:
- Program = integer()
- Name = string()

Returns the location of an attribute variable

egl:getAttribLocation queries the previously linked program object specified by Program for the attribute variable specified by Name and returns the index of the generic vertex attribute that is bound to that attribute variable. If Name is a matrix attribute variable, the index of the first column of the matrix is returned. If the named attribute variable is not an active attribute in the specified program object or if Name starts with the reserved prefix "gl_", a value of -1 is returned.

See external documentation.

gl:getProgramiv(Program, Pname) -> integer()

Types:
- Program = integer()
- Pname = enum()

Returns a parameter from a program object
gl:getProgram returns in Params the value of a parameter for a specific program object. The following parameters are defined:

See external documentation.

getProgramInfoLog(Program, BufSize) -> string()

Types:

    Program = integer()
    BufSize = integer()

Returns the information log for a program object

gl:getProgramInfoLog returns the information log for the specified program object. The information log for a program object is modified when the program object is linked or validated. The string that is returned will be null terminated.

See external documentation.

getShaderiv(Shader, Pname) -> integer()

Types:

    Shader = integer()
    Pname = enum()

Returns a parameter from a shader object

gl:getShader returns in Params the value of a parameter for a specific shader object. The following parameters are defined:

See external documentation.

getShaderInfoLog(Shader, BufSize) -> string()

Types:

    Shader = integer()
    BufSize = integer()

Returns the information log for a shader object

gl:getShaderInfoLog returns the information log for the specified shader object. The information log for a shader object is modified when the shader is compiled. The string that is returned will be null terminated.

See external documentation.

gl:getShaderSource returns the concatenation of the source code strings from the shader object specified by Shader. The source code strings for a shader object are the result of a previous call to gl:shaderSource/2. The string returned by the function will be null terminated.

See external documentation.
getUniformLocation(Program, Name) -> integer()

Types:
  Program = integer()
  Name = string()

Returns the location of a uniform variable

getUniformLocation returns an integer that represents the location of a specific uniform variable within a program object. Name must be a null terminated string that contains no white space. Name must be an active uniform variable name in Program that is not a structure, an array of structures, or a subcomponent of a vector or a matrix. This function returns -1 if Name does not correspond to an active uniform variable in Program, if Name starts with the reserved prefix "gl_", or if Name is associated with an atomic counter or a named uniform block.

See external documentation.

getUniformfv(Program, Location) -> matrix()

Types:
  Program = integer()
  Location = integer()

Returns the value of a uniform variable

getUniform returns in Params the value(s) of the specified uniform variable. The type of the uniform variable specified by Location determines the number of values returned. If the uniform variable is defined in the shader as a boolean, int, or float, a single value will be returned. If it is defined as a vec2, ivec2, or bvec2, two values will be returned. If it is defined as a vec3, ivec3, or bvec3, three values will be returned, and so on. To query values stored in uniform variables declared as arrays, call gl:getUniform for each element of the array. To query values stored in uniform variables declared as structures, call gl:getUniform for each field in the structure. The values for uniform variables declared as a matrix will be returned in column major order.

See external documentation.

getUniformiv(Program, Location) -> {integer(), integer(), integer(),
  integer(), integer(), integer(), integer(), integer(), integer(), integer(),
  integer(), integer(), integer(), integer(), integer()}

Types:
  Program = integer()
  Location = integer()

See getUniformfv/2

getVertexAttribdv(Index, Pname) -> {float(), float(), float(), float()}

Types:
  Index = integer()
  Pname = enum()

Return a generic vertex attribute parameter

getVertexAttrib returns in Params the value of a generic vertex attribute parameter. The generic vertex attribute to be queried is specified by Index, and the parameter to be queried is specified by Pname.

See external documentation.
getVertexAttribfv(Index, Pname) -> \{float(), float(), float(), float()\}
Types:
  \[\text{Index} = \text{integer()}\]
  \[\text{Pname} = \text{enum()}\]
See `getVertexAttribdv/2`

getVertexAttribiv(Index, Pname) -> \{integer(), integer(), integer(), integer()\}
Types:
  \[\text{Index} = \text{integer()}\]
  \[\text{Pname} = \text{enum()}\]
See `getVertexAttribdv/2`

isProgram(\text{Program}) \to \text{0} | \text{1}
Types:
  \[\text{Program} = \text{integer()}\]
Determines if a name corresponds to a program object
\text{gl:isProgram} returns \text{?GL_TRUE} if \text{Program} is the name of a program object previously created with \text{gl:createProgram/0} and not yet deleted with \text{gl:deleteProgram/1}. If \text{Program} is zero or a non-zero value that is not the name of a program object, or if an error occurs, \text{gl:isProgram} returns \text{?GL_FALSE}.
See \text{external} documentation.

isShader(\text{Shader}) \to \text{0} | \text{1}
Types:
  \[\text{Shader} = \text{integer()}\]
Determines if a name corresponds to a shader object
\text{gl:isShader} returns \text{?GL_TRUE} if \text{Shader} is the name of a shader object previously created with \text{gl:createShader/1} and not yet deleted with \text{gl:deleteShader/1}. If \text{Shader} is zero or a non-zero value that is not the name of a shader object, or if an error occurs, \text{gl:isShader} returns \text{?GL_FALSE}.
See \text{external} documentation.

linkProgram(\text{Program}) \to \text{ok}
Types:
  \[\text{Program} = \text{integer()}\]
Links a program object
\text{gl:linkProgram} links the program object specified by \text{Program}. If any shader objects of type \text{?GL_VERTEX_SHADER} are attached to \text{Program}, they will be used to create an executable that will run on the programmable vertex processor. If any shader objects of type \text{?GL_GEOMETRY_SHADER} are attached to \text{Program}, they will be used to create an executable that will run on the programmable geometry processor. If any shader objects of type \text{?GL_FRAGMENT_SHADER} are attached to \text{Program}, they will be used to create an executable that will run on the programmable fragment processor.
See \text{external} documentation.
shaderSource(Shader, String) -> ok
Types:
  Shader = integer()
  String = iolist()

Replaces the source code in a shader object.

gl:shaderSource sets the source code in Shader to the source code in the array of strings specified by String. Any source code previously stored in the shader object is completely replaced. The number of strings in the array is specified by Count. If Length is ?NULL, each string is assumed to be null terminated. If Length is a value other than ?NULL, it points to an array containing a string length for each of the corresponding elements of String. Each element in the Length array may contain the length of the corresponding string (the null character is not counted as part of the string length) or a value less than 0 to indicate that the string is null terminated. The source code strings are not scanned or parsed at this time; they are simply copied into the specified shader object.

See external documentation.

useProgram(Program) -> ok
Types:
  Program = integer()

Installs a program object as part of current rendering state.

gl:useProgram installs the program object specified by Program as part of current rendering state. One or more executables are created in a program object by successfully attaching shader objects to it with gl:attachShader/2, successfully compiling the shader objects with gl:compileShader/1, and successfully linking the program object with gl:linkProgram/1.

See external documentation.

uniform1f(Location, V0) -> ok
Types:
  Location = integer()
  V0 = float()

Specify the value of a uniform variable for the current program object.

gl:uniform modifies the value of a uniform variable or a uniform variable array. The location of the uniform variable to be modified is specified by Location, which should be a value returned by gl:getUniformLocation/2. gl:uniform operates on the program object that was made part of current state by calling gl:useProgram/1.

See external documentation.

uniform2f(Location, V0, V1) -> ok
Types:
  Location = integer()
  V0 = float()
  V1 = float()

See uniform1f/2.

uniform3f(Location, V0, V1, V2) -> ok
Types:
  Location = integer()
V0 = float()
V1 = float()
V2 = float()
See uniform1f/2

uniform4f(Location, V0, V1, V2, V3) -> ok
Types:
  Location = integer()
  V0 = float()
  V1 = float()
  V2 = float()
  V3 = float()
See uniform1f/2

uniform1i(Location, V0) -> ok
Types:
  Location = integer()
  V0 = integer()
See uniform1f/2

uniform2i(Location, V0, V1) -> ok
Types:
  Location = integer()
  V0 = integer()
  V1 = integer()
See uniform1f/2

uniform3i(Location, V0, V1, V2) -> ok
Types:
  Location = integer()
  V0 = integer()
  V1 = integer()
  V2 = integer()
See uniform1f/2

uniform4i(Location, V0, V1, V2, V3) -> ok
Types:
  Location = integer()
  V0 = integer()
  V1 = integer()
  V2 = integer()
  V3 = integer()
See uniform1f/2
uniform1fv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [float()]
See uniform1f/2

uniform2fv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{float(), float()}]
See uniform1f/2

uniform3fv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{float(), float(), float()}]
See uniform1f/2

uniform4fv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{float(), float(), float(), float()}]
See uniform1f/2

uniform1iv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [integer()]
See uniform1f/2

uniform2iv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{integer(), integer()}]
See uniform1f/2

uniform3iv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{integer(), integer(), integer()}]
See uniform1f/2
uniform4iv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{integer(), integer(), integer(), integer()}]
See uniform1f/2

uniformMatrix2fv(Location, Transpose, Value) -> ok
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float()}]
See uniform1f/2

uniformMatrix3fv(Location, Transpose, Value) -> ok
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(),
            float(), float()}]
See uniform1f/2

uniformMatrix4fv(Location, Transpose, Value) -> ok
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(),
            float(), float(), float(), float(), float(), float(), float(),
            float(), float()}]
See uniform1f/2

validateProgram(Program) -> ok
Types:
  Program = integer()
Validates a program object

validateProgram checks to see whether the executables contained in Program can execute given the current OpenGL state. The information generated by the validation process will be stored in Program’s information log. The validation information may consist of an empty string, or it may be a string containing information about how the current program object interacts with the rest of current OpenGL state. This provides a way for OpenGL implementers to convey more information about why the current program is inefficient, suboptimal, failing to execute, and so on.

See external documentation.

vertexAttrib1d(Index, X) -> ok
Types:
  Index = integer()
X = float()
Specifies the value of a generic vertex attribute
The gl:vertexAttrib family of entry points allows an application to pass generic vertex attributes in numbered locations.
See external documentation.

vertexAttrib1dv(Index::integer(), V) -> ok
Types:
  V = {X::float()}
Equivalent to vertexAttrib1d(Index, X).

vertexAttrib1f(Index, X) -> ok
Types:
  Index = integer()
  X = float()
See vertexAttrib1d/2

vertexAttrib1fv(Index::integer(), V) -> ok
Types:
  V = {X::float()}
Equivalent to vertexAttrib1f(Index, X).

vertexAttrib1s(Index, X) -> ok
Types:
  Index = integer()
  X = integer()
See vertexAttrib1d/2

vertexAttrib1sv(Index::integer(), V) -> ok
Types:
  V = {X::integer()}
Equivalent to vertexAttrib1s(Index, X).

vertexAttrib2d(Index, X, Y) -> ok
Types:
  Index = integer()
  X = float()
  Y = float()
See vertexAttrib1d/2

vertexAttrib2dv(Index::integer(), V) -> ok
Types:
  V = {X::float(), Y::float()}
Equivalent to \texttt{vertexAttrib2d(Index, X, Y)}.

\texttt{vertexAttrib2f(Index, X, Y) -> ok}

Types:
\begin{verbatim}
  Index = integer()
  X = float()
  Y = float()
\end{verbatim}

See \texttt{vertexAttrib1d/2}

\texttt{vertexAttrib2fv(Index::integer(), V) -> ok}

Types:
\begin{verbatim}
  V = \{X::float(), Y::float()\}
\end{verbatim}

Equivalent to \texttt{vertexAttrib2f(Index, X, Y)}.

\texttt{vertexAttrib2s(Index, X, Y) -> ok}

Types:
\begin{verbatim}
  Index = integer()
  X = integer()
  Y = integer()
\end{verbatim}

See \texttt{vertexAttrib1d/2}

\texttt{vertexAttrib2sv(Index::integer(), V) -> ok}

Types:
\begin{verbatim}
  V = \{X::integer(), Y::integer()\}
\end{verbatim}

Equivalent to \texttt{vertexAttrib2s(Index, X, Y)}.

\texttt{vertexAttrib3d(Index, X, Y, Z) -> ok}

Types:
\begin{verbatim}
  Index = integer()
  X = float()
  Y = float()
  Z = float()
\end{verbatim}

See \texttt{vertexAttrib1d/2}

\texttt{vertexAttrib3dv(Index::integer(), V) -> ok}

Types:
\begin{verbatim}
  V = \{X::float(), Y::float(), Z::float()\}
\end{verbatim}

Equivalent to \texttt{vertexAttrib3d(Index, X, Y, Z)}.

\texttt{vertexAttrib3f(Index, X, Y, Z) -> ok}

Types:
\begin{verbatim}
  Index = integer()
  X = float()
\end{verbatim}
Y = float()
Z = float()

See `vertexAttrib1d/2`

`vertexAttrib3fv(Index::integer(), V) -> ok`

Types:
V = {X::float(), Y::float(), Z::float()}

Equivalent to `vertexAttrib3f(Index, X, Y, Z)`.

`vertexAttrib3s(Index, X, Y, Z) -> ok`

Types:
Index = integer()
X = integer()
Y = integer()
Z = integer()

See `vertexAttrib1d/2`

`vertexAttrib3sv(Index::integer(), V) -> ok`

Types:
V = {X::integer(), Y::integer(), Z::integer()}

Equivalent to `vertexAttrib3s(Index, X, Y, Z)`.

`vertexAttrib4Nbv(Index, V) -> ok`

Types:
Index = integer()
V = {integer(), integer(), integer(), integer()}

See `vertexAttrib1d/2`

`vertexAttrib4Niv(Index, V) -> ok`

Types:
Index = integer()
V = {integer(), integer(), integer(), integer()}

See `vertexAttrib1d/2`

`vertexAttrib4Nsv(Index, V) -> ok`

Types:
Index = integer()
V = {integer(), integer(), integer(), integer()}

See `vertexAttrib1d/2`

`vertexAttrib4Nub(Index, X, Y, Z, W) -> ok`

Types:
Index = integer()
X = integer()
Y = integer()
Z = integer()
W = integer()

See `vertexAttrib1d/2`

`vertexAttrib4Nubv(Index::integer(), V) -> ok`
Types:

V = \{X::integer(), Y::integer(), Z::integer(), W::integer()\}

Equivalent to `vertexAttrib4Nub(Index, X, Y, Z, W)`.

`vertexAttrib4Nuiv(Index, V) -> ok`
Types:

Index = integer()
V = \{integer(), integer(), integer(), integer()\}

See `vertexAttrib1d/2`

`vertexAttrib4Nusv(Index, V) -> ok`
Types:

Index = integer()
V = \{integer(), integer(), integer(), integer()\}

See `vertexAttrib1d/2`

`vertexAttrib4bv(Index, V) -> ok`
Types:

Index = integer()
V = \{integer(), integer(), integer(), integer()\}

See `vertexAttrib1d/2`

`vertexAttrib4d(Index, X, Y, Z, W) -> ok`
Types:

Index = integer()
X = float()
Y = float()
Z = float()
W = float()

See `vertexAttrib1d/2`

`vertexAttrib4dv(Index::integer(), V) -> ok`
Types:

V = \{X::float(), Y::float(), Z::float(), W::float()\}

Equivalent to `vertexAttrib4d(Index, X, Y, Z, W)`.
gl

vertexAttrib4f(Index, X, Y, Z, W) -> ok
Types:
  Index = integer()
  X = float()
  Y = float()
  Z = float()
  W = float()
See vertexAttrib1d/2

vertexAttrib4fv(Index::integer(), V) -> ok
Types:
  V = {X::float(), Y::float(), Z::float(), W::float()}
Equivalent to vertexAttrib4f(Index, X, Y, Z, W).

vertexAttrib4iv(Index, V) -> ok
Types:
  Index = integer()
  V = {integer(), integer(), integer(), integer()}
See vertexAttrib1d/2

vertexAttrib4s(Index, X, Y, Z, W) -> ok
Types:
  Index = integer()
  X = integer()
  Y = integer()
  Z = integer()
  W = integer()
See vertexAttrib1d/2

vertexAttrib4sv(Index::integer(), V) -> ok
Types:
  V = {X::integer(), Y::integer(), Z::integer(), W::integer()}
Equivalent to vertexAttrib4s(Index, X, Y, Z, W).

vertexAttrib4ubv(Index, V) -> ok
Types:
  Index = integer()
  V = {integer(), integer(), integer(), integer()}
See vertexAttrib1d/2

vertexAttrib4uiv(Index, V) -> ok
Types:
  Index = integer()
V = {integer(), integer(), integer(), integer()}
See `vertexAttrib1d/2`

`vertexAttrib4usv(Index, V) -> ok`
Types:
  - `Index = integer()`
  - `V = {integer(), integer(), integer(), integer()}`
See `vertexAttrib1d/2`

`vertexAttribPointer(Index, Size, Type, Normalized, Stride, Pointer) -> ok`
Types:
  - `Index = integer()`
  - `Size = integer()`
  - `Type = enum()`
  - `Normalized = 0 | 1`
  - `Stride = integer()`
  - `Pointer = offset() | mem()`

Define an array of generic vertex attribute data
`gl:vertexAttribPointer, gl:vertexAttribIPointer` and `gl:vertexAttribLPointer` specify the location and data format of the array of generic vertex attributes at index `Index` to use when rendering. `Size` specifies the number of components per attribute and must be 1, 2, 3, 4, or ?GL_BGR. `Type` specifies the data type of each component, and `Stride` specifies the byte stride from one attribute to the next, allowing vertices and attributes to be packed into a single array or stored in separate arrays.
See external documentation.

`uniformMatrix2x3fv(Location, Transpose, Value) -> ok`
Types:
  - `Location = integer()`
  - `Transpose = 0 | 1`
  - `Value = [{float(), float(), float(), float(), float(), float()}]`
See `uniform1f/2`

`uniformMatrix3x2fv(Location, Transpose, Value) -> ok`
Types:
  - `Location = integer()`
  - `Transpose = 0 | 1`
  - `Value = [{float(), float(), float(), float(), float(), float()}]`
See `uniform1f/2`

`uniformMatrix2x4fv(Location, Transpose, Value) -> ok`
Types:
  - `Location = integer()`
  - `Transpose = 0 | 1`
Value = \{(float(), float(), float(), float(), float(), float(), float(), float())\]

See `uniform1f/2`

**uniformMatrix4x2fv(Location, Transpose, Value) -> ok**

Types:
- **Location** = integer()
- **Transpose** = 0 | 1
- **Value** = \{(float(), float(), float(), float(), float(), float(), float(), float())\}

See `uniform1f/2`

**uniformMatrix3x4fv(Location, Transpose, Value) -> ok**

Types:
- **Location** = integer()
- **Transpose** = 0 | 1
- **Value** = \{(float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float())\}

See `uniform1f/2`

**uniformMatrix4x3fv(Location, Transpose, Value) -> ok**

Types:
- **Location** = integer()
- **Transpose** = 0 | 1
- **Value** = \{(float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float())\}

See `uniform1f/2`

**colorMaski(Index, R, G, B, A) -> ok**

Types:
- **Index** = integer()
- **R** = 0 | 1
- **G** = 0 | 1
- **B** = 0 | 1
- **A** = 0 | 1

glColorMaski

See *external* documentation.

**getBooleani_v(Target, Index) -> [0 | 1]**

Types:
- **Target** = enum()
- **Index** = integer()

See `getBooleanv/1`
getIntegeri_v(Target, Index) -> [integer()]
Types:
  Target = enum()
  Index = integer()
See getBooleanv/1

enablei(Target, Index) -> ok
Types:
  Target = enum()
  Index = integer()
See enable/1

disablei(Target, Index) -> ok
Types:
  Target = enum()
  Index = integer()
glenablei
See external documentation.

isEnabledi(Target, Index) -> 0 | 1
Types:
  Target = enum()
  Index = integer()
glIsEnabledi
See external documentation.

beginTransformFeedback(PrimitiveMode) -> ok
Types:
  PrimitiveMode = enum()
Start transform feedback operation
Transform feedback mode captures the values of varying variables written by the vertex shader (or, if active, the
gamey shader). Transform feedback is said to be active after a call to gl:beginTransformFeedback until a
subsequent call to gl:beginTransformFeedback/1. Transform feedback commands must be paired.
See external documentation.

detCodeTransformFeedback() -> ok
See beginTransformFeedback/1

bindBufferRange(Target, Index, Buffer, Offset, Size) -> ok
Types:
  Target = enum()
  Index = integer()
  Buffer = integer()
Bind a range within a buffer object to an indexed buffer target

`gl:bindBufferRange` binds a range the buffer object `Buffer` represented by `Offset` and `Size` to the binding point at index `Index` of the array of targets specified by `Target`. Each `Target` represents an indexed array of buffer binding points, as well as a single general binding point that can be used by other buffer manipulation functions such as `gl:bindBuffer/2` or see `glMapBuffer`. In addition to binding a range of `Buffer` to the indexed buffer binding target, `gl:bindBufferBase` also binds the range to the generic buffer binding point specified by `Target`.

See external documentation.

\[
\text{bindBufferBase(Target, Index, Buffer)} \rightarrow \text{ok}
\]

Types:
- `Target` = `enum()`
- `Index` = `integer()`
- `Buffer` = `integer()`

Bind a buffer object to an indexed buffer target

`gl:bindBufferBase` binds the buffer object `Buffer` to the binding point at index `Index` of the array of targets specified by `Target`. Each `Target` represents an indexed array of buffer binding points, as well as a single general binding point that can be used by other buffer manipulation functions such as `gl:bindBuffer/2` or see `glMapBuffer`. In addition to binding `Buffer` to the indexed buffer binding target, `gl:bindBufferBase` also binds `Buffer` to the generic buffer binding point specified by `Target`.

See external documentation.

\[
\text{transformFeedbackVaryings(Program, Varyings, BufferMode)} \rightarrow \text{ok}
\]

Types:
- `Program` = `integer()`
- `Varyings` = `iolist()`
- `BufferMode` = `enum()`

Specify values to record in transform feedback buffers

The names of the vertex or geometry shader outputs to be recorded in transform feedback mode are specified using `gl:transformFeedbackVaryings`. When a geometry shader is active, transform feedback records the values of selected geometry shader output variables from the emitted vertices. Otherwise, the values of the selected vertex shader outputs are recorded.

See external documentation.

\[
\text{getTransformFeedbackVarying(Program, Index, BufSize)} \rightarrow \{\text{Size::integer()}, Type::enum(), Name::string()\}
\]

Types:
- `Program` = `integer()`
- `Index` = `integer()`
- `BufSize` = `integer()`

Retrieve information about varying variables selected for transform feedback

Information about the set of varying variables in a linked program that will be captured during transform feedback may be retrieved by calling `gl:getTransformFeedbackVarying`. `gl:getTransformFeedbackVarying`
provides information about the varying variable selected by Index. An Index of 0 selects the first varying variable specified in the Varyings array passed to `gl:transformFeedbackVaryings/3`, and an Index of ?GL_TRANSFORM_FEEDBACK_VARYINGS-1 selects the last such variable.

See external documentation.

clampColor(Target, Clamp) -> ok
Types:
  Target = enum()
  Clamp = enum()

specify whether data read via `gl:readPixels/7` should be clamped

`gl:clampColor` controls color clamping that is performed during `gl:readPixels/7`. Target must be ?GL_CLAMP_READ_COLOR. If Clamp is ?GL_TRUE, read color clamping is enabled; if Clamp is ?GL_FALSE, read color clamping is disabled. If Clamp is ?GL_FIXED_ONLY, read color clamping is enabled only if the selected read buffer has fixed point components and disabled otherwise.

See external documentation.

beginConditionalRender(Id, Mode) -> ok
Types:
  Id = integer()
  Mode = enum()

Start conditional rendering

Conditional rendering is started using `gl:beginConditionalRender` and ended using `gl:endConditionalRender`. During conditional rendering, all vertex array commands, as well as `gl:clear/1` and `gl:clearBufferiv/3` have no effect if the (?GL_SAMPLES_PASSED) result of the query object Id is zero, or if the (?GL_ANY_SAMPLES_PASSED) result is ?GL_FALSE. The results of commands setting the current vertex state, such as `gl:vertexAttrib1d/2` are undefined. If the (?GL_SAMPLES_PASSED) result is non-zero or if the (?GL_ANY_SAMPLES_PASSED) result is ?GL_TRUE, such commands are not discarded. The Id parameter to `gl:beginConditionalRender` must be the name of a query object previously returned from a call to `gl:genQueries/1`. Mode specifies how the results of the query object are to be interpreted. If Mode is ?GL_QUERY_WAIT, the GL waits for the results of the query to be available and then uses the results to determine if subsequent rendering commands are discarded. If Mode is ?GL_QUERY_NO_WAIT, the GL may choose to unconditionally execute the subsequent rendering commands without waiting for the query to complete.

See external documentation.

endConditionalRender() -> ok
See beginConditionalRender/2

vertexAttribIPointer(Index, Size, Type, Stride, Pointer) -> ok
Types:
  Index = integer()
  Size = integer()
  Type = enum()
  Stride = integer()
  Pointer = offset() | mem()
gl

glVertexAttribIPointer
See external documentation.

glVertexAttribIiv(Index, Pname) -> {integer(), integer(), integer(), integer()}
Types:
  Index = integer()
  Pname = enum()
See glVertexAttribdv/2

glVertexAttribIuiv(Index, Pname) -> {integer(), integer(), integer(), integer()}
Types:
  Index = integer()
  Pname = enum()
glGetVertexAttribI
See external documentation.

vertexAttribI1i(Index, X) -> ok
Types:
  Index = integer()
  X = integer()
See glVertexAttrib1d/2

vertexAttribI2i(Index, X, Y) -> ok
Types:
  Index = integer()
  X = integer()
  Y = integer()
See glVertexAttrib1d/2

vertexAttribI3i(Index, X, Y, Z) -> ok
Types:
  Index = integer()
  X = integer()
  Y = integer()
  Z = integer()
See glVertexAttrib1d/2

vertexAttribI4i(Index, X, Y, Z, W) -> ok
Types:
  Index = integer()
  X = integer()


Y = integer()
Z = integer()
W = integer()

See `vertexAttrib1d/2`

`vertexAttribI1ui(Index, X) -> ok`
Types:
  Index = integer()
  X = integer()

See `vertexAttrib1d/2`

`vertexAttribI2ui(Index, X, Y) -> ok`
Types:
  Index = integer()
  X = integer()
  Y = integer()

See `vertexAttrib1d/2`

`vertexAttribI3ui(Index, X, Y, Z) -> ok`
Types:
  Index = integer()
  X = integer()
  Y = integer()
  Z = integer()

See `vertexAttrib1d/2`

`vertexAttribI4ui(Index, X, Y, Z, W) -> ok`
Types:
  Index = integer()
  X = integer()
  Y = integer()
  Z = integer()
  W = integer()

See `vertexAttrib1d/2`

`vertexAttribI1iv(Index::integer(), V) -> ok`
Types:
  V = {X::integer()}

Equivalent to `vertexAttribI1i(Index, X)`.

`vertexAttribI2iv(Index::integer(), V) -> ok`
Types:
  V = {X::integer(), Y::integer()}
Equivalent to `vertexAttribI2i(Index, X, Y).

`vertexAttribI3iv(Index::integer(), V) -> ok
Types:
   V = {X::integer(), Y::integer(), Z::integer()}
Equivalent to `vertexAttribI3i(Index, X, Y, Z).

`vertexAttribI4iv(Index::integer(), V) -> ok
Types:
   V = {X::integer(), Y::integer(), Z::integer(), W::integer()}
Equivalent to `vertexAttribI4i(Index, X, Y, Z, W).

`vertexAttribI1uiv(Index::integer(), V) -> ok
Types:
   V = {X::integer()}
Equivalent to `vertexAttribI1ui(Index, X).

`vertexAttribI2uiv(Index::integer(), V) -> ok
Types:
   V = {X::integer(), Y::integer()}
Equivalent to `vertexAttribI2ui(Index, X, Y).

`vertexAttribI3uiv(Index::integer(), V) -> ok
Types:
   V = {X::integer(), Y::integer(), Z::integer()}
Equivalent to `vertexAttribI3ui(Index, X, Y, Z).

`vertexAttribI4uiv(Index::integer(), V) -> ok
Types:
   V = {X::integer(), Y::integer(), Z::integer(), W::integer()}
Equivalent to `vertexAttribI4ui(Index, X, Y, Z, W).

`vertexAttribI4bv(Index, V) -> ok
Types:
   Index = integer()
   V = {integer(), integer(), integer(), integer()}
See `vertexAttrib1d/2`

`vertexAttribI4sv(Index, V) -> ok
Types:
   Index = integer()
   V = {integer(), integer(), integer(), integer()}
See `vertexAttrib1d/2`
vertexAttribI4ubv(Index, V) -> ok  
Types:
  Index = integer()  
  V = {integer(), integer(), integer(), integer()}
See vertexAttrib1d/2

vertexAttribI4usv(Index, V) -> ok  
Types:
  Index = integer()  
  V = {integer(), integer(), integer(), integer()}
See vertexAttrib1d/2

getUniformuiv(Program, Location) -> {integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer()}  
Types:
  Program = integer()  
  Location = integer()  
See getUniformfv/2

bindFragDataLocation(Program, Color, Name) -> ok  
Types:
  Program = integer()  
  Color = integer()  
  Name = string()  
Bind a user-defined varying out variable to a fragment shader color number  
gl:bindFragDataLocation explicitly specifies the binding of the user-defined varying out variable Name to fragment shader color number ColorNumber for program Program. If Name was bound previously, its assigned binding is replaced with ColorNumber. Name must be a null-terminated string. ColorNumber must be less than ?GL_MAX_DRAW_BUFFERS.  
See external documentation.

getFragDataLocation(Program, Name) -> integer()  
Types:
  Program = integer()  
  Name = string()  
Query the bindings of color numbers to user-defined varying out variables  
gl:getFragDataLocation retrieves the assigned color number binding for the user-defined varying out variable Name for program Program. Program must have previously been linked. Name must be a null-terminated string. If Name is not the name of an active user-defined varying out fragment shader variable within Program, -1 will be returned.  
See external documentation.
uniform1ui(Location, V0) -> ok
Types:
  Location = integer()
  V0 = integer()
See uniform1f/2

uniform2ui(Location, V0, V1) -> ok
Types:
  Location = integer()
  V0 = integer()
  V1 = integer()
See uniform1f/2

uniform3ui(Location, V0, V1, V2) -> ok
Types:
  Location = integer()
  V0 = integer()
  V1 = integer()
  V2 = integer()
See uniform1f/2

uniform4ui(Location, V0, V1, V2, V3) -> ok
Types:
  Location = integer()
  V0 = integer()
  V1 = integer()
  V2 = integer()
  V3 = integer()
See uniform1f/2

uniform1uiv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [integer()]
See uniform1f/2

uniform2uiv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{integer(), integer()}]
See uniform1f/2
uniform3uiv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{integer(), integer(), integer()}]
See uniform1f/2

uniform4uiv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{integer(), integer(), integer(), integer()}]
See uniform1f/2

texParameterIiv(Target, Pname, Params) -> ok
Types:
  Target = enum()
  Pname = enum()
  Params = tuple()
See texParameterf/3

texParameterIuiv(Target, Pname, Params) -> ok
Types:
  Target = enum()
  Pname = enum()
  Params = tuple()
glTexParameterI
See external documentation.

getTexParameterIiv(Target, Pname) -> {integer(), integer(), integer(), integer()}
Types:
  Target = enum()
  Pname = enum()
See getTexParameterf/2

getTexParameterIuiv(Target, Pname) -> {integer(), integer(), integer(), integer()}
Types:
  Target = enum()
  Pname = enum()
glGetTexParameterI
See external documentation.
clearBufferiv(Buffer, Drawbuffer, Value) -> ok

Types:

    Buffer = enum()
    Drawbuffer = integer()
    Value = tuple()

Clear individual buffers of the currently bound draw framebuffer

`gl:clearBuffer*` clears the specified buffer to the specified value(s). If `Buffer` is ?GL_COLOR, a particular draw buffer ?GL_DRAWBUFFER I is specified by passing I as `DrawBuffer`. In this case, `Value` points to a four-element vector specifying the R, G, B and A color to clear that draw buffer to. If `Buffer` is one of ?GL_FRONT, ?GL_BACK, ?GL_LEFT, ?GL_RIGHT, or ?GL_FRONT_AND_BACK, identifying multiple buffers, each selected buffer is cleared to the same value. Clamping and conversion for fixed-point color buffers are performed in the same fashion as `gl:clearColor/4`.

See external documentation.

clearBufferuiv(Buffer, Drawbuffer, Value) -> ok

Types:

    Buffer = enum()
    Drawbuffer = integer()
    Value = tuple()

See `clearBufferiv/3`

clearBufferfv(Buffer, Drawbuffer, Value) -> ok

Types:

    Buffer = enum()
    Drawbuffer = integer()
    Value = tuple()

See `clearBufferiv/3`

clearBufferfi(Buffer, Drawbuffer, Depth, Stencil) -> ok

Types:

    Buffer = enum()
    Drawbuffer = integer()
    Depth = float()
    Stencil = integer()

`glClearBufferfi`

See external documentation.

getStringi(Name, Index) -> string()

Types:

    Name = enum()
    Index = integer()

See `getString/1`
drawArraysInstanced(Mode, First, Count, Primcount) -> ok
Types:
  Mode = enum()
  First = integer()
  Count = integer()
  Primcount = integer()

glDrawArraysInstance
See external documentation.

drawElementsInstanced(Mode, Count, Type, Indices, Primcount) -> ok
Types:
  Mode = enum()
  Count = integer()
  Type = enum()
  Indices = offset() | mem()
  Primcount = integer()

glDrawElementsInstance
See external documentation.

texBuffer(Target, Internalformat, Buffer) -> ok
Types:
  Target = enum()
  Internalformat = enum()
  Buffer = integer()

Attach the storage for a buffer object to the active buffer texture. 

`gl:texBuffer` attaches the storage for the buffer object named `Buffer` to the active buffer texture, and specifies the internal format for the texel array found in the attached buffer object. If `Buffer` is zero, any buffer object attached to the buffer texture is detached and no new buffer object is attached. If `Buffer` is non-zero, it must be the name of an existing buffer object. `Target` must be `?GL_TEXTURE_BUFFER`. `Internalformat` specifies the storage format, and must be one of the following sized internal formats:

See external documentation.

primitiveRestartIndex(Index) -> ok
Types:
  Index = integer()

Specify the primitive restart index.

`gl:primitiveRestartIndex` specifies a vertex array element that is treated specially when primitive restarting is enabled. This is known as the primitive restart index.

See external documentation.

getInteger64i_v(Target, Index) -> [integer()]
Types:
  Target = enum()
Index = integer()
See getBooleanv/1

getBufferParameteri64v(Target, Pname) -> [integer()]
Types:
  Target = enum()
  Pname = enum()
glGetBufferParameteri64v
See external documentation.

framebufferTexture(Target, Attachment, Texture, Level) -> ok
Types:
  Target = enum()
  Attachment = enum()
  Texture = integer()
  Level = integer()
Attach a level of a texture object as a logical buffer to the currently bound framebuffer object
gl:framebufferTexture, gl:framebufferTexture1D, gl:framebufferTexture2D, and
gl:framebufferTexture attach a selected mipmap level or image of a texture object as one
of the logical buffers of the framebuffer object currently bound to Target. Target must be
?GL_DRAW_FRAMEBUFFER, ?GL_READ_FRAMEBUFFER, or ?GL_FRAMEBUFFER. ?GL_FRAMEBUFFER is
equivalent to ?GL_DRAW_FRAMEBUFFER.
See external documentation.

vertexAttribDivisor(Index, Divisor) -> ok
Types:
  Index = integer()
  Divisor = integer()
Modify the rate at which generic vertex attributes advance during instanced rendering
gl:vertexAttribDivisor modifies the rate at which generic vertex attributes advance when rendering multiple
instances of primitives in a single draw call. If Divisor is zero, the attribute at slot Index advances once per vertex.
If Divisor is non-zero, the attribute advances once per Divisor instances of the set(s) of vertices being rendered.
An attribute is referred to as instanced if its ?GL_VERTEX_ATTRIB_ARRAY_DIVISOR value is non-zero.
See external documentation.

minSampleShading(Value) -> ok
Types:
  Value = clamp()
Specifies minimum rate at which sample shading takes place
gl:minSampleShading specifies the rate at which samples are shaded within a covered pixel. Sample-rate
shading is enabled by calling gl:enable/1 with the parameter ?GL_SAMPLE_SHADING. If ?GL_MULTISAMPLE or
?GL_SAMPLE_SHADING is disabled, sample shading has no effect. Otherwise, an implementation must provide at
least as many unique color values for each covered fragment as specified by Value times Samples where Samples
is the value of ?GL_SAMPLES for the current framebuffer. At least 1 sample for each covered fragment is generated.
See external documentation.

blendEquationi(Buf, Mode) -> ok
Types:
   Buf = integer()
   Mode = enum()
See blendEquation/1

blendEquationSeparatei(Buf, ModeRGB, ModeAlpha) -> ok
Types:
   Buf = integer()
   ModeRGB = enum()
   ModeAlpha = enum()
See blendEquationSeparate/2

blendFunci(Buf, Src, Dst) -> ok
Types:
   Buf = integer()
   Src = enum()
   Dst = enum()

See external documentation.

blendFuncSeparatei(Buf, SrcRGB, DstRGB, SrcAlpha, DstAlpha) -> ok
Types:
   Buf = integer()
   SrcRGB = enum()
   DstRGB = enum()
   SrcAlpha = enum()
   DstAlpha = enum()
See blendFuncSeparate/4

loadTransposeMatrixfARB(M) -> ok
Types:
   M = matrix()

See external documentation.

loadTransposeMatrixdARB(M) -> ok
Types:
   M = matrix()
See external documentation.

**multTransposeMatrixfARB(M) -> ok**

Types:

\[ M = \text{matrix()} \]

glMultTransposeMatrixARB

See external documentation.

**multTransposeMatrixdARB(M) -> ok**

Types:

\[ M = \text{matrix()} \]

glMultTransposeMatrixARB

See external documentation.

**weightbvARB(Weights) -> ok**

Types:

\[ Weights = [\text{integer()}] \]

glWeightARB

See external documentation.

**weightsvARB(Weights) -> ok**

Types:

\[ Weights = [\text{integer()}] \]

glWeightARB

See external documentation.

**weightivARB(Weights) -> ok**

Types:

\[ Weights = [\text{integer()}] \]

glWeightARB

See external documentation.

**weightfvARB(Weights) -> ok**

Types:

\[ Weights = [\text{float()}] \]

glWeightARB

See external documentation.

**weightdvARB(Weights) -> ok**

Types:

\[ Weights = [\text{float()}] \]

glWeightARB
See external documentation.

weightubvARB(Weights) -> ok
Types:
   Weights = [integer()]
glWeightARB
See external documentation.

weightusvARB(Weights) -> ok
Types:
   Weights = [integer()]
glWeightARB
See external documentation.

weightuivARB(Weights) -> ok
Types:
   Weights = [integer()]
glWeightARB
See external documentation.

vertexBlendARB(Count) -> ok
Types:
   Count = integer()
glVertexBlenARB
See external documentation.

currentPaletteMatrixARB(Index) -> ok
Types:
   Index = integer()
glCurrentPaletteMatrixARB
See external documentation.

matrixIndexubvARB(Indices) -> ok
Types:
   Indices = [integer()]
glMatrixIndexARB
See external documentation.

matrixIndexusvARB(Indices) -> ok
Types:
   Indices = [integer()]
glMatrixIndexARB
See external documentation.

**matrixIndexuivARB**(Indices) -> ok

**Types:**

- **Indices** = [integer()]

**glMatrixIndexARB**
See external documentation.

**programStringARB**(Target, Format, String) -> ok

**Types:**

- **Target** = enum()
- **Format** = enum()
- **String** = string()

**glProgramStringARB**
See external documentation.

**bindProgramARB**(Target, Program) -> ok

**Types:**

- **Target** = enum()
- **Program** = integer()

**glBindProgramARB**
See external documentation.

**deleteProgramsARB**(Programs) -> ok

**Types:**

- **Programs** = [integer()]

**glDeleteProgramsARB**
See external documentation.

**genProgramsARB**(N) -> [integer()]

**Types:**

- **N** = integer()

**glGenProgramsARB**
See external documentation.

**programEnvParameter4dARB**(Target, Index, X, Y, Z, W) -> ok

**Types:**

- **Target** = enum()
- **Index** = integer()
- **X** = float()
- **Y** = float()
- **Z** = float()
W = float()
glProgramEnvParameterARB
See external documentation.

programEnvParameter4dvARB(Target, Index, Params) -> ok
Types:
  Target = enum()
  Index = integer()
  Params = {float(), float(), float(), float()}
glProgramEnvParameterARB
See external documentation.

programEnvParameter4fARB(Target, Index, X, Y, Z, W) -> ok
Types:
  Target = enum()
  Index = integer()
  X = float()
  Y = float()
  Z = float()
  W = float()
glProgramEnvParameterARB
See external documentation.

programEnvParameter4fvARB(Target, Index, Params) -> ok
Types:
  Target = enum()
  Index = integer()
  Params = {float(), float(), float(), float()}
glProgramEnvParameterARB
See external documentation.

programLocalParameter4dARB(Target, Index, X, Y, Z, W) -> ok
Types:
  Target = enum()
  Index = integer()
  X = float()
  Y = float()
  Z = float()
  W = float()
glProgramLocalParameterARB
See external documentation.
programLocalParameter4dvARB(Target, Index, Params) -> ok
Types:
  Target = enum()
  Index = integer()
  Params = [float(), float(), float(), float()]

See external documentation.

programLocalParameter4fARB(Target, Index, X, Y, Z, W) -> ok
Types:
  Target = enum()
  Index = integer()
  X = float()
  Y = float()
  Z = float()
  W = float()

See external documentation.

programLocalParameter4fvARB(Target, Index, Params) -> ok
Types:
  Target = enum()
  Index = integer()
  Params = [float(), float(), float(), float()]

See external documentation.

getProgramEnvParameterdvARB(Target, Index) -> [float(), float(), float(), float()]
Types:
  Target = enum()
  Index = integer()

See external documentation.

getProgramEnvParameterfvARB(Target, Index) -> [float(), float(), float(), float()]
Types:
  Target = enum()
  Index = integer()

See external documentation.
getProgramLocalParameterdvARB(Target, Index) -> {float(), float(), float(), float()}
Types:
  Target = enum()
  Index = integer()
gGetProgramLocalParameterARB
See external documentation.

getProgramLocalParameterfvARB(Target, Index) -> {float(), float(), float(), float()}
Types:
  Target = enum()
  Index = integer()
gGetProgramLocalParameterARB
See external documentation.

gGetProgramStringARB(Target, Pname, String) -> ok
Types:
  Target = enum()
  Pname = enum()
  String = mem()
gGetProgramStringARB
See external documentation.

gGetBufferParameterivARB(Target, Pname) -> [integer()]
Types:
  Target = enum()
  Pname = enum()
gGetBufferParameterARB
See external documentation.

deleteObjectARB(Obj) -> ok
Types:
  Obj = integer()
gDeleteObjectARB
See external documentation.

gGetHandleARB(Pname) -> integer()
Types:
  Pname = enum()
gGetHandleARB
See external documentation.
detachObjectARB(ContainerObj, AttachedObj) -> ok
Types:
   ContainerObj = integer()
   AttachedObj = integer()

See external documentation.

createShaderObjectARB(ShaderType) -> integer()
Types:
   ShaderType = enum()

See external documentation.

shaderSourceARB(ShaderObj, String) -> ok
Types:
   ShaderObj = integer()
   String = iolist()

See external documentation.

compileShaderARB(ShaderObj) -> ok
Types:
   ShaderObj = integer()

See external documentation.

createProgramObjectARB() -> integer()

See external documentation.

attachObjectARB(ContainerObj, Obj) -> ok
Types:
   ContainerObj = integer()
   Obj = integer()

See external documentation.

linkProgramARB(ProgramObj) -> ok
Types:
   ProgramObj = integer()

See external documentation.
See *external* documentation.

**useProgramObjectARB***(ProgramObj) -> ok*

*Types:*

```
ProgramObj = integer()
```

*glUseProgramObjectARB*

See *external* documentation.

**validateProgramARB***(ProgramObj) -> ok*

*Types:*

```
ProgramObj = integer()
```

*glValidateProgramARB*

See *external* documentation.

**getObjectParameterfvARB***(Obj, Pname) -> float()*

*Types:*

```
Obj = integer()
Pname = enum()
```

*glGetObjectParameterARB*

See *external* documentation.

**getObjectParameterivARB***(Obj, Pname) -> integer()*

*Types:*

```
Obj = integer()
Pname = enum()
```

*glGetObjectParameterARB*

See *external* documentation.

**getInfoLogARB***(Obj, MaxLength) -> string()*

*Types:*

```
Obj = integer()
MaxLength = integer()
```

*glGetInfoLogARB*

See *external* documentation.

**getAttachedObjectsARB***(ContainerObj, MaxCount) -> [integer()]*

*Types:*

```
ContainerObj = integer()
MaxCount = integer()
```

*glGetAttachedObjectsARB*

See *external* documentation.
getUniformLocationARB(ProgramObj, Name) -> integer()
Types:
  ProgramObj = integer()
  Name = string()
glGetUniformLocationARB
See external documentation.

getActiveUniformARB(ProgramObj, Index, MaxLength) -> {Size::integer(),
Type::enum(), Name::string()}
Types:
  ProgramObj = integer()
  Index = integer()
  MaxLength = integer()
glGetActiveUniformARB
See external documentation.

getUniformfvARB(ProgramObj, Location) -> matrix()
Types:
  ProgramObj = integer()
  Location = integer()
glGetUniformARB
See external documentation.

getUniformivARB(ProgramObj, Location) -> {integer(), integer(), integer(),
integer(), integer(), integer(), integer(), integer(), integer(), integer(),
integer(), integer(), integer(), integer(), integer(), integer(), integer()}
Types:
  ProgramObj = integer()
  Location = integer()
glGetUniformARB
See external documentation.

getShaderSourceARB(Obj, MaxLength) -> string()
Types:
  Obj = integer()
  MaxLength = integer()
glGetShaderSourceARB
See external documentation.

bindAttribLocationARB(ProgramObj, Index, Name) -> ok
Types:
  ProgramObj = integer()
  Index = integer()
Name = string()

glBindAttribLocationARB
See external documentation.

getActiveAttribARB(ProgramObj, Index, MaxLength) -> {Size::integer(),
Type::enum(), Name::string()}
Types:
   ProgramObj = integer()
   Index = integer()
   MaxLength = integer()

getAttribLocationARB(ProgramObj, Name) -> integer()
Types:
   ProgramObj = integer()
   Name = string()

isRenderbuffer(Renderbuffer) -> 0 | 1
Types:
   Renderbuffer = integer()

Determine if a name corresponds to a renderbuffer object

gl:isRenderbuffer returns ?GL_TRUE if Renderbuffer is currently the name of a renderbuffer object. If
Renderbuffer is zero, or if Renderbuffer is not the name of a renderbuffer object, or if an error occurs,
gl:isRenderbuffer returns ?GL_FALSE. If Renderbuffer is a name returned by gl:genRenderbuffers/1, by
that has not yet been bound through a call to gl:bindRenderbuffer/2 or gl:framebufferRenderbuffer/4, then the name
is not a renderbuffer object and gl:isRenderbuffer returns ?GL_FALSE.

See external documentation.

bindRenderbuffer(Target, Renderbuffer) -> ok
Types:
   Target = enum()
   Renderbuffer = integer()

Bind a renderbuffer to a renderbuffer target

gl:bindRenderbuffer binds the renderbuffer object with name Renderbuffer to the renderbuffer target
specified by Target. Target must be ?GL_RENDERBUFFER. Renderbuffer is the name of a renderbuffer object previously returned from a call to gl:genRenderbuffers/1, or zero to break the existing binding of a renderbuffer object to Target.

See external documentation.
deleteRenderbuffers(Renderbuffers) -> ok
Types:
  Renderbuffers = [integer()]
Delete renderbuffer objects

gl:deleteRenderbuffers deletes the N renderbuffer objects whose names are stored in the array addressed by Renderbuffers. The name zero is reserved by the GL and is silently ignored, should it occur in Renderbuffers, as are other unused names. Once a renderbuffer object is deleted, its name is again unused and it has no contents. If a renderbuffer that is currently bound to the target ?GL_RENDERBUFFER is deleted, it is as though gl:bindRenderbuffer/2 had been executed with a Target of ?GL_RENDERBUFFER and a Name of zero.

See external documentation.

genRenderbuffers(N) -> [integer()]
Types:
  N = integer()
Generate renderbuffer object names

gl:genRenderbuffers returns N renderbuffer object names in Renderbuffers. There is no guarantee that the names form a contiguous set of integers; however, it is guaranteed that none of the returned names was in use immediately before the call to gl:genRenderbuffers.

See external documentation.

renderbufferStorage(Target, Internalformat, Width, Height) -> ok
Types:
  Target = enum()
  Internalformat = enum()
  Width = integer()
  Height = integer()
Establish data storage, format and dimensions of a renderbuffer object's image

.gl:renderbufferStorage is equivalent to calling gl:renderbufferStorageMultisample/5 with the Samples set to zero.

See external documentation.

getRenderbufferParameteriv(Target, Pname) -> integer()
Types:
  Target = enum()
  Pname = enum()
Retrieve information about a bound renderbuffer object

See external documentation.

`isFramebuffer(Framebuffer) -> 0 | 1`  
Types:  
  `Framebuffer = integer()`  
Determine if a name corresponds to a framebuffer object

`gl:isFramebuffer` returns `?GL_TRUE` if `Framebuffer` is currently the name of a framebuffer object. If `Framebuffer` is zero, or if `?framebuffer` is not the name of a framebuffer object, or if an error occurs, `gl:isFramebuffer` returns `?GL_FALSE`. If `Framebuffer` is a name returned by `gl:genFramebuffers/1`, by that has not yet been bound through a call to `gl:bindFramebuffer/2`, then the name is not a framebuffer object and `gl:isFramebuffer` returns `?GL_FALSE`.

See external documentation.

`bindFramebuffer(Target, Framebuffer) -> ok`  
Types:  
  `Target = enum()`  
  `Framebuffer = integer()`  
Bind a framebuffer to a framebuffer target

`gl:bindFramebuffer` binds the framebuffer object with name `Framebuffer` to the framebuffer target specified by `Target`. `Target` must be either `?GL_DRAW_FRAMEBUFFER`, `?GL_READ_FRAMEBUFFER` or `?GL_FRAMEBUFFER`. If a framebuffer object is bound to `?GL_DRAW_FRAMEBUFFER` or `?GL_READ_FRAMEBUFFER`, it becomes the target for rendering or readback operations, respectively, until it is deleted or another framebuffer is bound to the corresponding bind point. Calling `gl:bindFramebuffer` with `Target` set to `?GL_FRAMEBUFFER` binds `Framebuffer` to both the read and draw framebuffer targets. `Framebuffer` is the name of a framebuffer object previously returned from a call to `gl:genFramebuffers/1`, or zero to break the existing binding of a framebuffer object to `Target`.

See external documentation.

`deleteFramebuffers(Framebuffers) -> ok`  
Types:  
  `Framebuffers = [integer()]`  
Delete framebuffer objects

`gl:deleteFramebuffers` deletes the N framebuffer objects whose names are stored in the array addressed by `Framebuffers`. The name zero is reserved by the GL and is silently ignored, should it occur in `Framebuffers`, as are other unused names. Once a framebuffer object is deleted, its name is again unused and it has no attachments. If a framebuffer that is currently bound to one or more of the targets `?GL_DRAW_FRAMEBUFFER` or `?GL_READ_FRAMEBUFFER` is deleted, it is as though `gl:bindFramebuffer/2` had been executed with the corresponding `Target` and `Framebuffer` zero.

See external documentation.

`genFramebuffers(N) -> [integer()]`  
Types:  
  `N = integer()`  
Generate framebuffer object names
gl:genFramebuffers returns N framebuffer object names in Ids. There is no guarantee that the names form a contiguous set of integers; however, it is guaranteed that none of the returned names was in use immediately before the call to gl:genFramebuffers.

See external documentation.

checkFramebufferStatus(Target) -> enum()

Types:
   Target = enum()

Check the completeness status of a framebuffer

See external documentation.

framebufferTexture1D(Target, Attachment, Textarget, Texture, Level) -> ok

Types:
   Target = enum()
   Attachment = enum()
   Textarget = enum()
   Texture = integer()
   Level = integer()

See framebufferTexture/4

framebufferTexture2D(Target, Attachment, Textarget, Texture, Level) -> ok

Types:
   Target = enum()
   Attachment = enum()
   Textarget = enum()
   Texture = integer()
   Level = integer()

See framebufferTexture/4

framebufferTexture3D(Target, Attachment, Textarget, Texture, Level, Zoffset) -> ok

Types:
   Target = enum()
   Attachment = enum()
   Textarget = enum()
   Texture = integer()
   Level = integer()
   Zoffset = integer()

See framebufferTexture/4
framebufferRenderbuffer(Target, Attachment, Renderbuffertarget, Renderbuffer) -> ok

Types:
  Target = enum()
  Attachment = enum()
  Renderbuffertarget = enum()
  Renderbuffer = integer()

Attach a renderbuffer as a logical buffer to the currently bound framebuffer object.

`gl:framebufferRenderbuffer` attaches a renderbuffer as one of the logical buffers of the currently bound framebuffer object. `Renderbuffer` is the name of the renderbuffer object to attach and must be either zero, or the name of an existing renderbuffer object of type `Renderbuffertarget`. If `Renderbuffer` is not zero and if `gl:framebufferRenderbuffer` is successful, then the renderbuffer name `Renderbuffer` will be used as the logical buffer identified by `Attachment` of the framebuffer currently bound to `Target`.

See external documentation.

getFramebufferAttachmentParameteriv(Target, Attachment, Pname) -> integer()

Types:
  Target = enum()
  Attachment = enum()
  Pname = enum()

Retrieve information about attachments of a bound framebuffer object.


See external documentation.

generateMipmap(Target) -> ok

Types:
  Target = enum()

Generate mipmap for a specified texture target.

`gl:generateMipmap` generates mipmap for the texture attached to `Target` of the active texture unit. For cube map textures, a `?GL_INVALID_OPERATION` error is generated if the texture attached to `Target` is not cube complete.

See external documentation.

blitFramebuffer(SrcX0, SrcY0, SrcX1, SrcY1, DstX0, DstY0, DstX1, DstY1, Mask, Filter) -> ok

Types:
  SrcX0 = integer()
  SrcY0 = integer()
  SrcX1 = integer()
  SrcY1 = integer()
  DstX0 = integer()
Copy a block of pixels from the read framebuffer to the draw framebuffer

`gl:blitFramebuffer` transfers a rectangle of pixel values from one region of the read framebuffer to another region in the draw framebuffer. `Mask` is the bitwise OR of a number of values indicating which buffers are to be copied. The values are `?GL_COLOR_BUFFER_BIT`, `?GL_DEPTH_BUFFER_BIT`, and `?GL_STENCIL_BUFFER_BIT`. The pixels corresponding to these buffers are copied from the source rectangle bounded by the locations `(SrcX0; SrcY0)` and `(SrcX1; SrcY1)` to the destination rectangle bounded by the locations `(DstX0; DstY0)` and `(DstX1; DstY1)`. The lower bounds of the rectangle are inclusive, while the upper bounds are exclusive.

See external documentation.

`renderbufferStorageMultisample(Target, Samples, Internalformat, Width, Height) -> ok`

Types:
- `Target = enum()`
- `Samples = integer()`
- `Internalformat = enum()`
- `Width = integer()`
- `Height = integer()`

Establish data storage, format, dimensions and sample count of a renderbuffer object's image

`gl:renderbufferStorageMultisample` establishes the data storage, format, dimensions and number of samples of a renderbuffer object's image.

See external documentation.

`framebufferTextureLayer(Target, Attachment, Texture, Level, Layer) -> ok`

Types:
- `Target = enum()`
- `Attachment = enum()`
- `Texture = integer()`
- `Level = integer()`
- `Layer = integer()`

See `framebufferTexture/4`

`framebufferTextureFaceARB(Target, Attachment, Texture, Level, Face) -> ok`

Types:
- `Target = enum()`
- `Attachment = enum()`
- `Texture = integer()`
- `Level = integer()`
- `Face = enum()`
flushMappedBufferRange(Target, Offset, Length) -> ok
Types:
    Target = enum()
    Offset = integer()
    Length = integer()
Indicate modifications to a range of a mapped buffer

gl:flushMappedBufferRange indicates that modifications have been made to a range of a mapped buffer.
The buffer must previously have been mapped with the ?GL_MAP_FLUSH_EXPLICIT flag. Offset and Length indicate the modified subrange of the mapping, in basic units. The specified subrange to flush is relative to the start of the currently mapped range of the buffer. gl:flushMappedBufferRange may be called multiple times to indicate distinct subranges of the mapping which require flushing.
See external documentation.

bindVertexArray(Array) -> ok
Types:
    Array = integer()
Bind a vertex array object

gl:bindVertexArray binds the vertex array object with name Array. Array is the name of a vertex array object previously returned from a call to gl:genVertexArrays/1, or zero to break the existing vertex array object binding.
See external documentation.

deleteVertexArrays(Arrays) -> ok
Types:
    Arrays = [integer()]
Delete vertex array objects

gl:deleteVertexArrays deletes N vertex array objects whose names are stored in the array addressed by Arrays. Once a vertex array object is deleted it has no contents and its name is again unused. If a vertex array object that is currently bound is deleted, the binding for that object reverts to zero and the default vertex array becomes current. Unused names in Arrays are silently ignored, as is the value zero.
See external documentation.

genVertexArrays(N) -> [integer()]
Types:
    N = integer()
Generate vertex array object names

gl:genVertexArrays returns N vertex array object names in Arrays. There is no guarantee that the names form a contiguous set of integers; however, it is guaranteed that none of the returned names was in use immediately before the call to gl:genVertexArrays.
See external documentation.
isVertexArray(Array) -> 0 | 1

Types:
  Array = integer()

Determine if a name corresponds to a vertex array object

gl:isVertexArray returns ?GL_TRUE if Array is currently the name of a renderbuffer object. If Renderbuffer is zero, or if Array is not the name of a renderbuffer object, or if an error occurs, gl:isVertexArray returns ?GL_FALSE. If Array is a name returned by gl:genVertexArrays/1, by that has not yet been bound through a call to gl:bindVertexArray/1, then the name is not a vertex array object and gl:isVertexArray returns ?GL_FALSE.

See external documentation.

getUniformIndices(Program, UniformNames) -> [integer()]

Types:
  Program = integer()
  UniformNames = iolist()

Retrieve the index of a named uniform block

gl:getUniformIndices retrieves the indices of a number of uniforms within Program.

See external documentation.

getActiveUniformsiv(Program, UniformIndices, Pname) -> [integer()]

Types:
  Program = integer()
  UniformIndices = [integer()]
  Pname = enum()

glGetActiveUniforms

See external documentation.

getActiveUniformName(Program, UniformIndex, BufSize) -> string()

Types:
  Program = integer()
  UniformIndex = integer()
  BufSize = integer()

Query the name of an active uniform

gl:getActiveUniformName returns the name of the active uniform at UniformIndex within Program. If UniformName is not NULL, up to BufSize characters (including a nul-terminator) will be written into the array whose address is specified by UniformName. If Length is not NULL, the number of characters that were (or would have been) written into UniformName (not including the nul-terminator) will be placed in the variable whose address is specified in Length. If Length is NULL, no length is returned. The length of the longest uniform name in Program is given by the value of ?GL_ACTIVE_UNIFORM_MAX_LENGTH, which can be queried with gl:getProgramiv/2.

See external documentation.
getUniformBlockIndex(Program, UniformBlockName) -> integer()
Types:
  Program = integer()
  UniformBlockName = string()
Retrieve the index of a named uniform block
getUniformBlockIndex retrieves the index of a uniform block within Program.
See external documentation.

getActiveUniformBlockiv(Program, UniformBlockIndex, Pname, Params) -> ok
Types:
  Program = integer()
  UniformBlockIndex = integer()
  Pname = enum()
  Params = mem()
Query information about an active uniform block
getActiveUniformBlockiv retrieves information about an active uniform block within Program.
See external documentation.

getActiveUniformBlockName(Program, UniformBlockIndex, BufSize) -> string()
Types:
  Program = integer()
  UniformBlockIndex = integer()
  BufSize = integer()
Retrieve the name of an active uniform block
getActiveUniformBlockName retrieves the name of the active uniform block at UniformBlockIndex within Program.
See external documentation.

uniformBlockBinding(Program, UniformBlockIndex, UniformBlockBinding) -> ok
Types:
  Program = integer()
  UniformBlockIndex = integer()
  UniformBlockBinding = integer()
Assign a binding point to an active uniform block
Binding points for active uniform blocks are assigned using gl:uniformBlockBinding. Each of a program's active uniform blocks has a corresponding uniform buffer binding point. Program is the name of a program object for which the command gl:linkProgram/1 has been issued in the past.
See external documentation.

copyBufferSubData(ReadTarget, WriteTarget, ReadOffset, WriteOffset, Size) -> ok
Types:
gl:

ReadTarget = enum()
WriteTarget = enum()
ReadOffset = integer()
WriteOffset = integer()
Size = integer()

Copy part of the data store of a buffer object to the data store of another buffer object

`gl:copyBufferSubData` copies part of the data store attached to `ReadTarget` to the data store attached to `WriteTarget`. The number of basic machine units indicated by `Size` is copied from the source, at offset `ReadOffset` to the destination at `WriteOffset`, also in basic machine units.

See [external documentation](#).

drawElementsBaseVertex(Mode, Count, Type, Indices, Basevertex) -> ok

Types:

- **Mode** = `enum()`  
- **Count** = `integer()`  
- **Type** = `enum()`  
- **Indices** = `offset()` | `mem()`  
- **Basevertex** = `integer()`

Render primitives from array data with a per-element offset

`gl:drawElementsBaseVertex` behaves identically to `gl:drawElements/4` except that the i-th element transferred by the corresponding draw call will be taken from element `Indices[i] + Basevertex` of each enabled array. If the resulting value is larger than the maximum value representable by `Type`, it is as if the calculation were upconverted to 32-bit unsigned integers (with wrapping on overflow conditions). The operation is undefined if the sum would be negative.

See [external documentation](#).

drawRangeElementsBaseVertex(Mode, Start, End, Count, Type, Indices, Basevertex) -> ok

Types:

- **Mode** = `enum()`  
- **Start** = `integer()`  
- **End** = `integer()`  
- **Count** = `integer()`  
- **Type** = `enum()`  
- **Indices** = `offset()` | `mem()`  
- **Basevertex** = `integer()`

Render primitives from array data with a per-element offset

`gl:drawRangeElementsBaseVertex` is a restricted form of `gl:drawElementsBaseVertex/5`. `Mode`, `Start`, `End`, `Count` and `Basevertex` match the corresponding arguments to `gl:drawElementsBaseVertex/5`, with the additional constraint that all values in the array `Indices` must lie between `Start` and `End`, inclusive, prior to adding `Basevertex`. Index values lying outside the range `[Start, End]` are treated in the same way as `gl:drawElementsBaseVertex/5`. The i-th element transferred by the corresponding draw call will be taken from element `Indices[i] + Basevertex` of each enabled array. If the resulting value is larger than the maximum value

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If the sum would be negative.

See external documentation.

drawElementsInstancedBaseVertex(Mode, Count, Type, Indices, Primcount, Basevertex) -> ok
Types:
  Mode = enum()
  Count = integer()
  Type = enum()
  Indices = offset() | mem()
  Primcount = integer()
  Basevertex = integer()

Render multiple instances of a set of primitives from array data with a per-element offset

gl:drawElementsInstancedBaseVertex behaves identically to gl:drawElementsInstanced/5 except that the
ith element transferred by the corresponding draw call will be taken from element Indices [i] + Basevertex
of each enabled array. If the resulting value is larger than the maximum value representable by Type , it is as if the
calculation were upconverted to 32-bit unsigned integers (with wrapping on overflow conditions). The operation is
undefined if the sum would be negative.

See external documentation.

provokingVertex(Mode) -> ok
Types:
  Mode = enum()

Specify the vertex to be used as the source of data for flat shaded varyings

Flatshading a vertex shader varying output means to assign all vertices of the primitive the same value
for that output. The vertex from which these values is derived is known as the provoke vertex and

See external documentation.

fenceSync(Condition, Flags) -> integer()
Types:
  Condition = enum()
  Flags = integer()

Create a new sync object and insert it into the GL command stream

gl:fenceSync creates a new fence sync object, inserts a fence command into the GL command stream and
associates it with that sync object, and returns a non-zero name corresponding to the sync object.

See external documentation.

isSync(Sync) -> 0 | 1
Types:
  Sync = integer()

Determine if a name corresponds to a sync object
gl:isSync returns ?GL_TRUE if Sync is currently the name of a sync object. If Sync is not the name of a sync object, or if an error occurs, gl:isSync returns ?GL_FALSE. Note that zero is not the name of a sync object.

See external documentation.

deleteSync(Sync) -> ok
Types:
  Sync = integer()
Delete a sync object

gl:deleteSync deletes the sync object specified by Sync. If the fence command corresponding to the specified sync object has completed, or if no gl:waitSync/3 or gl:clientWaitSync/3 commands are blocking on Sync, the object is deleted immediately. Otherwise, Sync is flagged for deletion and will be deleted when it is no longer associated with any fence command and is no longer blocking any gl:waitSync/3 or gl:clientWaitSync/3 command. In either case, after gl:deleteSync returns, the name Sync is invalid and can no longer be used to refer to the sync object.

See external documentation.

clientWaitSync(Sync, Flags, Timeout) -> enum()
Types:
  Sync = integer()
  Flags = integer()
  Timeout = integer()
Block and wait for a sync object to become signaled

gl:clientWaitSync causes the client to block and wait for the sync object specified by Sync to become signaled. If Sync is signaled when gl:clientWaitSync is called, gl:clientWaitSync returns immediately, otherwise it will block and wait for up to Timeout nanoseconds for Sync to become signaled.

See external documentation.

waitSync(Sync, Flags, Timeout) -> ok
Types:
  Sync = integer()
  Flags = integer()
  Timeout = integer()
Instruct the GL server to block until the specified sync object becomes signaled

gl:waitSync causes the GL server to block and wait until Sync becomes signaled. Sync is the name of an existing sync object upon which to wait. Flags and Timeout are currently not used and must be set to zero and the special value ?GL_TIMEOUT_IGNORED, respectively

Flags and Timeout are placeholders for anticipated future extensions of sync object capabilities. They must have these reserved values in order that existing code calling gl:waitSync operate properly in the presence of such extensions.

See external documentation.

getInteger64v(Pname) -> [integer()]
Types:
  Pname = enum()
getSynciv(Sync, Pname, BufSize) -> [integer()]

Types:
   Sync = integer()
   Pname = enum()
   BufSize = integer()

Query the properties of a sync object

`gl:getSynciv` retrieves properties of a sync object. `Sync` specifies the name of the sync object whose properties to retrieve.

See external documentation.

texImage2DMultisample(Target, Samples, Internalformat, Width, Height, Fixedsamplelocations) -> ok

Types:
   Target = enum()
   Samples = integer()
   Internalformat = integer()
   Width = integer()
   Height = integer()
   Fixedsamplelocations = 0 | 1

Establish the data storage, format, dimensions, and number of samples of a multisample texture's image

`gl:texImage2DMultisample` establishes the data storage, format, dimensions and number of samples of a multisample texture's image.

See external documentation.

texImage3DMultisample(Target, Samples, Internalformat, Width, Height, Depth, Fixedsamplelocations) -> ok

Types:
   Target = enum()
   Samples = integer()
   Internalformat = integer()
   Width = integer()
   Height = integer()
   Depth = integer()
   Fixedsamplelocations = 0 | 1

Establish the data storage, format, dimensions, and number of samples of a multisample texture's image

`gl:texImage3DMultisample` establishes the data storage, format, dimensions and number of samples of a multisample texture's image.

See external documentation.

getMultisamplefv(Pname, Index) -> {float(), float()}

Types:
gl

\[
\begin{align*}
\text{Pname} &= \text{enum()} \\
\text{Index} &= \text{integer()}
\end{align*}
\]

Retrieve the location of a sample

\text{gl:getMultisamplefv} queries the location of a given sample. \text{Pname} specifies the sample parameter to retrieve and must be ?GL\_SAMPLE\_POSITION. \text{Index} corresponds to the sample for which the location should be returned. The sample location is returned as two floating-point values in \text{Val[0]} and \text{Val[1]}, each between 0 and 1, corresponding to the \text{X} and \text{Y} locations respectively in the GL pixel space of that sample. (0.5, 0.5) this corresponds to the pixel center. \text{Index} must be between zero and the value of ?GL\_SAMPLES - 1.

See external documentation.

\text{sampleMaski(Index, Mask)} \rightarrow \text{ok}

Types:
\[
\begin{align*}
\text{Index} &= \text{integer()} \\
\text{Mask} &= \text{integer()}
\end{align*}
\]

Set the value of a sub-word of the sample mask

\text{gl:sampleMaski} sets one 32-bit sub-word of the multi-word sample mask, ?GL\_SAMPLE\_MASK\_VALUE.

See external documentation.

\text{namedStringARB(Type, Name, String)} \rightarrow \text{ok}

Types:
\[
\begin{align*}
\text{Type} &= \text{enum()} \\
\text{Name} &= \text{string()} \\
\text{String} &= \text{string()}
\end{align*}
\]

\text{glNamedStringARB}

See external documentation.

\text{deleteNamedStringARB(Name)} \rightarrow \text{ok}

Types:
\[
\begin{align*}
\text{Name} &= \text{string()}
\end{align*}
\]

\text{glDeleteNamedStringARB}

See external documentation.

\text{compileShaderIncludeARB(Shader, Path)} \rightarrow \text{ok}

Types:
\[
\begin{align*}
\text{Shader} &= \text{integer()} \\
\text{Path} &= \text{ioolist()}
\end{align*}
\]

\text{glCompileShaderIncludeARB}

See external documentation.

\text{isNamedStringARB(Name)} \rightarrow 0 \mid 1

Types:
\[
\begin{align*}
\text{Name} &= \text{string()}
\end{align*}
\]
glIsNamedStringARB
See external documentation.

getNamedStringARB(Name, BufSize) -> string()
Types:
   Name = string()
   BufSize = integer()

eglGetNamedStringARB
See external documentation.

getNamedStringivARB(Name, Pname) -> integer()
Types:
   Name = string()
   Pname = enum()

eglGetNamedStringARB
See external documentation.

bindFragDataLocationIndexed(Program, ColorNumber, Index, Name) -> ok
Types:
   Program = integer()
   ColorNumber = integer()
   Index = integer()
   Name = string()

eglBindFragDataLocationIndexed
See external documentation.

getFragDataIndex(Program, Name) -> integer()
Types:
   Program = integer()
   Name = string()

glGetFragDataIndex returns the index of the fragment color to which the variable Name was bound when the program object Program was last linked. If Name is not a varying out variable of Program, or if an error occurs, -1 will be returned.
See external documentation.

genSamplers(Count) -> [integer()]
Types:
   Count = integer()

Generate sampler object names
gl:genSamplers returns \( N \) sampler object names in `Samplers`. There is no guarantee that the names form a contiguous set of integers; however, it is guaranteed that none of the returned names was in use immediately before the call to `gl:genSamplers`.

See external documentation.

deleteSamplers(Samplers) -> ok

Types:

\[
\text{Samplers} = \text{[integer()]}
\]

Delete named sampler objects

`gl:deleteSamplers` deletes \( N \) sampler objects named by the elements of the array `Ids`. After a sampler object is deleted, its name is again unused. If a sampler object that is currently bound to a sampler unit is deleted, it is as though `gl:bindSampler/2` is called with unit set to the unit the sampler is bound to and sampler zero. Unused names in samplers are silently ignored, as is the reserved name zero.

See external documentation.

isSampler(Sampler) -> 0 | 1

Types:

\[
\text{Sampler} = \text{integer()}
\]

Determine if a name corresponds to a sampler object

`gl:isSampler` returns `?GL_TRUE` if `Id` is currently the name of a sampler object. If `Id` is zero, or is a non-zero value that is not currently the name of a sampler object, or if an error occurs, `gl:isSampler` returns `?GL_FALSE`.

See external documentation.

bindSampler(Unit, Sampler) -> ok

Types:

\[
\text{Unit} = \text{integer()}
\]
\[
\text{Sampler} = \text{integer()}
\]

Bind a named sampler to a texturing target

`gl:bindSampler` binds `Sampler` to the texture unit at index `Unit`. `Sampler` must be zero or the name of a sampler object previously returned from a call to `gl:genSamplers/1`. `Unit` must be less than the value of `GL_MAX_COMBINED_TEXTURE_IMAGE_UNITS`.

See external documentation.

samplerParameteri(Sampler, Pname, Param) -> ok

Types:

\[
\text{Sampler} = \text{integer()}
\]
\[
\text{Pname} = \text{enum()}
\]
\[
\text{Param} = \text{integer()}
\]

Set sampler parameters

`gl:samplerParameteri` assigns the value or values in `Params` to the sampler parameter specified as `Pname`. `Sampler` specifies the sampler object to be modified, and must be the name of a sampler object previously returned from a call to `gl:genSamplers/1`. The following symbols are accepted in `Pname`:

See external documentation.
samplerParameteriv(Sampler, Pname, Param) -> ok
Types:
   Sampler = integer()
   Pname = enum()
   Param = [integer()]
See samplerParameteri/3

samplerParameterf(Sampler, Pname, Param) -> ok
Types:
   Sampler = integer()
   Pname = enum()
   Param = float()
See samplerParameteri/3

samplerParameterfv(Sampler, Pname, Param) -> ok
Types:
   Sampler = integer()
   Pname = enum()
   Param = [float()]
See samplerParameteri/3

samplerParameterIiv(Sampler, Pname, Param) -> ok
Types:
   Sampler = integer()
   Pname = enum()
   Param = [integer()]
See samplerParameteri/3

samplerParameterIuiv(Sampler, Pname, Param) -> ok
Types:
   Sampler = integer()
   Pname = enum()
   Param = [integer()]
glSamplerParameterI
See external documentation.

getSamplerParameteriv(Sampler, Pname) -> [integer()]
Types:
   Sampler = integer()
   Pname = enum()
Return sampler parameter values
**gl:**

`gl:getSamplerParameter` returns in `Params` the value or values of the sampler parameter specified as `Pname`. `Sampler` defines the target sampler, and must be the name of an existing sampler object, returned from a previous call to `gl:genSamplers/1`. `Pname` accepts the same symbols as `gl:samplerParameteri/3`, with the same interpretations:

See external documentation.

`getSamplerParameterIiv(Sampler, Pname) -> [integer()]`

Types:

- `Sampler = integer()`
- `Pname = enum()`

See `getSamplerParameteriv/2`

`getSamplerParameterfv(Sampler, Pname) -> [float()]`

Types:

- `Sampler = integer()`
- `Pname = enum()`

See `getSamplerParameteriv/2`

`getSamplerParameterIuiv(Sampler, Pname) -> [integer()]`

Types:

- `Sampler = integer()`
- `Pname = enum()`

glGetSamplerParameterI

See external documentation.

`queryCounter(Id, Target) -> ok`

Types:

- `Id = integer()`
- `Target = enum()`

Record the GL time into a query object after all previous commands have reached the GL server but have not yet necessarily executed.

`gl:queryCounter` causes the GL to record the current time into the query object named `Id`. `Target` must be `?GL_TIMESTAMP`. The time is recorded after all previous commands on the GL client and server state and the framebuffer have been fully realized. When the time is recorded, the query result for that object is marked available. `gl:queryCounter` timer queries can be used within a `gl:beginQuery/2`/`gl:endQuery/2` block where the target is `?GL_TIME_ELAPSED` and it does not affect the result of that query object.

See external documentation.

`getQueryObjecti64v(Id, Pname) -> integer()`

Types:

- `Id = integer()`
- `Pname = enum()`

glGetQueryObjectI

See external documentation.
getQueryObjectui64v(Id, Pname) -> integer()

Types:
- **Id**: integer()
- **Pname**: enum()

See `external` documentation.

drawArraysIndirect(Mode, Indirect) -> ok

Types:
- **Mode**: enum()
- **Indirect**: offset() | mem()

Render primitives from array data, taking parameters from memory.

`gl:drawArraysIndirect` specifies multiple geometric primitives with very few subroutine calls. `gl:drawArraysIndirect` behaves similarly to `gl:drawArraysInstancedBaseInstance/5`, except that the parameters to `gl:drawArraysInstancedBaseInstance/5` are stored in memory at the address given by `Indirect`.

See `external` documentation.

drawElementsIndirect(Mode, Type, Indirect) -> ok

Types:
- **Mode**: enum()
- **Type**: enum()
- **Indirect**: offset() | mem()

Render indexed primitives from array data, taking parameters from memory.

`gl:drawElementsIndirect` specifies multiple indexed geometric primitives with very few subroutine calls. `gl:drawElementsIndirect` behaves similarly to `gl:drawElementsInstancedBaseVertexBaseInstance/7`, except that the parameters to `gl:drawElementsInstancedBaseVertexBaseInstance/7` are stored in memory at the address given by `Indirect`.

See `external` documentation.

uniform1d(Location, X) -> ok

Types:
- **Location**: integer()
- **X**: float()

See `uniform1f/2`

uniform2d(Location, X, Y) -> ok

Types:
- **Location**: integer()
- **X**: float()
- **Y**: float()

See `uniform1f/2`
uniform3d(Location, X, Y, Z) -> ok
Types:
  Location = integer()
  X = float()
  Y = float()
  Z = float()
See uniform1f/2

uniform4d(Location, X, Y, Z, W) -> ok
Types:
  Location = integer()
  X = float()
  Y = float()
  Z = float()
  W = float()
See uniform1f/2

uniform1dv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [float()]
See uniform1f/2

uniform2dv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{float(), float()}]
See uniform1f/2

uniform3dv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{float(), float(), float()}]
See uniform1f/2

uniform4dv(Location, Value) -> ok
Types:
  Location = integer()
  Value = [{float(), float(), float(), float()}]
See uniform1f/2

uniformMatrix2dv(Location, Transpose, Value) -> ok
Types:
Location = integer()
Transpose = 0 \|
Value = [{float(), float(), float(), float()}]

See `uniform1f/2`

`uniformMatrix3dv(Location, Transpose, Value) -> ok`
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(), float(), float()}]

See `uniform1f/2`

`uniformMatrix4dv(Location, Transpose, Value) -> ok`
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()}]

See `uniform1f/2`

`uniformMatrix2x3dv(Location, Transpose, Value) -> ok`
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float()}]

See `uniform1f/2`

`uniformMatrix2x4dv(Location, Transpose, Value) -> ok`
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(), float(), float()}]

See `uniform1f/2`

`uniformMatrix3x2dv(Location, Transpose, Value) -> ok`
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float()}]

See `uniform1f/2`
uniformMatrix3x4dv(Location, Transpose, Value) -> ok
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()}]
See uniform1f/2

uniformMatrix4x2dv(Location, Transpose, Value) -> ok
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(), float()}]
See uniform1f/2

uniformMatrix4x3dv(Location, Transpose, Value) -> ok
Types:
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()}]
See uniform1f/2

glmatrixdv(Program, Location) -> matrix()
Types:
  Program = integer()
  Location = integer()
See glmatrixfv/2

getSubroutineUniformLocation(Program, Shadertype, Name) -> integer()
Types:
  Program = integer()
  Shadertype = enum()
  Name = string()
Retrieve the location of a subroutine uniform of a given shader stage within a program

gl:getSubroutineUniformLocation returns the location of the subroutine uniform variable Name in the shader stage of type Shadertype attached to Program, with behavior otherwise identical to gl:getUniformLocation/2.
See external documentation.

getSubroutineIndex(Program, Shadertype, Name) -> integer()
Types:
Retrieve the index of a subroutine uniform of a given shader stage within a program

`gl:getSubroutineIndex` returns the index of a subroutine uniform within a shader stage attached to a program object. `Program` contains the name of the program to which the shader is attached. `Shadertype` specifies the stage from which to query shader subroutine index. `Name` contains the null-terminated name of the subroutine uniform whose name to query.

See external documentation.

```
getActiveSubroutineUniformName(Program, Shadertype, Index, Bufsize) -> string()
```

Types:

- `Program` = integer()
- `Shadertype` = enum()
- `Index` = integer()
- `Bufsize` = integer()

Query the name of an active shader subroutine uniform

`gl:getActiveSubroutineUniformName` retrieves the name of an active shader subroutine uniform. `Program` contains the name of the program containing the uniform. `Shadertype` specifies the stage for which which the uniform location, given by `Index`, is valid. `Index` must be between zero and the value of `GL_ACTIVE_SUBROUTINE_UNIFORMS` minus one for the shader stage.

See external documentation.

```
getActiveSubroutineName(Program, Shadertype, Index, Bufsize) -> string()
```

Types:

- `Program` = integer()
- `Shadertype` = enum()
- `Index` = integer()
- `Bufsize` = integer()

Query the name of an active shader subroutine

`gl:getActiveSubroutineName` queries the name of an active shader subroutine uniform from the program object given in `Program`. `Index` specifies the index of the shader subroutine uniform within the shader stage given by `Stage`, and must between zero and the value of `GL_ACTIVE_SUBROUTINES` minus one for the shader stage.

See external documentation.

```
uniformSubroutinesuiv(Shadertype, Indices) -> ok
```

Types:

- `Shadertype` = enum()
- `Indices` = [integer()]

Load active subroutine uniforms

`gl:uniformSubroutines` loads all active subroutine uniforms for shader stage `Shadertype` of the current program with subroutine indices from `Indices`, storing `Indices[i]` into the uniform at location `I`. Count
must be equal to the value of \texttt{GL_ACTIVE_SUBROUTINE_UNIFORM_LOCATIONS} for the program currently in use at shader stage \texttt{Shadertype}. Furthermore, all values in \texttt{Indices} must be less than the value of \texttt{GL_ACTIVE_SUBROUTINES} for the shader stage.

See external documentation.

\texttt{getUniformSubroutineuiv(Shadertype, Location) \rightarrow \{integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer(), integer()\}}

Types:
- \texttt{Shadertype = enum()}
- \texttt{Location = integer()}

Retrieve the value of a subroutine uniform of a given shader stage of the current program

\texttt{gl:getUniformSubroutine} retrieves the value of the subroutine uniform at location \texttt{Location} for shader stage \texttt{Shadertype} of the current program. \texttt{Location} must be less than the value of \texttt{GL_ACTIVE_SUBROUTINE_UNIFORM_LOCATIONS} for the shader currently in use at shader stage \texttt{Shadertype}. The value of the subroutine uniform is returned in \texttt{Values}.

See external documentation.

\texttt{getProgramStageiv(Program, Shadertype, Pname) \rightarrow integer()}

Types:
- \texttt{Program = integer()}
- \texttt{Shadertype = enum()}
- \texttt{Pname = enum()}

Retrieve properties of a program object corresponding to a specified shader stage

\texttt{gl:getProgramStage} queries a parameter of a shader stage attached to a program object. \texttt{Program} contains the name of the program to which the shader is attached. \texttt{Shadertype} specifies the stage from which to query the parameter. \texttt{Pname} specifies which parameter should be queried. The value or values of the parameter to be queried is returned in the variable whose address is given in \texttt{Values}.

See external documentation.

\texttt{patchParameteri(Pname, Value) \rightarrow ok}

Types:
- \texttt{Pname = enum()}
- \texttt{Value = integer()}

Specifies the parameters for patch primitives

\texttt{gl:patchParameter} specifies the parameters that will be used for patch primitives. \texttt{Pname} specifies the parameter to modify and must be either \texttt{GL_PATCH_VERTICES}, \texttt{GL_PATCH_DEFAULT_OUTER_LEVEL} or \texttt{GL_PATCH_DEFAULT_INNER_LEVEL}. For \texttt{gl:patchParameteri}, \texttt{Value} specifies the new value for the parameter specified by \texttt{Pname}. For \texttt{gl:patchParameterfv}, \texttt{Values} specifies the address of an array containing the new values for the parameter specified by \texttt{Pname}.

See external documentation.

\texttt{patchParameterfv(Pname, Values) \rightarrow ok}

Types:
Pname = enum()
Values = [float()]
See patchParameteri/2

bindTransformFeedback(Target, Id) -> ok
Types:
  Target = enum()
  Id = integer()
Bind a transform feedback object

bindTransformFeedback binds the transform feedback object with name Id to the current GL state. Id must be a name previously returned from a call to \texttt{gl:genTransformFeedbacks/1}. If Id has not previously been bound, a new transform feedback object with name Id and initialized with the default transform state vector is created.

See external documentation.

deleteTransformFeedbacks(Ids) -> ok
Types:
  Ids = [integer()]
Delete transform feedback objects

deleteTransformFeedbacks deletes the N transform feedback objects whose names are stored in the array Ids. Unused names in Ids are ignored, as is the name zero. After a transform feedback object is deleted, its name is again unused and it has no contents. If an active transform feedback object is deleted, its name immediately becomes unused, but the underlying object is not deleted until it is no longer active.

See external documentation.

genTransformFeedbacks(N) -> [integer()]
Types:
  N = integer()
Reserve transform feedback object names

\texttt{gl:genTransformFeedbacks} returns N previously unused transform feedback object names in Ids. These names are marked as used, for the purposes of \texttt{gl:genTransformFeedbacks} only, but they acquire transform feedback state only when they are first bound.

See external documentation.

isTransformFeedback(Id) -> 0 | 1
Types:
  Id = integer()
Determine if a name corresponds to a transform feedback object

\texttt{gl:isTransformFeedback} returns \texttt{?GL_TRUE} if Id is currently the name of a transform feedback object. If Id is zero, or if ?id is not the name of a transform feedback object, or if an error occurs, \texttt{gl:isTransformFeedback} returns \texttt{?GL_FALSE}. If Id is a name returned by \texttt{gl:genTransformFeedbacks/1}, but that has not yet been bound through a call to \texttt{gl:bindTransformFeedback/2}, then the name is not a transform feedback object and \texttt{gl:isTransformFeedback} returns \texttt{?GL_FALSE}.

See external documentation.
pauseTransformFeedback() -> ok
Pause transform feedback operations

gl:pauseTransformFeedback pauses transform feedback operations on the currently active transform feedback object. When transform feedback operations are paused, transform feedback is still considered active and changing most transform feedback state related to the object results in an error. However, a new transform feedback object may be bound while transform feedback is paused.

See external documentation.

resumeTransformFeedback() -> ok
Resume transform feedback operations

gl:resumeTransformFeedback resumes transform feedback operations on the currently active transform feedback object. When transform feedback operations are paused, transform feedback is still considered active and changing most transform feedback state related to the object results in an error. However, a new transform feedback object may be bound while transform feedback is paused.

See external documentation.

drawTransformFeedback(Mode, Id) -> ok
Types:

    Mode = enum()
    Id = integer()

Render primitives using a count derived from a transform feedback object

gl:drawTransformFeedback draws primitives of a type specified by Mode using a count retrieved from the transform feedback specified by Id. Calling gl:drawTransformFeedback is equivalent to calling gl:drawArrays/3 with Mode as specified, First set to zero, and Count set to the number of vertices captured on vertex stream zero the last time transform feedback was active on the transform feedback object named by Id.

See external documentation.

drawTransformFeedbackStream(Mode, Id, Stream) -> ok
Types:

    Mode = enum()
    Id = integer()
    Stream = integer()

Render primitives using a count derived from a specified stream of a transform feedback object

gl:drawTransformFeedbackStream draws primitives of a type specified by Mode using a count retrieved from the transform feedback stream specified by Stream of the transform feedback object specified by Id. Calling gl:drawTransformFeedbackStream is equivalent to calling gl:drawArrays/3 with Mode as specified, First set to zero, and Count set to the number of vertices captured on vertex stream Stream the last time transform feedback was active on the transform feedback object named by Id.

See external documentation.

beginQueryIndexed(Target, Index, Id) -> ok
Types:

    Target = enum()
    Index = integer()
Id = integer()
beginQueryIndexed
See external documentation.

endQueryIndexed(T, I) -> ok
Types:
   T = enum()
   I = integer()
Delimit the boundaries of a query object on an indexed target

beginQueryIndexed and endQueryIndexed/2 delimit the boundaries of a query object. Query
must be a name previously returned from a call to genQueries/1. If a query object with name
Id does not yet exist it is created with the type determined by T. T must be
one of ?GL_SAMPLES_PASSED, ?GL_ANY_SAMPLES_PASSED, ?GL_PRIMITIVES_GENERATED, ?
GL_TRANSFORM_FEEDBACK_PRIMITIVES_WRITTEN, or ?GL_TIME_ELAPSED. The behavior of the query
object depends on its type and is as follows.
See external documentation.

definediv(T, I, P) -> integer()
Types:
   T = enum()
   I = integer()
   P = enum()
Return parameters of an indexed query object target

definediv returns in Params a selected parameter of the indexed query object target specified by
T and I. I specifies the index of the query object target and must be between zero and a target-
specific maximum.
See external documentation.

releaseShaderCompiler() -> ok
Release resources consumed by the implementation's shader compiler

releaseShaderCompiler provides a hint to the implementation that it may free internal resources associated
with its shader compiler. compileShader/1 may subsequently be called and the implementation may at that time
reallocate resources previously freed by the call to releaseShaderCompiler.
See external documentation.

shaderBinary(Shaders, B, B) -> ok
Types:
   S = [integer()]
   B = enum()
   B = binary()
Load pre-compiled shader binaries
gl::shaderBinary loads pre-compiled shader binary code into the Count shader objects whose handles are given in Shaders. Binary points to Length bytes of binary shader code stored in client memory. BinaryFormat specifies the format of the pre-compiled code.

See external documentation.

getShaderPrecisionFormat(Shadertype, Precisiontype) -> {Range:::{integer(), integer()}, Precision:::integer()}

Types:
- Shadertype = enum()
- Precisiontype = enum()

Retrieve the range and precision for numeric formats supported by the shader compiler

gl::getShaderPrecisionFormat retrieves the numeric range and precision for the implementation's representation of quantities in different numeric formats in specified shader type. ShaderType specifies the type of shader for which the numeric precision and range is to be retrieved and must be one of ?GL_VERTEX_SHADER or ?GL_FRAGMENT_SHADER. PrecisionType specifies the numeric format to query and must be one of ?GL_LOW_FLOAT, ?GL_MEDIUM_FLOAT, ?GL_HIGH_FLOAT, ?GL_LOW_INT, ?GL_MEDIUM_INT, or ?GL_HIGH_INT.

See external documentation.

depthRangef(N, F) -> ok

Types:
- N = clamp()
- F = clamp()

See depthRange/2

clearDepthf(D) -> ok

Types:
- D = clamp()
glClearDepthf

See external documentation.

getProgramBinary(Program, BufSize) -> {BinaryFormat:::enum(), Binary:::binary()}

Types:
- Program = integer()
- BufSize = integer()

Return a binary representation of a program object's compiled and linked executable source

gl::getProgramBinary returns a binary representation of the compiled and linked executable for Program into the array of bytes whose address is specified in Binary. The maximum number of bytes that may be written into Binary is specified by BufSize. If the program binary is greater in size than BufSize bytes, then an error is generated, otherwise the actual number of bytes written into Binary is returned in the variable whose address is given by Length. If Length is ?NULL, then no length is returned.

See external documentation.
programBinary(\text{Program}, \text{BinaryFormat}, \text{Binary}) \rightarrow \text{ok}

\text{Types:}

\begin{itemize}
    \item \text{Program} = \text{integer()}
    \item \text{BinaryFormat} = \text{enum()}
    \item \text{Binary} = \text{binary()}
\end{itemize}

Load a program object with a program binary

\text{gl:programBinary} loads a program object with a program binary previously returned from \text{gl:getProgramBinary/2}. BinaryFormat and Binary must be those returned by a previous call to \text{gl:getProgramBinary/2}, and Length must be the length returned by \text{gl:getProgramBinary/2}, or by \text{gl:getProgramiv/2} when called with Pname set to \text{?GL_PROGRAM_BINARY_LENGTH}. If these conditions are not met, loading the program binary will fail and Program’s \text{?GL_LINK_STATUS} will be set to \text{?GL_FALSE}.

See external documentation.

programParameteri(\text{Program}, \text{Pname}, \text{Value}) \rightarrow \text{ok}

\text{Types:}

\begin{itemize}
    \item \text{Program} = \text{integer()}
    \item \text{Pname} = \text{enum()}
    \item \text{Value} = \text{integer()}
\end{itemize}

Specify a parameter for a program object

\text{gl:programParameter} specifies a new value for the parameter named by Pname for the program object Program.

See external documentation.

useProgramStages(\text{Pipeline}, \text{Stages}, \text{Program}) \rightarrow \text{ok}

\text{Types:}

\begin{itemize}
    \item \text{Pipeline} = \text{integer()}
    \item \text{Stages} = \text{integer()}
    \item \text{Program} = \text{integer()}
\end{itemize}

Bind stages of a program object to a program pipeline

\text{gl:useProgramStages} binds executables from a program object associated with a specified set of shader stages to the program pipeline object given by Pipeline. Pipeline specifies the program pipeline object to which to bind the executables. Stages contains a logical combination of bits indicating the shader stages to use within Program with the program pipeline object Pipeline. Stages must be a logical combination of \text{?GL_VERTEX_SHADER_BIT}, \text{?GL_TESS_CONTROL_SHADER_BIT}, \text{?GL_TESS_EVALUATION_SHADER_BIT}, \text{?GL_GEOMETRY_SHADER_BIT}, and \text{?GL_FRAGMENT_SHADER_BIT}. Additionally, the special value \text{?GL_ALL_SHADER_BITS} may be specified to indicate that all executables contained in Program should be installed in Pipeline.

See external documentation.

activeShaderProgram(\text{Pipeline}, \text{Program}) \rightarrow \text{ok}

\text{Types:}

\begin{itemize}
    \item \text{Pipeline} = \text{integer()}
    \item \text{Program} = \text{integer()}
\end{itemize}

Set the active program object for a program pipeline object
gl:activeShaderProgram sets the linked program named by Program to be the active program for the program pipeline object Pipeline. The active program in the active program pipeline object is the target of calls to gl:uniform1f/2 when no program has been made current through a call to gl:useProgram/1.

See external documentation.

createShaderProgramv(Type, Strings) -> integer()
Types:
   Type = enum()
   Strings = iolist()
glCreateShaderProgramv
See external documentation.

bindProgramPipeline(Pipeline) -> ok
Types:
   Pipeline = integer()
Bind a program pipeline to the current context

see documentation.

deleteProgramPipelines(Pipelines) -> ok
Types:
   Pipelines = [integer()]
Delete program pipeline objects

see documentation.

genProgramPipelines(N) -> [integer()]
Types:
   N = integer()
Reserve program pipeline object names

see documentation.

isProgramPipeline(Pipeline) -> 0 | 1
Types:
   Pipeline = integer()
Determine if a name corresponds to a program pipeline object

`gl:isProgramPipeline` returns `?GL_TRUE` if `Pipeline` is currently the name of a program pipeline object. If `Pipeline` is zero, or if `?pipeline` is not the name of a program pipeline object, or if an error occurs, `gl:isProgramPipeline` returns `?GL_FALSE`. If `Pipeline` is a name returned by `gl:genProgramPipelines/1`, but that has not yet been bound through a call to `gl:bindProgramPipeline/1`, then the name is not a program pipeline object and `gl:isProgramPipeline` returns `?GL_FALSE`.

See external documentation.

```erlang
getProgramPipelineiv(Pipeline, Pname) -> integer()
```

Types:
- `Pipeline = integer()`
- `Pname = enum()`

Retrieve properties of a program pipeline object

`gl:getProgramPipelineiv` retrieves the value of a property of the program pipeline object `Pipeline`. `Pname` specifies the name of the parameter whose value to retrieve. The value of the parameter is written to the variable whose address is given by `Params`.

See external documentation.

```erlang
programUniform1i(Program, Location, V0) -> ok
```

Types:
- `Program = integer()`
- `Location = integer()`
- `V0 = integer()`

Specify the value of a uniform variable for a specified program object

`gl:programUniform` modifies the value of a uniform variable or a uniform variable array. The location of the uniform variable to be modified is specified by `Location`, which should be a value returned by `gl:getUniformLocation/2`. `gl:programUniform` operates on the program object specified by `Program`.

See external documentation.

```erlang
programUniform1iv(Program, Location, Value) -> ok
```

Types:
- `Program = integer()`
- `Location = integer()`
- `Value = [integer()]`

See `programUniform1i/3`.

```erlang
programUniform1f(Program, Location, V0) -> ok
```

Types:
- `Program = integer()`
- `Location = integer()`
- `V0 = float()`

See `programUniform1i/3`.
programUniform1fv(Program, Location, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Value = [float()]
See programUniform1i/3

programUniform1d(Program, Location, V0) -> ok
Types:
  Program = integer()
  Location = integer()
  V0 = float()
See programUniform1i/3

programUniform1dv(Program, Location, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Value = [float()]
See programUniform1i/3

programUniform1ui(Program, Location, V0) -> ok
Types:
  Program = integer()
  Location = integer()
  V0 = integer()
See programUniform1i/3

programUniform1uiv(Program, Location, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Value = [integer()]
See programUniform1i/3

programUniform2i(Program, Location, V0, V1) -> ok
Types:
  Program = integer()
  Location = integer()
  V0 = integer()
  V1 = integer()
See programUniform1i/3
programUniform2iv(Program, Location, Value) -> ok
Types:
   Program = integer()
   Location = integer()
   Value = [{integer(), integer()}]
See programUniform1i/3

programUniform2f(Program, Location, V0, V1) -> ok
Types:
   Program = integer()
   Location = integer()
   V0 = float()
   V1 = float()
See programUniform1i/3

programUniform2fv(Program, Location, Value) -> ok
Types:
   Program = integer()
   Location = integer()
   Value = [{float(), float()}]
See programUniform1i/3

programUniform2d(Program, Location, V0, V1) -> ok
Types:
   Program = integer()
   Location = integer()
   V0 = float()
   V1 = float()
See programUniform1i/3

programUniform2dv(Program, Location, Value) -> ok
Types:
   Program = integer()
   Location = integer()
   Value = [{float(), float()}]
See programUniform1i/3

programUniform2ui(Program, Location, V0, V1) -> ok
Types:
   Program = integer()
   Location = integer()
   V0 = integer()
   V1 = integer()
programUniform2uiv(Program, Location, Value) -> ok
Types:
    Program = integer()
    Location = integer()
    Value = [{integer(), integer()}]

programUniform3i(Program, Location, V0, V1, V2) -> ok
Types:
    Program = integer()
    Location = integer()
    V0 = integer()
    V1 = integer()
    V2 = integer()

programUniform3iv(Program, Location, Value) -> ok
Types:
    Program = integer()
    Location = integer()
    Value = [{integer(), integer(), integer()}]

programUniform3f(Program, Location, V0, V1, V2) -> ok
Types:
    Program = integer()
    Location = integer()
    V0 = float()
    V1 = float()
    V2 = float()

programUniform3fv(Program, Location, Value) -> ok
Types:
    Program = integer()
    Location = integer()
    Value = [{float(), float(), float()}]

programUniform3d(Program, Location, V0, V1, V2) -> ok
Types:
Program = integer()
Location = integer()
V0 = float()
V1 = float()
V2 = float()

See programUniform1i

programUniform3dv(Program, Location, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Value = [{float(), float(), float()}]

See programUniform1i

programUniform3ui(Program, Location, V0, V1, V2) -> ok
Types:
  Program = integer()
  Location = integer()
  V0 = integer()
  V1 = integer()
  V2 = integer()

See programUniform1i

programUniform3uiv(Program, Location, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Value = [{integer(), integer(), integer()}]

See programUniform1i

programUniform4i(Program, Location, V0, V1, V2, V3) -> ok
Types:
  Program = integer()
  Location = integer()
  V0 = integer()
  V1 = integer()
  V2 = integer()
  V3 = integer()

See programUniform1i

programUniform4iv(Program, Location, Value) -> ok
Types:
  Program = integer()
Location = integer()
Value = [{integer(), integer(), integer(), integer()}]

See programUniform1i3

programUniform4f(Program, Location, V0, V1, V2, V3) -> ok
Types:
  Program = integer()
  Location = integer()
  V0 = float()
  V1 = float()
  V2 = float()
  V3 = float()

See programUniform1i3

programUniform4fv(Program, Location, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Value = [{float(), float(), float(), float()}]

See programUniform1i3

programUniform4d(Program, Location, V0, V1, V2, V3) -> ok
Types:
  Program = integer()
  Location = integer()
  V0 = float()
  V1 = float()
  V2 = float()
  V3 = float()

See programUniform1i3

programUniform4dv(Program, Location, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Value = [{float(), float(), float(), float()}]

See programUniform1i3

programUniform4ui(Program, Location, V0, V1, V2, V3) -> ok
Types:
  Program = integer()
  Location = integer()
  V0 = integer()
V1 = integer()
V2 = integer()
V3 = integer()

See programUniform1i/3

gl

programUniform4uiv(Program, Location, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Value = [{integer(), integer(), integer(), integer()}]
See programUniform1i/3

gl

programUniformMatrix2fv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float()}]
See programUniform1i/3

gl

programUniformMatrix3fv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()}
See programUniform1i/3

gl

programUniformMatrix4fv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()}
See programUniform1i/3

gl

programUniformMatrix2dv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
programUniformMatrix3dv(Program, Location, Transpose, Value) -> ok

Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(), float()}, float(), float()]

See programUniform1i/3

programUniformMatrix4dv(Program, Location, Transpose, Value) -> ok

Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [{float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), 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Transpose = 0 | 1
Value = [{float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}]
See programUniform1i/3

programUniformMatrix4x2fv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [{float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}]
See programUniform1i/3

programUniformMatrix3x4fv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [{float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}]
See programUniform1i/3

programUniformMatrix4x3fv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [{float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}, {float()}]
See programUniform1i/3

programUniformMatrix2x3dv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [{float()}, {float()}, {float()}, {float()}, {float()}, {float()}]
See programUniform1i/3

programUniformMatrix3x2dv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
Transpose = 0 | 1
Value = [float(), float(), float(), float(), float(), float()]
See programUniform1i/3

programUniformMatrix2x4dv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [float(), float(), float(), float(), float(), float(), float(), float()]
See programUniform1i/3

programUniformMatrix4x2dv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [float(), float(), float(), float(), float(), float(), float(), float()]
See programUniform1i/3

programUniformMatrix3x4dv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()]
See programUniform1i/3

programUniformMatrix4x3dv(Program, Location, Transpose, Value) -> ok
Types:
  Program = integer()
  Location = integer()
  Transpose = 0 | 1
  Value = [float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float(), float()]
See programUniform1i/3

validateProgramPipeline(Pipeline) -> ok
Types:
  Pipeline = integer()
Validate a program pipeline object against current GL state

`gl::validateProgramPipeline` instructs the implementation to validate the shader executables contained in `Pipeline` against the current GL state. The implementation may use this as an opportunity to perform any internal shader modifications that may be required to ensure correct operation of the installed shaders given the current GL state.

See `external` documentation.

```erlang
getProgramPipelineInfoLog(Pipeline, BufSize) -> string()
```

Types:
- `Pipeline = integer()`
- `BufSize = integer()`

Retrieve the info log string from a program pipeline object

`gl::getProgramPipelineInfoLog` retrieves the info log for the program pipeline object `Pipeline`. The info log, including its null terminator, is written into the array of characters whose address is given by `InfoLog`. The maximum number of characters that may be written into `InfoLog` is given by `BufSize`, and the actual number of characters written into `InfoLog` is returned in the integer whose address is given by `Length`. If `Length` is `NULL`, no length is returned.

See `external` documentation.

```erlang
vertexAttribL1d(Index, X) -> ok
```

Types:
- `Index = integer()`
- `X = float()`

`gl::VertexAttribL1d`

See `external` documentation.

```erlang
vertexAttribL2d(Index, X, Y) -> ok
```

Types:
- `Index = integer()`
- `X = float()`
- `Y = float()`

`gl::VertexAttribL2d`

See `external` documentation.

```erlang
vertexAttribL3d(Index, X, Y, Z) -> ok
```

Types:
- `Index = integer()`
- `X = float()`
- `Y = float()`
- `Z = float()`

`gl::VertexAttribL3d`

See `external` documentation.
gl

vertexAttribL4d(Index, X, Y, Z, W) -> ok
Types:
  Index = integer()
  X = float()
  Y = float()
  Z = float()
  W = float()

glVertexAttribL
See external documentation.

vertexAttribL1dv(Index::integer(), V) -> ok
Types:
  V = {X::float()}
Equivalent to vertexAttribL1d(Index, X).

vertexAttribL2dv(Index::integer(), V) -> ok
Types:
  V = {X::float(), Y::float()}
Equivalent to vertexAttribL2d(Index, X, Y).

vertexAttribL3dv(Index::integer(), V) -> ok
Types:
  V = {X::float(), Y::float(), Z::float()}
Equivalent to vertexAttribL3d(Index, X, Y, Z).

vertexAttribL4dv(Index::integer(), V) -> ok
Types:
  V = {X::float(), Y::float(), Z::float(), W::float()}
Equivalent to vertexAttribL4d(Index, X, Y, Z, W).

vertexAttribPointer(Index, Size, Type, Stride, Pointer) -> ok
Types:
  Index = integer()
  Size = integer()
  Type = enum()
  Stride = integer()
  Pointer = offset() | mem()

gLVertexAttribPointer
See external documentation.

getVertexAttribLdV(Index, Pname) -> {float(), float(), float(), float()}
Types:
  Index = integer()
Pname = enum()
glGetVertexAttribAttribL
See external documentation.

viewportArrayv(First, V) -> ok
Types:
   First = integer()
   V = [{float(), float(), float(), float()}]
glViewportArrayv
See external documentation.

viewportIndexedf(Index, X, Y, W, H) -> ok
Types:
   Index = integer()
   X = float()
   Y = float()
   W = float()
   H = float()
Set a specified viewport
gl:viewportIndexedf and gl:viewportIndexedfv specify the parameters for a single viewport. Index
specifies the index of the viewport to modify. Index must be less than the value of ?GL_MAX_VIEWPORTS. For
gl:viewportIndexedf, X, Y, W, and H specify the left, bottom, width and height of the viewport in pixels,
respectively. For gl:viewportIndexedfv, V contains the address of an array of floating point values specifying
the left (x), bottom (y), width (w), and height (h) of each viewport, in that order. x and y give the location of
the viewport's lower left corner, and w and h give the width and height of the viewport, respectively. The viewport
specifies the affine transformation of x and y from normalized device coordinates to window coordinates. Let (x nd y
nd) be normalized device coordinates. Then the window coordinates (x w y w) are computed as follows:
See external documentation.

viewportIndexedfv(Index, V) -> ok
Types:
   Index = integer()
   V = {float(), float(), float(), float()}
See viewportIndexedf/5

scissorArrayv(First, V) -> ok
Types:
   First = integer()
   V = [{integer(), integer(), integer(), integer()}]
glScissorArrayv
See external documentation.
scissorIndexed(Index, Left, Bottom, Width, Height) -> ok
Types:
  Index = integer()
  Left = integer()
  Bottom = integer()
  Width = integer()
  Height = integer()

See external documentation.

cissorIndexedv(Index, V) -> ok
Types:
  Index = integer()
  V = {integer(), integer(), integer(), integer()}

See external documentation.

depthRangeArrayv(First, V) -> ok
Types:
  First = integer()
  V = [{clamp()}, {clamp()}]

See external documentation.

deepthRangeIndexed(Index, N, F) -> ok
Types:
  Index = integer()
  N = clamp()
  F = clamp()

See external documentation.

getFloati_v(Target, Index) -> [float()]
Types:
  Target = enum()
  Index = integer()

See getBooleanv/1

getDoublei_v(Target, Index) -> [float()]
Types:
  Target = enum()
  Index = integer()
See `getBooleanv/1`

debugMessageControlARB(Source, Type, Severity, Ids, Enabled) -> ok
Types:
   Source = enum()
   Type = enum()
   Severity = enum()
   Ids = [integer()]
   Enabled = 0 | 1
glDebugMessageControlARB
See external documentation.

debugMessageInsertARB(Source, Type, Id, Severity, Buf) -> ok
Types:
   Source = enum()
   Type = enum()
   Id = integer()
   Severity = enum()
   Buf = string()

glDebugMessageInsertARB
See external documentation.

getDebugMessageLogARB(Count, Bufsize) -> {integer(), Sources::[enum()], Types::[enum()], Ids::[integer()], Severities::[enum()], MessageLog::[string()])
Types:
   Count = integer()
   Bufsize = integer()

glGetDebugMessageLogARB
See external documentation.

getGraphicsResetStatusARB() -> enum()
glGetGraphicsResetStatusARB
See external documentation.

drawArraysInstancedBaseInstance(Mode, First, Count, Primcount, Baseinstance) -> ok
Types:
   Mode = enum()
   First = integer()
   Count = integer()
   Primcount = integer()
   Baseinstance = integer()
Draw multiple instances of a range of elements with offset applied to instanced attributes

`gl:drawArraysInstancedBaseInstance` behaves identically to `gl:drawArrays/3` except that `Primcount` instances of the range of elements are executed and the value of the internal counter `InstanceID` advances for each iteration. `InstanceID` is an internal 32-bit integer counter that may be read by a vertex shader as `?gl_InstanceID`.

See [external documentation](#).

```erlang
drawElementsInstancedBaseInstance(Mode, Count, Type, Indices, Primcount, Baseinstance) -> ok
```

Types:

- `Mode = enum()`
- `Count = integer()`
- `Type = enum()`
- `Indices = offset() | mem()`
- `Primcount = integer()`
- `Baseinstance = integer()`

Draw multiple instances of a set of elements with offset applied to instanced attributes

`gl:drawElementsInstancedBaseInstance` behaves identically to `gl:drawElements/4` except that `Primcount` instances of the set of elements are executed and the value of the internal counter `InstanceID` advances for each iteration. `InstanceID` is an internal 32-bit integer counter that may be read by a vertex shader as `?gl_InstanceID`.

See [external documentation](#).

```erlang
drawElementsInstancedBaseVertexBaseInstance(Mode, Count, Type, Indices, Primcount, Basevertex, Baseinstance) -> ok
```

Types:

- `Mode = enum()`
- `Count = integer()`
- `Type = enum()`
- `Indices = offset() | mem()`
- `Primcount = integer()`
- `Basevertex = integer()`
- `Baseinstance = integer()`

Render multiple instances of a set of primitives from array data with a per-element offset

`gl:drawElementsInstancedBaseVertexBaseInstance` behaves identically to `gl:drawElementsInstanced/5` except that the i-th element transferred by the corresponding draw call will be taken from element `Indices[i] + Basevertex` of each enabled array. If the resulting value is larger than the maximum value representable by `Type`, it is as if the calculation were upconverted to 32-bit unsigned integers (with wrapping on overflow conditions). The operation is undefined if the sum would be negative. The `Basevertex` has no effect on the shader-visible value of `?gl_VertexID`.

See [external documentation](#).

```erlang
drawTransformFeedbackInstanced(Mode, Id, Primcount) -> ok
```

Types:
Mode = enum()
Id = integer()
Primcount = integer()
glDrawTransformFeedbackInstance
See external documentation.

drawTransformFeedbackStreamInstanced(Mode, Id, Stream, Primcount) -> ok
Types:
  Mode = enum()
  Id = integer()
  Stream = integer()
  Primcount = integer()
glDrawTransformFeedbackStreamInstance
See external documentation.

getInternalformativ(Target, Internalformat, Pname, BufSize) -> [integer()]
Types:
  Target = enum()
  Internalformat = enum()
  Pname = enum()
  BufSize = integer()
glGetInternalformat
See external documentation.

bindImageTexture(Unit, Texture, Level, Layered, Layer, Access, Format) -> ok
Types:
  Unit = integer()
  Texture = integer()
  Level = integer()
  Layered = 0 | 1
  Layer = integer()
  Access = enum()
  Format = enum()
Bind a level of a texture to an image unit

gl:bindImageTexture binds a single level of a texture to an image unit for the purpose of reading and writing it from shaders. Unit specifies the zero-based index of the image unit to which to bind the texture level. Texture specifies the name of an existing texture object to bind to the image unit. If Texture is zero, then any existing binding to the image unit is broken. Level specifies the level of the texture to bind to the image unit.
See external documentation.

memoryBarrier(Barriers) -> ok
Types:
  Barriers = integer()
Defines a barrier ordering memory transactions
gl:memoryBarrier defines a barrier ordering the memory transactions issued prior to the command relative
to those issued after the barrier. For the purposes of this ordering, memory transactions performed by shaders are
considered to be issued by the rendering command that triggered the execution of the shader. Barriers is a bitfield
indicating the set of operations that are synchronized with shader stores; the bits used in Barriers are as follows:
See external documentation.

texStorage1D(Target, Levels, Internalformat, Width) -> ok
Types:
    Target = enum()
    Levels = integer()
    Internalformat = enum()
    Width = integer()
Simultaneously specify storage for all levels of a one-dimensional texture
gl:texStorage1D specifies the storage requirements for all levels of a one-dimensional texture simultaneously.
Once a texture is specified with this command, the format and dimensions of all levels become immutable unless it is
a proxy texture. The contents of the image may still be modified, however, its storage requirements may not change.
Such a texture is referred to as an immutable-format texture.
See external documentation.

texStorage2D(Target, Levels, Internalformat, Width, Height) -> ok
Types:
    Target = enum()
    Levels = integer()
    Internalformat = enum()
    Width = integer()
    Height = integer()
Simultaneously specify storage for all levels of a two-dimensional or one-dimensional array texture
gl:texStorage2D specifies the storage requirements for all levels of a two-dimensional texture or one-dimensional
texture array simultaneously. Once a texture is specified with this command, the format and dimensions of all levels
become immutable unless it is a proxy texture. The contents of the image may still be modified, however, its storage
requirements may not change. Such a texture is referred to as an immutable-format texture.
See external documentation.

texStorage3D(Target, Levels, Internalformat, Width, Height, Depth) -> ok
Types:
    Target = enum()
    Levels = integer()
    Internalformat = enum()
    Width = integer()
    Height = integer()
    Depth = integer()
Simultaneously specify storage for all levels of a three-dimensional, two-dimensional array or cube-map array texture
gl:texStorage3D specifies the storage requirements for all levels of a three-dimensional, two-dimensional array or cube-map array texture simultaneously. Once a texture is specified with this command, the format and dimensions of all levels become immutable unless it is a proxy texture. The contents of the image may still be modified, however, its storage requirements may not change. Such a texture is referred to as an immutable-format texture.

See external documentation.

depthBoundsEXT(Zmin, Zmax) -> ok
Types:
   Zmin = clamp()
   Zmax = clamp()
glDepthBoundsEXT
See external documentation.

stencilClearTagEXT(StencilTagBits, StencilClearTag) -> ok
Types:
   StencilTagBits = integer()
   StencilClearTag = integer()
glStencilClearTagEXT
See external documentation.