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# Chapter 1

## Hierarchical Index

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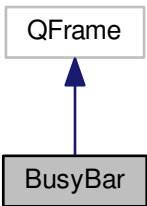
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# Chapter 3

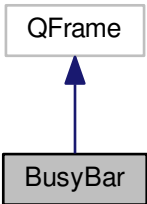
## Class Documentation

### 3.1 BusyBar Class Reference

Inheritance diagram for BusyBar:



Collaboration diagram for BusyBar:



## Public Member Functions

- **BusyBar** (QWidget \*parent)
- void **run** ()
- void **stop** ()

## Protected Member Functions

- void **paintEvent** (QPaintEvent \*event)

### 3.1.1 Detailed Description

Definition at line 134 of file [YQBusyIndicator.h](#).

### 3.1.2 Member Function Documentation

#### 3.1.2.1 void BusyBar::run ( )

start moving bar animation

Definition at line 85 of file [YQBusyIndicator.cc](#).

#### 3.1.2.2 void BusyBar::stop ( )

stop moving bar animation

Definition at line 90 of file [YQBusyIndicator.cc](#).

The documentation for this class was generated from the following files:

- /build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQBusyIndicator.h
- /build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQBusyIndicator.cc

## 3.2 YQTimezoneSelectorPrivate::Location Struct Reference

### Public Member Functions

- bool **operator<** (const [Location](#) &l2) const

### Public Attributes

- QString **country**
- double **latitude**
- double **longitude**
- QString **zone**
- QString **comment**
- QString **tip**
- QPoint **pix\_pos**

### 3.2.1 Detailed Description

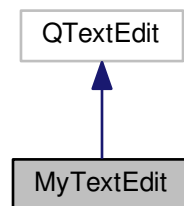
Definition at line 59 of file [YQTimezoneSelector.cc](#).

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

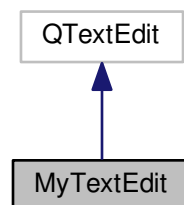
- /builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQTimezoneSelector.cc

## 3.3 MyTextEdit Class Reference

Inheritance diagram for MyTextEdit:



Collaboration diagram for MyTextEdit:



### Signals

- void **resized** ()

### Public Member Functions

- **MyTextEdit** (QWidget \*parent)

## Protected Member Functions

- void **resizeEvent** (QResizeEvent \*event)

### 3.3.1 Detailed Description

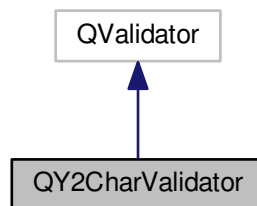
Definition at line 126 of file [YQLogView.h](#).

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

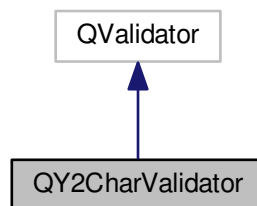
- /builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQLogView.h

## 3.4 QY2CharValidator Class Reference

Inheritance diagram for QY2CharValidator:



Collaboration diagram for QY2CharValidator:



## Public Member Functions

- [QY2CharValidator](#) (const QString &initialValidChars, QObject \*parent=0, const char \*name=0)



- [~QY2CharValidator](#) ()
- virtual State [validate](#) (QString &input, int &pos) const
- void [setValidChars](#) (const QString &newValidChars)
- QString [validChars](#) () const

### Protected Attributes

- QString [\\_validChars](#)

### 3.4.1 Detailed Description

Definition at line 34 of file [QY2CharValidator.h](#).

### 3.4.2 Constructor & Destructor Documentation

#### 3.4.2.1 QY2CharValidator::QY2CharValidator ( const QString & *initialValidChars*, QObject \* *parent* = 0, const char \* *name* = 0 )

Constructor.

Create a validator object that checks for input characters being any one of 'validChars'. If this is empty, any input is accepted.

Definition at line 34 of file [QY2CharValidator.cc](#).

#### 3.4.2.2 QY2CharValidator::~~QY2CharValidator ( )

Destructor.

Definition at line 44 of file [QY2CharValidator.cc](#).

### 3.4.3 Member Function Documentation

#### 3.4.3.1 void QY2CharValidator::setValidChars ( const QString & *newValidChars* ) [inline]

Set the valid input characters. If 'newValidChars' is empty, any input is accepted.

Definition at line 66 of file [QY2CharValidator.h](#).

#### 3.4.3.2 QValidator::State QY2CharValidator::validate ( QString & *input*, int & *pos* ) const [virtual]

Check user input.

Reimplemented from QValidator.

Definition at line 51 of file [QY2CharValidator.cc](#).

Here is the call graph for this function:



#### 3.4.3.3 QString QY2CharValidator::validChars ( ) const [inline]

Retrieve the valid input characters.

Definition at line 72 of file [QY2CharValidator.h](#).

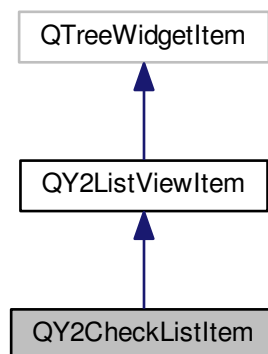
The documentation for this class was generated from the following files:

- /build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/QY2CharValidator.h
- /build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/QY2CharValidator.cc

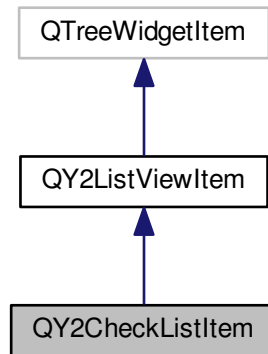
## 3.5 QY2CheckListItem Class Reference

```
#include <QY2ListView.h>
```

Inheritance diagram for QY2CheckListItem:



Collaboration diagram for QY2CheckListItem:



### Public Member Functions

- [QY2CheckListItem](#) ([QY2ListView](#) \*parentListView, const QString &text)
- [QY2CheckListItem](#) (QTreeWidgetItem \*parentItem, const QString &text)
- virtual [~QY2CheckListItem](#) ()
- virtual void [updateStatus](#) ()
- virtual void [updateData](#) ()
- int [serial](#) () const
- void [setTextColor](#) (const QColor &col)
- void [setBackgroundColor](#) (const QColor &col)
- virtual QString [toolTip](#) (int column)

### Protected Attributes

- int **[\\_serial](#)**

#### 3.5.1 Detailed Description

Enhanced QCheckListItem

Definition at line [322](#) of file [QY2ListView.h](#).

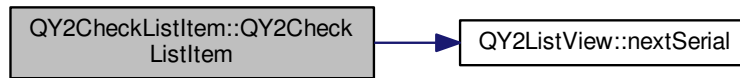
#### 3.5.2 Constructor & Destructor Documentation

##### 3.5.2.1 QY2CheckListItem::QY2CheckListItem ( QY2ListView \* *parentListView*, const QString & *text* )

Constructor for toplevel items.

Definition at line [446](#) of file [QY2ListView.cc](#).

Here is the call graph for this function:

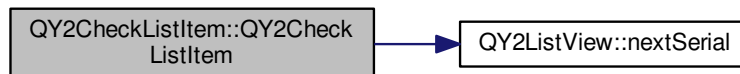


### 3.5.2.2 QY2CheckListItem::QY2CheckListItem ( QTreeWidgetItem \* *parentItem*, const QString & *text* )

Constructor for deeper level items.

Definition at line [456](#) of file [QY2ListView.cc](#).

Here is the call graph for this function:



### 3.5.2.3 QY2CheckListItem::~~QY2CheckListItem ( ) [virtual]

Destructor

Definition at line [470](#) of file [QY2ListView.cc](#).

## 3.5.3 Member Function Documentation

### 3.5.3.1 int QY2CheckListItem::serial ( ) const [inline]

Return this item's serial number. Useful for comparison functions that order by insertion sequence.

Definition at line [364](#) of file [QY2ListView.h](#).

### 3.5.3.2 void QY2CheckListItem::setBackgroundColor ( const QColor & *col* ) [inline]

Set the text background color for all columns. For more specific purposes reimplement `paintCell()`.

Definition at line [377](#) of file [QY2ListView.h](#).

### 3.5.3.3 void QY2CheckListItem::setTextColor ( const QColor & col ) [inline]

Set the text foreground color for all columns. For more specific purposes reimplement paintCell().

Definition at line 370 of file [QY2ListView.h](#).

### 3.5.3.4 virtual QString QY2CheckListItem::toolTip ( int column ) [inline],[virtual]

Returns a tool tip text for a specific column of this item. 'column' is -1 if the mouse pointer is in the tree indentation area.

This default implementation does nothing.

Reimplemented from [QY2ListViewItem](#).

Definition at line 386 of file [QY2ListView.h](#).

### 3.5.3.5 virtual void QY2CheckListItem::updateData ( ) [inline],[virtual]

Update this item's data completely. Triggered by [QY2ListView::updateAllItemData\(\)](#). Derived classes should overwrite this. This default implementation does nothing.

Reimplemented from [QY2ListViewItem](#).

Definition at line 358 of file [QY2ListView.h](#).

### 3.5.3.6 virtual void QY2CheckListItem::updateStatus ( ) [inline],[virtual]

Update this item's status. Triggered by [QY2ListView::updateAllItemStates\(\)](#). Derived classes should overwrite this. This default implementation does nothing.

Reimplemented from [QY2ListViewItem](#).

Definition at line 350 of file [QY2ListView.h](#).

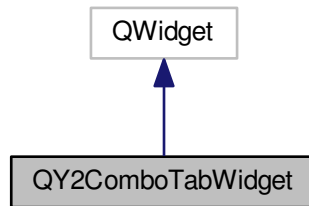
The documentation for this class was generated from the following files:

- [/bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2ListView.h](#)
- [/bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2ListView.cc](#)

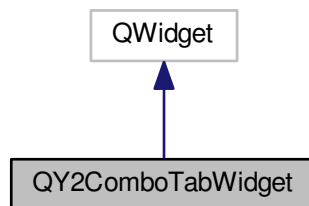
## 3.6 QY2ComboTabWidget Class Reference

```
#include <QY2ComboTabWidget.h>
```

Inheritance diagram for QY2ComboTabWidget:



Collaboration diagram for QY2ComboTabWidget:



### Public Slots

- void [showPage](#) (QWidget \*page)

### Signals

- void [currentChanged](#) (QWidget \*newCurrentPage)

### Public Member Functions

- [QY2ComboTabWidget](#) (const QString &combo\_box\_label, QWidget \*parent=0, const char \*name=0)
- virtual [~QY2ComboTabWidget](#) ()
- void [addPage](#) (const QString &page\_label, QWidget \*page)

### Protected Slots

- void [showPageIndex](#) (int index)

## Protected Attributes

- QComboBox \* **combo\_box**
- QLabel \* **combo\_label**
- QStackedWidget \* **widget\_stack**
- QHash< int, QWidget \* > **pages**

### 3.6.1 Detailed Description

This widget is very much like a QTabWidget, but it uses a combo box above the tab pages rather than a ( scrolled ) one-line row of tabs.

Definition at line 44 of file [QY2ComboTabWidget.h](#).

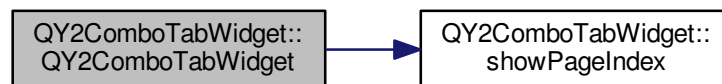
### 3.6.2 Constructor & Destructor Documentation

**3.6.2.1** QY2ComboTabWidget::QY2ComboTabWidget ( const QString & *combo\_box\_label*, QWidget \* *parent* = 0, const char \* *name* = 0 )

Constructor. 'combo\_box\_label' is the user-visible label of the combo box that is used to switch between the different tab pages.

Definition at line 46 of file [QY2ComboTabWidget.cc](#).

Here is the call graph for this function:



**3.6.2.2** QY2ComboTabWidget::~QY2ComboTabWidget ( ) [virtual]

Destructor.

Definition at line 85 of file [QY2ComboTabWidget.cc](#).

### 3.6.3 Member Function Documentation

**3.6.3.1** void QY2ComboTabWidget::addPage ( const QString & *page\_label*, QWidget \* *page* )

Add a page. 'page\_label' will be the user-visible combo box entry for that page.

Definition at line 92 of file [QY2ComboTabWidget.cc](#).

**3.6.3.2** void QY2ComboTabWidget::currentChanged ( QWidget \* *newCurrentPage* ) [signal]

Emitted when the current page changes. NOT emitted initially for the very first page that is shown.

**3.6.3.3** void QY2ComboTabWidget::showPage ( QWidget \* *page* ) [slot]

Show a page. Updates the combo box contents accordingly. This is an expensive operation: All combo box items are searched for the item that corresponds to this page.

Definition at line 122 of file [QY2ComboTabWidget.cc](#).

**3.6.3.4** void QY2ComboTabWidget::showPageIndex ( int *index* ) [protected],[slot]

Show a page identified by its index. Does NOT update the combo box contents.

Definition at line 104 of file [QY2ComboTabWidget.cc](#).

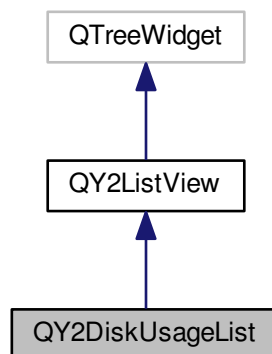
The documentation for this class was generated from the following files:

- /build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/QY2ComboTabWidget.h
- /build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/QY2ComboTabWidget.cc

## 3.7 QY2DiskUsageList Class Reference

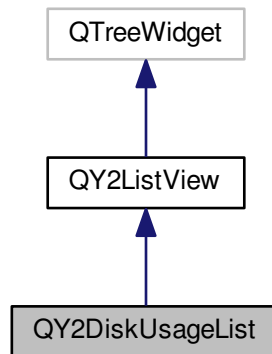
```
#include <QY2DiskUsageList.h>
```

Inheritance diagram for QY2DiskUsageList:





Collaboration diagram for QY2DiskUsageList:



### Public Member Functions

- [QY2DiskUsageList](#) (QWidget \*parent, bool addStdColumns=true)
- virtual [~QY2DiskUsageList](#) ()
- int **nameCol** () const
- int **percentageBarCol** () const
- int **usedSizeCol** () const
- int **freeSizeCol** () const
- int **totalSizeCol** () const
- int **deviceNameCol** () const
- virtual void **drawRow** (QPainter \*painter, const QStyleOptionViewItem &option, const QModelIndex &index) const
- QTreeWidgetItem \* **itemFromIndex** (const QModelIndex &index) const

### Protected Attributes

- int **\_nameCol**
- int **\_percentageBarCol**
- int **\_usedSizeCol**
- int **\_freeSizeCol**
- int **\_totalSizeCol**
- int **\_deviceNameCol**

### Additional Inherited Members

#### 3.7.1 Detailed Description

Generic scrollable list of disk usage for any number of partitions.

Definition at line 42 of file [QY2DiskUsageList.h](#).

### 3.7.2 Constructor & Destructor Documentation

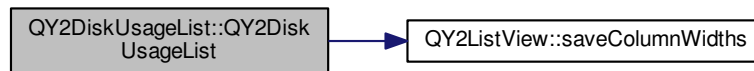
#### 3.7.2.1 QY2DiskUsageList::QY2DiskUsageList ( QWidget \* *parent*, bool *addStdColumns* = true )

Constructor.

Adds a standard set of list columns if 'addStdColumns' is 'true'. Otherwise the caller is responsible for adding any columns.

Definition at line 160 of file [QY2DiskUsageList.cc](#).

Here is the call graph for this function:



#### 3.7.2.2 QY2DiskUsageList::~~QY2DiskUsageList ( ) [virtual]

Destructor

Definition at line 205 of file [QY2DiskUsageList.cc](#).

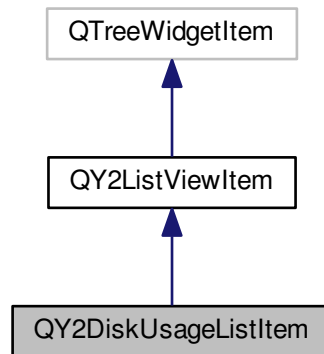
The documentation for this class was generated from the following files:

- `/bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2DiskUsageList.h`
- `/bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2DiskUsageList.cc`

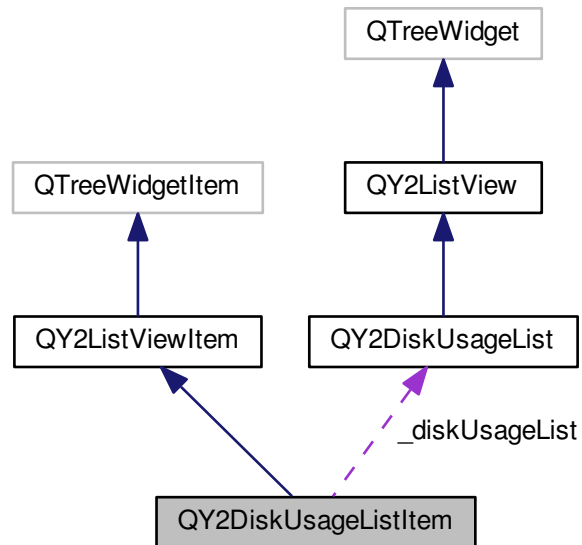
## 3.8 QY2DiskUsageListItem Class Reference

```
#include <QY2DiskUsageList.h>
```

Inheritance diagram for QY2DiskUsageListItem:



Collaboration diagram for QY2DiskUsageListItem:



### Public Member Functions

- virtual FSize [usedSize](#) () const =0
- virtual FSize [totalSize](#) () const =0

- virtual FSize [freeSize](#) () const
- virtual int [usedPercent](#) () const
- virtual QString [name](#) () const =0
- virtual QString [deviceName](#) () const
- virtual void [updateStatus](#) ()
- virtual void [updateData](#) ()
- void [setText](#) (int column, const QString &text)
- void [setText](#) (int column, const FSize &size)
- virtual bool [operator<](#) (const QTreeWidgetItem &other) const
- int [nameCol](#) () const
- int [percentageBarCol](#) () const
- int [usedSizeCol](#) () const
- int [freeSizeCol](#) () const
- int [totalSizeCol](#) () const
- int [deviceNameCol](#) () const
- void [paintPercentageBar](#) (QPainter \*painter, QStyleOptionViewItem option, const QColor &fillColor)

### Protected Member Functions

- [QY2DiskUsageListItem](#) ([QY2DiskUsageList](#) \*parent)
- virtual [~QY2DiskUsageListItem](#) ()
- void [init](#) (bool allFields)

### Protected Attributes

- [QY2DiskUsageList](#) \* [\\_diskUsageList](#)

## 3.8.1 Detailed Description

Abstract base class for one partition ( mount point ) to display in a [QY2DiskUsageList](#).

This class contains pure virtuals, so it cannot be used directly.

Definition at line 96 of file [QY2DiskUsageList.h](#).

## 3.8.2 Constructor & Destructor Documentation

### 3.8.2.1 [QY2DiskUsageListItem::QY2DiskUsageListItem](#) ( [QY2DiskUsageList](#) \* *parent* ) [protected]

Constructor.

Call [updateData\(\)](#) after the constructor for the initial display update. Unfortunately, this cannot be done automatically in the constructor since it uses virtual methods that are not available yet at this point.

Definition at line 219 of file [QY2DiskUsageList.cc](#).

### 3.8.2.2 [QY2DiskUsageListItem::~~QY2DiskUsageListItem](#) ( ) [protected],[virtual]

Destructor.

Definition at line 228 of file [QY2DiskUsageList.cc](#).

### 3.8.3 Member Function Documentation

#### 3.8.3.1 virtual QString QY2DiskUsageListItem::deviceName ( ) const [inline],[virtual]

The device name of this partition.

Derived classes may choose to reimplement this method. This default implementation returns an empty std::string.

Definition at line 166 of file [QY2DiskUsageList.h](#).

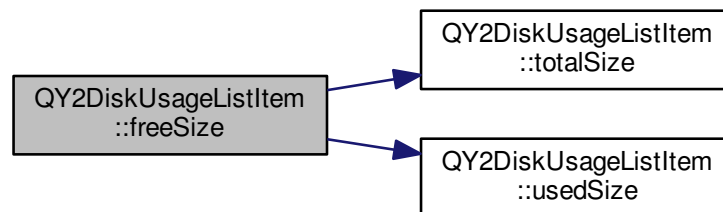
#### 3.8.3.2 FSize QY2DiskUsageListItem::freeSize ( ) const [virtual]

The current free size of this partition.

Derived classes can choose reimplement this if it is less expensive than calculating this value each time from [usedSize\(\)](#) and [totalSize\(\)](#) which is the default implementation.

Definition at line 269 of file [QY2DiskUsageList.cc](#).

Here is the call graph for this function:

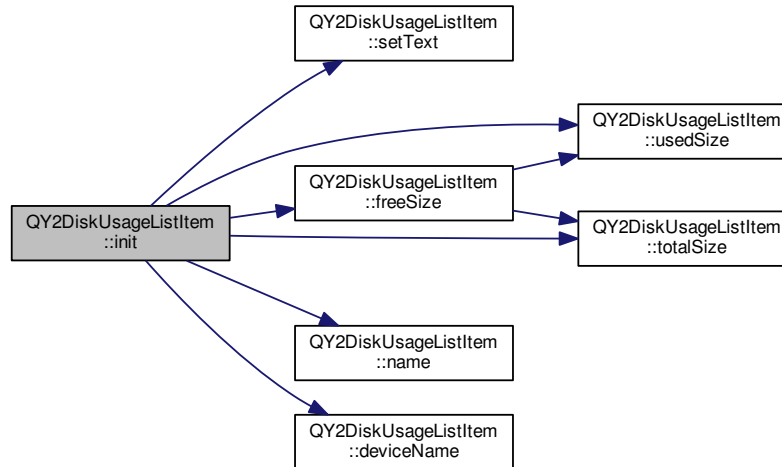


#### 3.8.3.3 void QY2DiskUsageListItem::init ( bool *allFields* ) [protected]

( Re- ) initialize fields - all displayed fields ( if 'allFields' is 'true' ) or only the varying fields ( used, free, percentage ).

Definition at line 237 of file [QY2DiskUsageList.cc](#).

Here is the call graph for this function:



#### 3.8.3.4 `virtual QString QY2DiskUsageListItem::name ( ) const` `[pure virtual]`

The name to display for this partition. It makes most sense to use the mount point here ( but this is not a requirement ). This is what will be displayed in the "Name" column.

Derived classes need to implement this method.

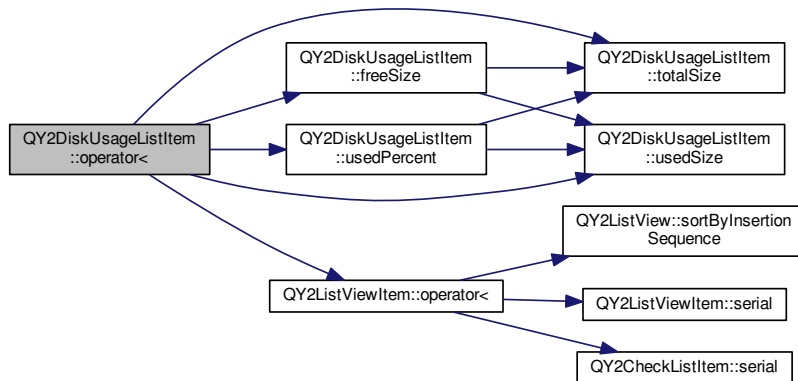
#### 3.8.3.5 `bool QY2DiskUsageListItem::operator< ( const QTreeWidgetItem & otherListViewItem ) const` `[virtual]`

Comparison function used for sorting the list. Reimplemented from `QTreeWidgetItem`

Reimplemented from [QY2ListViewItem](#).

Definition at line 309 of file [QY2DiskUsageList.cc](#).

Here is the call graph for this function:



### 3.8.3.6 void QY2DiskUsageListItem::paintPercentageBar ( QPainter \* painter, QStyleOptionViewItem option, const QColor & fillColor )

Paint method.

Reimplemented from [QY2ListViewItem](#). Paint a percentage bar into a `QListViewItem` cell. 'width' is the width of the entire cell. 'indent' is the number of pixels to indent the bar.

Stolen from `KDirStat::KDirTreeView` with the author's permission.

Stolen from `KDirStat::KDirTreeView` with the author's permission.

Definition at line 342 of file [QY2DiskUsageList.cc](#).

Here is the call graph for this function:



### 3.8.3.7 void QY2DiskUsageListItem::setText ( int column, const QString & text ) [inline]

Re-declare ordinary `setText()` method so the compiler doesn't get confused which one to use.

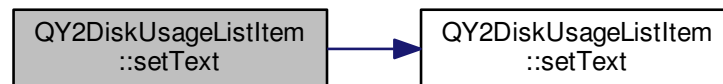
Definition at line 189 of file [QY2DiskUsageList.h](#).

### 3.8.3.8 void QY2DiskUsageListItem::setText ( int *column*, const FSize & *size* )

Set a column text via FSize.

Definition at line 261 of file [QY2DiskUsageList.cc](#).

Here is the call graph for this function:



### 3.8.3.9 virtual FSize QY2DiskUsageListItem::totalSize ( ) const [pure virtual]

The total size of this partition.

Derived classes need to implement this method.

### 3.8.3.10 void QY2DiskUsageListItem::updateData ( ) [virtual]

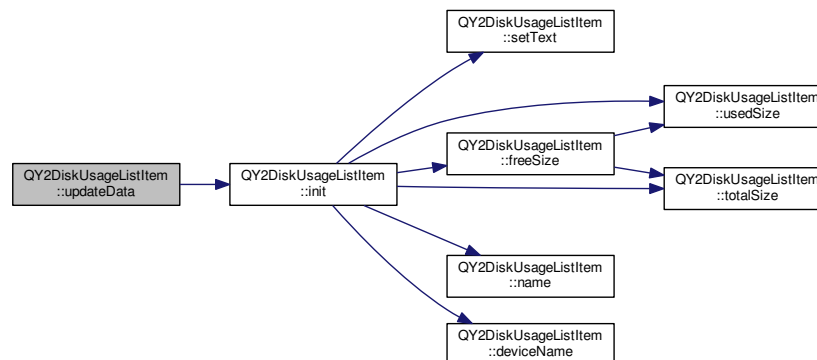
Update this item's data completely. Triggered by `QY2ListView::updateAllItemData()`.

Reimplemented from [QY2ListViewItem](#).

Reimplemented from [QY2ListViewItem](#).

Definition at line 295 of file [QY2DiskUsageList.cc](#).

Here is the call graph for this function:





### 3.8.3.11 void QY2DiskUsageListItem::updateStatus ( ) [virtual]

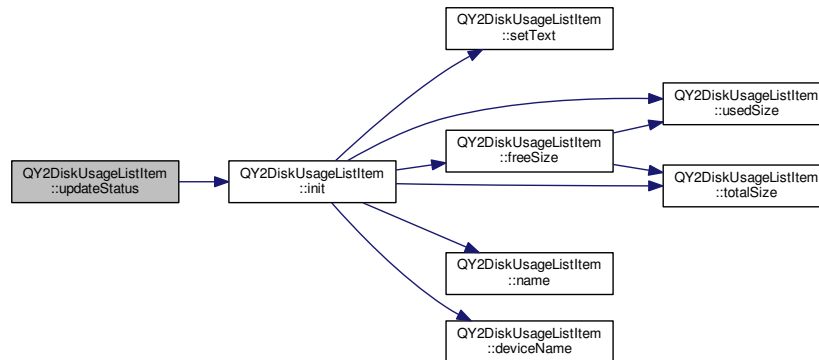
Update this item's status ( here: the numeric fields ). Triggered by QY2ListView::updateAllItemStates().

Reimplemented from [QY2ListViewItem](#).

Reimplemented from [QY2ListViewItem](#).

Definition at line 288 of file [QY2DiskUsageList.cc](#).

Here is the call graph for this function:



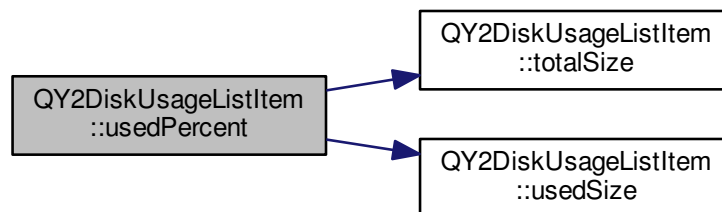
### 3.8.3.12 int QY2DiskUsageListItem::usedPercent ( ) const [virtual]

The currently used percentage ( 0..100 ) of this partition.

Derived classes can choose reimplement this if it is less expensive than calculating this value each time from [usedSize\(\)](#) and [totalSize\(\)](#) which is the default implementation.

Definition at line 276 of file [QY2DiskUsageList.cc](#).

Here is the call graph for this function:



3.8.3.13 `virtual FSize QY2DiskUsageListItem::usedSize ( ) const` `[pure virtual]`

The currently used size of this partition.

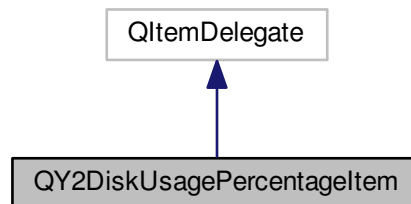
Derived classes need to implement this method.

The documentation for this class was generated from the following files:

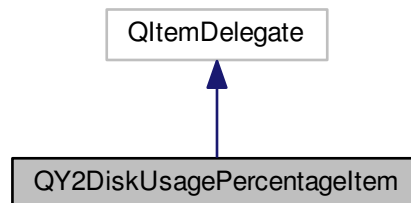
- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2DiskUsageList.h`
- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2DiskUsageList.cc`

### 3.9 QY2DiskUsagePercentageltem Class Reference

Inheritance diagram for QY2DiskUsagePercentageltem:



Collaboration diagram for QY2DiskUsagePercentageltem:



#### Public Member Functions

- **QY2DiskUsagePercentageltem** ([QY2DiskUsageList](#) \*parent)
- virtual void **paint** (QPainter \*painter, const QStyleOptionViewItem &option, const QModelIndex &index) const

### 3.9.1 Detailed Description

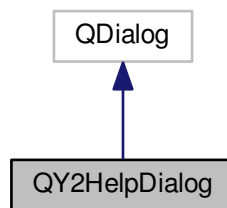
Definition at line 132 of file [QY2DiskUsageList.cc](#).

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

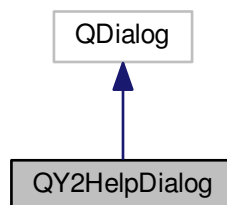
- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2DiskUsageList.cc

## 3.10 QY2HelpDialog Class Reference

Inheritance diagram for QY2HelpDialog:



Collaboration diagram for QY2HelpDialog:



### Public Slots

- void **searchStringChanged** (QString)

### Public Member Functions

- **QY2HelpDialog** (const QString &helpText, QWidget \*parent)

- void **setHelpText** (const QString &helpText)
- void **retranslate** ()

### 3.10.1 Detailed Description

Definition at line 35 of file [QY2HelpDialog.h](#).

The documentation for this class was generated from the following files:

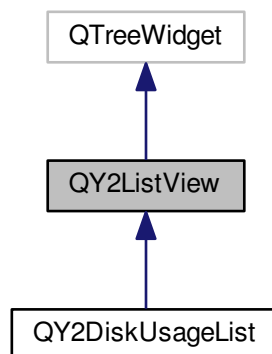
- /build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/QY2HelpDialog.h
- /build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/QY2HelpDialog.cc

## 3.11 QY2ListView Class Reference

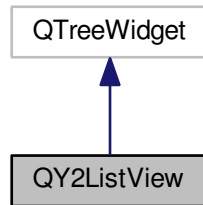
Enhanced QTreeWidget.

```
#include <QY2ListView.h>
```

Inheritance diagram for QY2ListView:



Collaboration diagram for QY2ListView:



### Public Slots

- virtual void [selectSomething](#) ()
- virtual void [clear](#) ()
- void [updateItemStates](#) ()
- void [updateItemData](#) ()
- void [saveColumnWidths](#) ()
- void [restoreColumnWidths](#) ()

### Signals

- void [columnClicked](#) (int button, QTreeWidgetItem \*item, int col, const QPoint &pos)
- void [columnDoubleClicked](#) (int button, QTreeWidgetItem \*item, int col, const QPoint &pos)

### Public Member Functions

- [QY2ListView](#) (QWidget \*parent)
- virtual [~QY2ListView](#) ()
- virtual QString [toolTip](#) (QTreeWidgetItem \*item, int column)
- bool [sortByInsertionSequence](#) () const
- virtual void [setSortByInsertionSequence](#) (bool [sortByInsertionSequence](#))
- int [nextSerial](#) ()
- virtual QSize [minimumSizeHint](#) () const
- virtual bool [eventFilter](#) (QObject \*obj, QEvent \*event)

### Protected Slots

- void [columnWidthChanged](#) (int col, int oldSize, int newSize)
- void [treeExpanded](#) (QTreeWidgetItem \*listViewItem)
- void [treeCollapsed](#) (QTreeWidgetItem \*listViewItem)

## Protected Member Functions

- virtual void [mousePressEvent](#) (QMouseEvent \*e)
- virtual void [mouseReleaseEvent](#) (QMouseEvent \*)
- virtual void [mouseDoubleClickEvent](#) (QMouseEvent \*)

## Protected Attributes

- QTreeWidgetItem \* **\_mousePressedItem**
- int **\_mousePressedCol**
- int **\_mousePressedButton**
- std::vector< int > **\_savedColumnWidth**
- bool **\_sortByInsertionSequence**
- int **\_nextSerial**
- QY2ListViewToolTip \* **\_toolTip**
- bool **\_mouseButton1PressedInHeader**
- bool **\_finalSizeChangeExpected**

### 3.11.1 Detailed Description

Enhanced QTreeWidgetItem.

Definition at line 47 of file [QY2ListView.h](#).

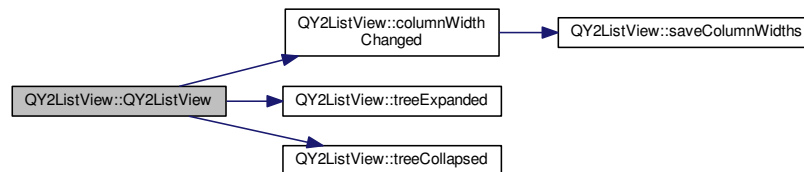
### 3.11.2 Constructor & Destructor Documentation

#### 3.11.2.1 QY2ListView::QY2ListView ( QWidget \* *parent* )

Constructor

Definition at line 36 of file [QY2ListView.cc](#).

Here is the call graph for this function:



#### 3.11.2.2 QY2ListView::~~QY2ListView ( ) [virtual]

Destructor

Definition at line 71 of file [QY2ListView.cc](#).

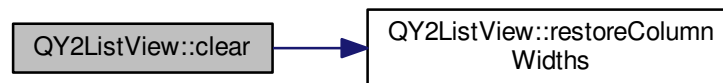
### 3.11.3 Member Function Documentation

#### 3.11.3.1 void QY2ListView::clear ( ) [virtual],[slot]

Reimplemented from Q3ListView: Adjust header sizes after clearing contents.

Definition at line 101 of file [QY2ListView.cc](#).

Here is the call graph for this function:



#### 3.11.3.2 void QY2ListView::columnClicked ( int *button*, QTreeWidgetItem \* *item*, int *col*, const QPoint & *pos* ) [signal]

Emitted for mouse clicks on an item

#### 3.11.3.3 void QY2ListView::columnDoubleClicked ( int *button*, QTreeWidgetItem \* *item*, int *col*, const QPoint & *pos* ) [signal]

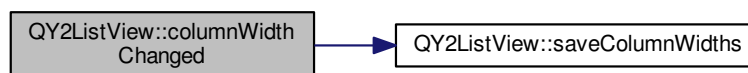
Emitted for mouse double clicks on an item

#### 3.11.3.4 void QY2ListView::columnWidthChanged ( int *col*, int *oldSize*, int *newSize* ) [protected],[slot]

Internal: Handle manual column resize. Save the user's preferred sizes so they don't get overwritten each time the list is cleared and filled with new contents.

Definition at line 288 of file [QY2ListView.cc](#).

Here is the call graph for this function:



#### 3.11.3.5 bool QY2ListView::eventFilter ( QObject \* *obj*, QEvent \* *event* ) [virtual]

Event filter - inherited from QWidget

Definition at line 316 of file [QY2ListView.cc](#).

#### 3.11.3.6 QSize QY2ListView::minimumSizeHint ( ) const [virtual]

Returns the minimum size required for this widget. Inherited from QWidget.

Definition at line 347 of file [QY2ListView.cc](#).

#### 3.11.3.7 void QY2ListView::mouseDoubleClickEvent ( QMouseEvent \* ev ) [protected],[virtual]

Handle mouse clicks. Reimplemented from QScrollView.

Definition at line 266 of file [QY2ListView.cc](#).

#### 3.11.3.8 void QY2ListView::mousePressEvent ( QMouseEvent \* e ) [protected],[virtual]

Handle mouse clicks. Reimplemented from QScrollView.

Definition at line 211 of file [QY2ListView.cc](#).

#### 3.11.3.9 void QY2ListView::mouseReleaseEvent ( QMouseEvent \* ev ) [protected],[virtual]

Handle mouse clicks. Reimplemented from QScrollView.

Definition at line 236 of file [QY2ListView.cc](#).

#### 3.11.3.10 int QY2ListView::nextSerial ( ) [inline]

Returns the next free serial number for items that want to be ordered in insertion sequence.

Definition at line 156 of file [QY2ListView.h](#).

#### 3.11.3.11 void QY2ListView::restoreColumnWidths ( ) [slot]

Restore the column widths to what was saved previously with [saveColumnWidths\(\)](#).

Definition at line 184 of file [QY2ListView.cc](#).

#### 3.11.3.12 void QY2ListView::saveColumnWidths ( ) [slot]

Save the current column widths.

Definition at line 169 of file [QY2ListView.cc](#).

#### 3.11.3.13 void QY2ListView::selectSomething ( ) [virtual],[slot]

Select a list entry (if there is any). Usually this will be the first list entry, but don't rely on that - this might change without notice. Emits signal [selectionChanged\(\)](#).

Definition at line 81 of file [QY2ListView.cc](#).

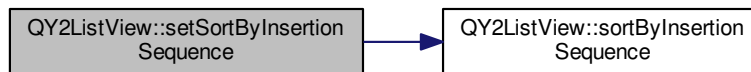


3.11.3.14 void QY2ListView::setSortByInsertionSequence ( bool *sortByInsertionSequence* ) [virtual]

Enforce sorting by item insertion order (true) or let user change sorting by clicking on a column header (false).

Definition at line 354 of file [QY2ListView.cc](#).

Here is the call graph for this function:



3.11.3.15 bool QY2ListView::sortByInsertionSequence ( ) const [inline]

Returns 'true' if the sort order should always be the item insertion order, 'false' if the user can change the sort order by clicking on a column header.

Definition at line 144 of file [QY2ListView.h](#).

3.11.3.16 QString QY2ListView::toolTip ( QTreeWidgetItem \* *item*, int *column* ) [virtual]

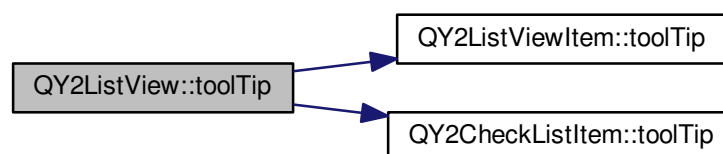
Returns a tool tip text for a specific column of a list item. 'column' is -1 if the mouse pointer is in the tree indentation area.

This default implementation tries to call `QY2ListViewItem::toolTip( column )` or `QY2CheckListItem::toolTip( column )`, respectively if 'item' is a subclass of either.

Derived classes may handle this differently.

Definition at line 143 of file [QY2ListView.cc](#).

Here is the call graph for this function:



3.11.3.17 void QY2ListView::treeCollapsed ( QTreeWidgetItem \* *listViewItem* ) [protected], [slot]

Internal notification that a tree item has been collapsed

Definition at line 551 of file [QY2ListView.cc](#).

3.11.3.18 void QY2ListView::treeExpanded ( QTreeWidgetItem \* *listViewItem* ) [protected], [slot]

Internal notification that a tree item has been expanded

Definition at line 544 of file [QY2ListView.cc](#).

3.11.3.19 void QY2ListView::updateItemData ( ) [slot]

Update the status display of all list entries: Call [QY2ListViewItem::updateData\(\)](#) for each item. This is an expensive operation.

Definition at line 126 of file [QY2ListView.cc](#).

Here is the call graph for this function:



3.11.3.20 void QY2ListView::updateItemStates ( ) [slot]

Update the status display of all list entries: Call [QY2ListViewItem::updateStatus\(\)](#) for each item. This is an expensive operation.

Definition at line 109 of file [QY2ListView.cc](#).

Here is the call graph for this function:



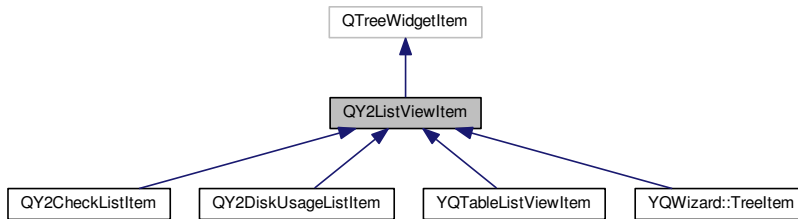
The documentation for this class was generated from the following files:

- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/QY2ListView.h`
- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/QY2ListView.cc`

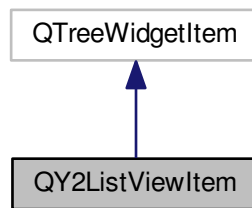
## 3.12 QY2ListViewItem Class Reference

```
#include <QY2ListView.h>
```

Inheritance diagram for QY2ListViewItem:



Collaboration diagram for QY2ListViewItem:



### Public Member Functions

- [QY2ListViewItem](#) ([QY2ListView](#) \*parentListView, const QString &text=QString::null)
- [QY2ListViewItem](#) (QTreeWidgetItem \*parentItem, const QString &text=QString::null)
- virtual [~QY2ListViewItem](#) ()
- virtual void [updateStatus](#) ()
- virtual void [updateData](#) ()
- virtual bool [operator<](#) (const QTreeWidgetItem &other) const
- int [serial](#) () const
- virtual QString [toolTip](#) (int column)

### Protected Attributes

- int [\\_serial](#)
- QColor [\\_textColor](#)
- QColor [\\_backgroundColor](#)

### 3.12.1 Detailed Description

Enhanced QTreeWidgetItem

Definition at line 233 of file [QY2ListView.h](#).

### 3.12.2 Constructor & Destructor Documentation

#### 3.12.2.1 QY2ListViewItem::QY2ListViewItem ( QY2ListView \* *parentListView*, const QString & *text* = QString::null )

Constructor for toplevel items.

Definition at line 367 of file [QY2ListView.cc](#).

Here is the call graph for this function:



#### 3.12.2.2 QY2ListViewItem::QY2ListViewItem ( QTreeWidgetItem \* *parentItem*, const QString & *text* = QString::null )

Constructor for deeper level items.

Definition at line 375 of file [QY2ListView.cc](#).

Here is the call graph for this function:



#### 3.12.2.3 QY2ListViewItem::~~QY2ListViewItem ( ) [virtual]

Destructor

Definition at line 388 of file [QY2ListView.cc](#).

### 3.12.3 Member Function Documentation

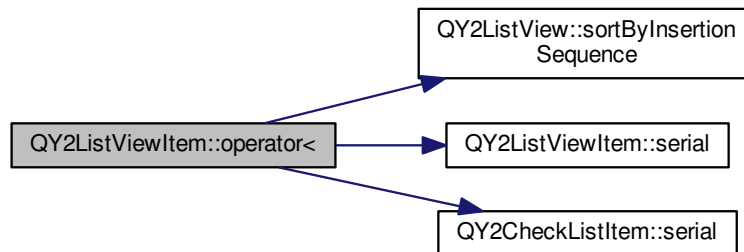
#### 3.12.3.1 `bool QY2ListViewItem::operator< ( const QTreeWidgetItem & other ) const` `[virtual]`

Comparison function used for sorting the list. Reimplemented from `QTreeWidgetItem`

Reimplemented in [QY2DiskUsageListItem](#).

Definition at line 395 of file [QY2ListView.cc](#).

Here is the call graph for this function:



#### 3.12.3.2 `int QY2ListViewItem::serial ( ) const` `[inline]`

Return this item's serial number. Useful for comparison functions that order by insertion sequence.

Definition at line 281 of file [QY2ListView.h](#).

#### 3.12.3.3 `virtual QString QY2ListViewItem::toolTip ( int column )` `[inline]`, `[virtual]`

Returns a tool tip text for a specific column of this item. 'column' is -1 if the mouse pointer is in the tree indentation area.

This default implementation does nothing.

Reimplemented in [QY2CheckListItem](#).

Definition at line 289 of file [QY2ListView.h](#).

#### 3.12.3.4 `virtual void QY2ListViewItem::updateData ( )` `[inline]`, `[virtual]`

Update this item's data completely. Triggered by `QY2ListView::updateAllItemData()`. Derived classes should overwrite this. This default implementation does nothing.

Reimplemented in [QY2CheckListItem](#), and [QY2DiskUsageListItem](#).

Definition at line 269 of file [QY2ListView.h](#).

### 3.12.3.5 virtual void QY2ListViewItem::updateStatus ( ) [inline],[virtual]

Update this item's status. Triggered by QY2ListView::updateAllItemStates(). Derived classes should overwrite this. This default implementation does nothing.

Reimplemented in [QY2CheckListItem](#), and [QY2DiskUsageListItem](#).

Definition at line 261 of file [QY2ListView.h](#).

## 3.12.4 Member Data Documentation

### 3.12.4.1 int QY2ListViewItem::\_serial [protected]

Paint method. Reimplemented from QTreeWidgetItem so different colors can be used.

Reimplemented from QTreeWidgetItem.

Definition at line 311 of file [QY2ListView.h](#).

The documentation for this class was generated from the following files:

- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2ListView.h
- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2ListView.cc

## 3.13 QY2StyleEditor Class Reference

Stylesheet Editor Dialog.

```
#include <QY2StyleEditor.h>
```

Inheritance diagram for QY2StyleEditor:



Collaboration diagram for QY2StyleEditor:



### Public Member Functions

- [QY2StyleEditor](#) (QWidget \*parent)
- [~QY2StyleEditor](#) ()

#### 3.13.1 Detailed Description

Stylesheet Editor Dialog.

Definition at line 38 of file [QY2StyleEditor.h](#).

#### 3.13.2 Constructor & Destructor Documentation

##### 3.13.2.1 QY2StyleEditor::QY2StyleEditor ( QWidget \* parent )

Constructor.

Definition at line 38 of file [QY2StyleEditor.cc](#).

##### 3.13.2.2 QY2StyleEditor::~QY2StyleEditor ( )

Destructor.

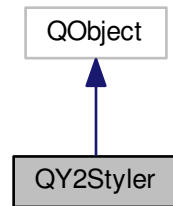
Definition at line 64 of file [QY2StyleEditor.cc](#).

The documentation for this class was generated from the following files:

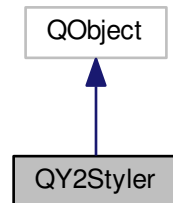
- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2StyleEditor.h](#)
- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2StyleEditor.cc](#)

### 3.14 QY2Styler Class Reference

Inheritance diagram for QY2Styler:



Collaboration diagram for QY2Styler:



#### Public Member Functions

- void **loadStyleSheet** (const QString &file)
- void **setStyleSheet** (const QString &text)
- QString **themeDir** () const
- void **registerWidget** (QWidget \*widget)
- void **unregisterWidget** (QWidget \*widget)
- void **registerChildWidget** (QWidget \*parent, QWidget \*widget)
- QString **textStyle** () const
- bool **updateRendering** (QWidget \*wid)

#### Static Public Member Functions

- static [QY2Styler](#) \* **styler** ()



## Protected Member Functions

- [QY2Styler](#) (QObject \*parent)
- void **renderParent** (QWidget \*wid)
- QImage **getScaled** (const QString name, const QSize &size)
- void [processUrls](#) (QString &text)
- bool **eventFilter** (QObject \*obj, QEvent \*ev)

### 3.14.1 Detailed Description

Definition at line 36 of file [QY2Styler.h](#).

### 3.14.2 Constructor & Destructor Documentation

#### 3.14.2.1 QY2Styler::QY2Styler ( QObject \* *parent* ) [protected]

Constructor. Use the static `styler()` function instead to return the singleton for this class.

Definition at line 53 of file [QY2Styler.cc](#).

### 3.14.3 Member Function Documentation

#### 3.14.3.1 void QY2Styler::processUrls ( QString & *text* ) [protected]

Search and replace some self-defined macros in the style sheet. Among other things, expands the file name inside `url(filename.png)` in the style sheet with the full path.

Definition at line 116 of file [QY2Styler.cc](#).

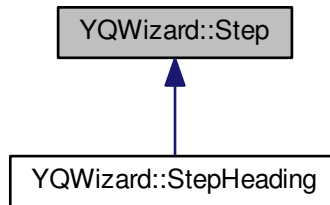
The documentation for this class was generated from the following files:

- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2Styler.h`
- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/QY2Styler.cc`

## 3.15 YQWizard::Step Class Reference

```
#include <YQWizard.h>
```

Inheritance diagram for YQWizard::Step:



### Public Types

- enum **Status** { **Unset**, **Todo**, **Current**, **Done** }

### Public Member Functions

- **Step** (const QString &name="", const QString &id="")
- virtual [~Step](#) ()
- virtual bool **isHeading** () const
- QString **name** () const
- QLabel \* **statusLabel** () const
- QLabel \* **nameLabel** () const
- bool **isEnabled** () const
- const QStringList & **id** () const
- void **addID** (const QString &id)
- virtual bool **hasID** (const QString &id)
- void **setStatusLabel** (QLabel \*label)
- void **setNameLabel** (QLabel \*label)
- void **setEnabled** (bool enabled)
- void **deleteLabels** ()
- void [setStatus](#) (Status s)

### Protected Attributes

- QString **\_name**
- QLabel \* **\_statusLabel**
- QLabel \* **\_nameLabel**
- bool **\_enabled**
- QStringList **\_idList**
- Status **\_status**

### 3.15.1 Detailed Description

Helper class to represent a wizard step internally

Definition at line 610 of file [YQWizard.h](#).

### 3.15.2 Constructor & Destructor Documentation

#### 3.15.2.1 YQWizard::Step::~~Step ( ) [virtual]

Destructor. Intentionally not deleting the widgets.

Definition at line 1288 of file [YQWizard.cc](#).

### 3.15.3 Member Function Documentation

#### 3.15.3.1 void YQWizard::Step::setStatus ( Status s )

Set text color and status icon for one wizard step

Definition at line 1294 of file [YQWizard.cc](#).

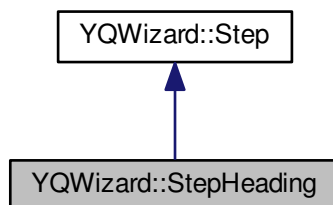
The documentation for this class was generated from the following files:

- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQWizard.h](#)
- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQWizard.cc](#)

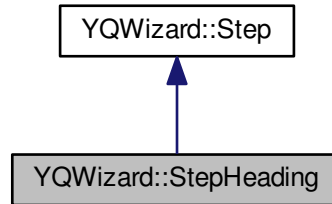
## 3.16 YQWizard::StepHeading Class Reference

```
#include <YQWizard.h>
```

Inheritance diagram for YQWizard::StepHeading:



Collaboration diagram for YQWizard::StepHeading:



## Public Member Functions

- **StepHeading** (const QString &name="")
- virtual bool **isHeading** () const
- virtual bool **hasID** (const QString &id)

## Additional Inherited Members

### 3.16.1 Detailed Description

Helper class to represent a wizard step heading internally

Definition at line 668 of file [YQWizard.h](#).

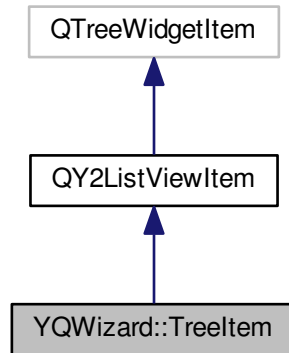
The documentation for this class was generated from the following file:

- /build/buildd/libyui-qt-master-2.43.5/src/YQWizard.h

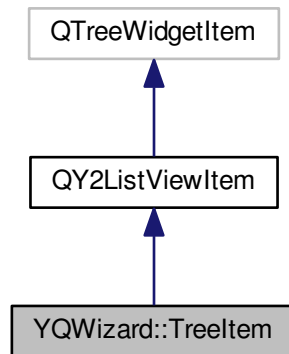
## 3.17 YQWizard::Treeltem Class Reference

```
#include <YQWizard.h>
```

Inheritance diagram for YQWizard::Treeltem:



Collaboration diagram for YQWizard::Treeltem:



### Public Member Functions

- **Treeltem** ([QY2ListView](#) \*parent, const QString &text, const QString &id)
- **Treeltem** ([YQWizard::Treeltem](#) \*parent, const QString &text, const QString &id)
- virtual QString **text** (int index) const
- QString **text** () const
- QString **id** () const

## Additional Inherited Members

### 3.17.1 Detailed Description

Helper class for wizard tree item

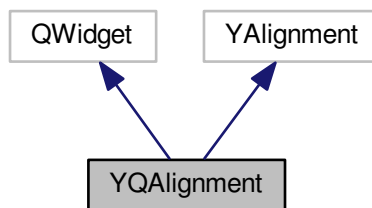
Definition at line 688 of file [YQWizard.h](#).

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

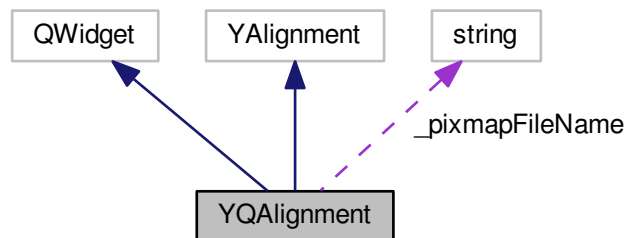
- /build/.../libyui-qt-master-2.43.5/src/YQWizard.h

## 3.18 YQAlignment Class Reference

Inheritance diagram for YQAlignment:



Collaboration diagram for YQAlignment:



## Public Member Functions

- [YQAlignment](#) (YWidget \*parent, YAlignmentType horAlign, YAlignmentType vertAlign)

- [YQAlignment](#) (YWidget \*yParent, QWidget \*qParent, YAlignmentType horAlign, YAlignmentType vertAlign)
- virtual void [moveChild](#) (YWidget \*child, int newX, int newY)
- virtual void [setEnabled](#) (bool enabled)
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual void [setBackgroundPixmap](#) (const std::string &pixmapFileName)

### Protected Member Functions

- virtual void **paintEvent** (QPaintEvent \*event)

### Protected Attributes

- std::string **\_pixmapFileName**

### 3.18.1 Detailed Description

Definition at line 35 of file [YQAlignment.h](#).

### 3.18.2 Constructor & Destructor Documentation

#### 3.18.2.1 YQAlignment::YQAlignment ( YWidget \* *parent*, YAlignmentType *horAlign*, YAlignmentType *vertAlign* )

Constructor.

Definition at line 35 of file [YQAlignment.cc](#).

#### 3.18.2.2 YQAlignment::YQAlignment ( YWidget \* *yParent*, QWidget \* *qParent*, YAlignmentType *horAlign*, YAlignmentType *vertAlign* )

Constructor for cases where the YWidget parent's widgetRep() isn't the QWidget parent, for example in compound widgets like [YQWizard](#) where it makes sense to pass a child of the [YQWizard](#) (the client area) as the QWidget parent.

Use this only if you know very well what you are doing.

Definition at line 45 of file [YQAlignment.cc](#).

### 3.18.3 Member Function Documentation

#### 3.18.3.1 void YQAlignment::moveChild ( YWidget \* *child*, int *newX*, int *newY* ) [virtual]

Move the child widget to a new position.

Implemented from YAlignment.

Definition at line 63 of file [YQAlignment.cc](#).

#### 3.18.3.2 void YQAlignment::setBackgroundPixmap ( const std::string & *pixmapFileName* ) [virtual]

Set the background pixmap.

Reimplemented from YAlignment.

Definition at line 84 of file [YQAlignment.cc](#).

### 3.18.3.3 void YQAlignment::setEnabled ( bool *enabled* ) [virtual]

Enable or disable this widget and its child.

Reimplemented from YWidget.

Definition at line 56 of file [YQAlignment.cc](#).

### 3.18.3.4 void YQAlignment::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

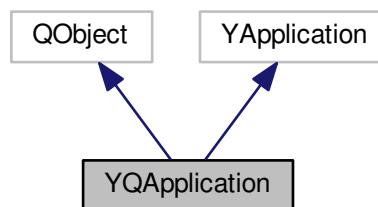
Definition at line 70 of file [YQAlignment.cc](#).

The documentation for this class was generated from the following files:

- /build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/YQAlignment.h
- /build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/YQAlignment.cc

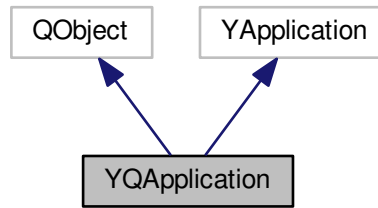
## 3.19 YQApplication Class Reference

Inheritance diagram for YQApplication:





Collaboration diagram for YQApplication:



### Public Member Functions

- virtual void [setLanguage](#) (const std::string &language, const std::string &encoding=std::string())
- void [loadPredefinedQtTranslations](#) ()
- void [setLayoutDirection](#) (const std::string &language)
- void [setLangFonts](#) (const std::string &language, const std::string &encoding=std::string())
- const QFont & [currentFont](#) ()
- const QFont & [boldFont](#) ()
- const QFont & [headingFont](#) ()
- void [deleteFonts](#) ()
- void [pickAutoFonts](#) ()
- bool [autoFonts](#) () const
- void [setAutoFonts](#) (bool useAutoFonts)
- virtual std::string [glyph](#) (const std::string &glyphSymbolName)
- virtual std::string [askForExistingDirectory](#) (const std::string &startDir, const std::string &headline)
- virtual std::string [askForExistingFile](#) (const std::string &startWith, const std::string &filter, const std::string &headline)
- virtual std::string [askForSaveFileName](#) (const std::string &startWith, const std::string &filter, const std::string &headline)
- virtual bool [openContextMenu](#) (const YItemCollection &itemCollection)
- void [maybeLeftHandedUser](#) ()
- virtual int [deviceUnits](#) (YUIDimension dim, float [layoutUnits](#))
- virtual float [layoutUnits](#) (YUIDimension dim, int [deviceUnits](#))
- virtual void [busyCursor](#) ()
- virtual void [normalCursor](#) ()
- virtual void [makeScreenShot](#) (const std::string &fileName)
- virtual void [beep](#) ()
- virtual QPoint [contextMenuPos](#) ()
- virtual void [setContextMenuPos](#) (QPoint [contextMenuPos](#))
- virtual int [displayWidth](#) ()
- virtual int [displayHeight](#) ()
- virtual int [displayDepth](#) ()
- virtual long [displayColors](#) ()
- virtual int [defaultWidth](#) ()

- virtual int **defaultHeight** ()
- virtual bool **isTextMode** ()
- virtual bool **hasImageSupport** ()
- virtual bool **hasIconSupport** ()
- virtual bool **hasAnimationSupport** ()
- virtual bool **hasFullUtf8Support** ()
- virtual bool **richTextSupportsTable** ()
- virtual bool **hasWizardDialogSupport** ()
- virtual bool **leftHandedMouse** ()
- virtual void **setApplicationTitle** (const std::string &title)
- virtual void **setApplicationIcon** (const std::string &icon)

### Static Public Member Functions

- static QString **askForSaveFileName** (const QString &startWith, const QString &filter, const QString &headline)
- static  
YQPackageSelectorPluginStub \* **packageSelectorPlugin** ()
- static YQGraphPluginStub \* **graphPlugin** ()

### Protected Member Functions

- YQApplication ()
- virtual ~YQApplication ()
- QString **fontKey** (const QString &lang)

### Protected Attributes

- QFont \* **\_currentFont**
- QFont \* **\_headingFont**
- QFont \* **\_boldFont**
- QString **\_fontFamily**
- QSettings \* **\_langFonts**
- QTranslator \* **\_qtTranslations**
- bool **\_autoFonts**
- int **\_autoNormalFontSize**
- int **\_autoHeadingFontSize**
- bool **\_leftHandedMouse**
- bool **\_askedForLeftHandedMouse**
- QPoint **\_contextMenuPos**
- QMenu \* **\_contextMenu**

### Friends

- class **YQUI**

### 3.19.1 Detailed Description

Definition at line 43 of file [YQApplication.h](#).

### 3.19.2 Constructor & Destructor Documentation

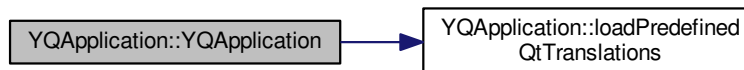
#### 3.19.2.1 YQApplication::YQApplication ( ) [protected]

Constructor.

Use YUI::app() to get the singleton for this class.

Definition at line 56 of file [YQApplication.cc](#).

Here is the call graph for this function:



#### 3.19.2.2 YQApplication::~~YQApplication ( ) [protected], [virtual]

Destructor.

Definition at line 82 of file [YQApplication.cc](#).

Here is the call graph for this function:



### 3.19.3 Member Function Documentation

#### 3.19.3.1 string YQApplication::askForExistingDirectory ( const std::string & startDir, const std::string & headline ) [virtual]

Open a directory selection box and prompt the user for an existing directory.

'startDir' is the initial directory that is displayed.

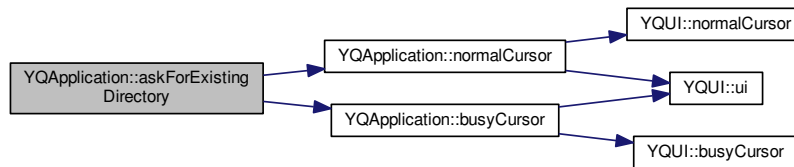
'headline' is an explanatory text for the directory selection box. Graphical UIs may omit that if no window manager is running.

Returns the selected directory name or an empty std::string if the user canceled the operation.

Implemented from YApplication.

Definition at line 483 of file [YQApplication.cc](#).

Here is the call graph for this function:



### 3.19.3.2 `string YQApplication::askForExistingFile ( const std::string & startWith, const std::string & filter, const std::string & headline ) [virtual]`

Open a file selection box and prompt the user for an existing file.

'startWith' is the initial directory or file.

'filter' is one or more blank-separated file patterns, e.g. "\*.png \*.jpg"

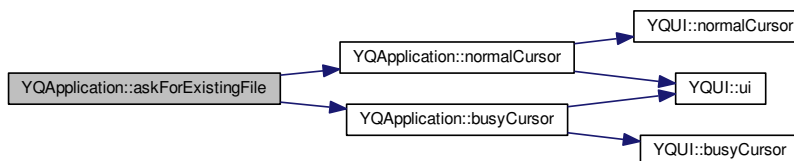
'headline' is an explanatory text for the file selection box. Graphical UIs may omit that if no window manager is running.

Returns the selected file name or an empty `std::string` if the user canceled the operation.

Implemented from YApplication.

Definition at line 500 of file [YQApplication.cc](#).

Here is the call graph for this function:



### 3.19.3.3 `string YQApplication::askForSaveFileName ( const std::string & startWith, const std::string & filter, const std::string & headline ) [virtual]`

Open a file selection box and prompt the user for a file to save data to. Automatically asks for confirmation if the user selects an existing file.

'startWith' is the initial directory or file.

'filter' is one or more blank-separated file patterns, e.g. "\*.png \*.jpg"

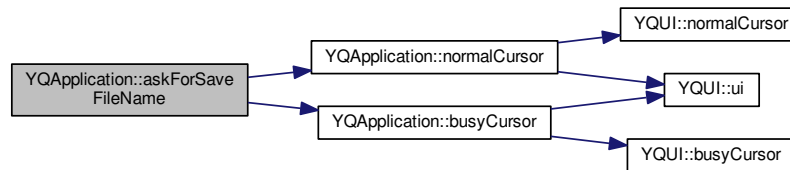
'headline' is an explanatory text for the file selection box. Graphical UIs may omit that if no window manager is running.

Returns the selected file name or an empty `std::string` if the user canceled the operation.

Implemented from YApplication.

Definition at line 526 of file [YQApplication.cc](#).

Here is the call graph for this function:



**3.19.3.4** `QString YQApplication::askForSaveFileName ( const QString & startWith, const QString & filter, const QString & headline ) [static]`

Lower-level version that works with QStrings and does not change the mouse cursor.

Definition at line 552 of file [YQApplication.cc](#).

**3.19.3.5** `bool YQApplication::autoFonts ( ) const [inline]`

Returns 'true' if the UI automatically picks fonts, disregarding Qt standard settings.

This makes sense during system installation system where the display DPI cannot reliably be retrieved and thus Qt uses random font sizes based on that random DPI.

Definition at line 138 of file [YQApplication.h](#).

**3.19.3.6** `void YQApplication::beep ( ) [virtual]`

Beep.

Reimplemented from YApplication.

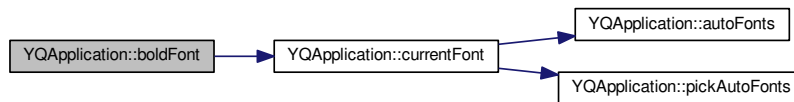
Definition at line 699 of file [YQApplication.cc](#).

**3.19.3.7** `const QFont & YQApplication::boldFont ( )`

Returns the application's default bold font.

Definition at line 341 of file [YQApplication.cc](#).

Here is the call graph for this function:



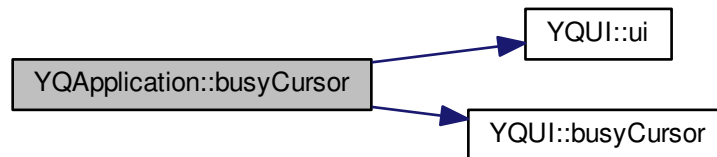
### 3.19.3.8 void YQApplication::busyCursor ( ) [virtual]

Change the (mouse) cursor to indicate busy status.

Reimplemented from `YApplication`.

Definition at line 705 of file [YQApplication.cc](#).

Here is the call graph for this function:



### 3.19.3.9 virtual QPoint YQApplication::contextMenuPos ( ) [inline], [virtual]

Return position of the context menu (in gloabl coordinates)

Definition at line 302 of file [YQApplication.h](#).

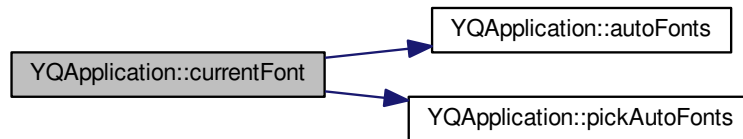
### 3.19.3.10 const QFont & YQApplication::currentFont ( )

Returns the application's default font. Brute force approach to make sure we'll really get a complete Unicode font: Explicitly load the one font that we made sure to contain all required characters, including Latin1, Latin2, Japanese, Korean, and the characters used for glyphs.

There are many fonts that claim to be Unicode, but most of them contain just a sorry excuse for a complete Unicode character set. Qt can't know how complete a font is, so it chooses one that might be better in otherf aspects, but lacks necessary characters.

Definition at line 299 of file [YQApplication.cc](#).

Here is the call graph for this function:



#### 3.19.3.11 void YQApplication::deleteFonts ( )

Delete the fonts so they will be reloaded upon their next usage.

Definition at line 385 of file [YQApplication.cc](#).

#### 3.19.3.12 int YQApplication::deviceUnits ( YUIDimension *dim*, float *layoutUnits* ) [virtual]

Convert logical layout spacing units into device dependent units. A default size dialog is assumed to be 80x25 layout spacing units.

Reimplemented from YApplication.

Definition at line 679 of file [YQApplication.cc](#).

#### 3.19.3.13 QString YQApplication::fontKey ( const QString & *lang* ) [protected]

Constructs a key for the language specific font file: "font[*lang*]" for font[de\_DE] = "Sans Serif" font[zh] = "ChineseSpecial, something" font[ja\_JP] = "JapaneseSpecial, something" font = "Sans Serif"

Definition at line 289 of file [YQApplication.cc](#).

#### 3.19.3.14 string YQApplication::glyph ( const std::string & *glyphSymbolName* ) [virtual]

Return a std::string for a named glyph.

Using this is discouraged in new applications.

Reimplemented from YApplication.

Definition at line 462 of file [YQApplication.cc](#).

#### 3.19.3.15 YQGraphPluginStub \* YQApplication::graphPlugin ( ) [static]

Return the package selector plugin singleton or creates it (including loading the plugin lib) if it does not exist yet.

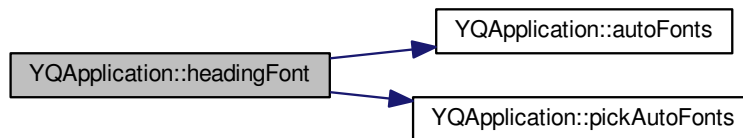
Definition at line 743 of file [YQApplication.cc](#).

### 3.19.3.16 `const QFont & YQApplication::headingFont ( )`

Returns the application's heading font. Brute force load the heading font - see [currentFont\(\)](#) above for more.

Definition at line 354 of file [YQApplication.cc](#).

Here is the call graph for this function:



### 3.19.3.17 `float YQApplication::layoutUnits ( YUIDimension dim, int deviceUnits )` [virtual]

Convert device dependent units into logical layout spacing units. A default size dialog is assumed to be 80x25 layout spacing units.

Reimplemented from `YApplication`.

Definition at line 688 of file [YQApplication.cc](#).

### 3.19.3.18 `void YQApplication::loadPredefinedQtTranslations ( )`

Load translations for Qt's predefined dialogs like file selection box etc.

Definition at line 115 of file [YQApplication.cc](#).

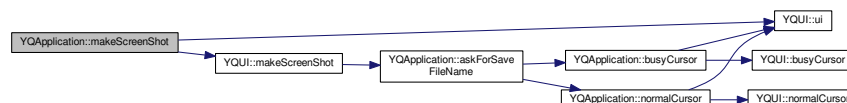
### 3.19.3.19 `void YQApplication::makeScreenShot ( const std::string & fileName )` [virtual]

Make a screen shot and save it to the specified file.

Reimplemented from `YApplication`.

Definition at line 717 of file [YQApplication.cc](#).

Here is the call graph for this function:





**3.19.3.20 void YQApplication::maybeLeftHandedUser ( )**

A mouse click with the wrong mouse button was detected - e.g., a right click on a push button. The user might be left-handed, but his mouse might not (yet) be configured for left-handed use - e.g., during installation. Ask him if he would like his mouse temporarily configured as a left-handed mouse.

This status can be queried with `YQApplication::leftHandedMouse()`.

Definition at line 629 of file [YQApplication.cc](#).

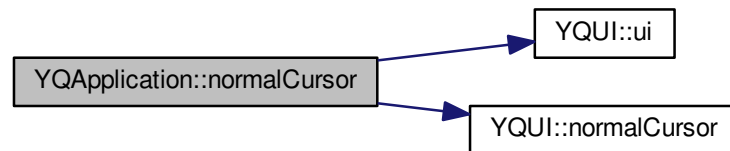
**3.19.3.21 void YQApplication::normalCursor ( ) [virtual]**

Change the (mouse) cursor back from busy status to normal.

Reimplemented from `YApplication`.

Definition at line 711 of file [YQApplication.cc](#).

Here is the call graph for this function:

**3.19.3.22 bool YQApplication::openContextMenu ( const YItemCollection & *itemCollection* ) [virtual]**

Open a context menu for a widget

'itemCollection' describes the menu structure

Returns true on success (otherwise false).

Implemented from `YApplication`.

Definition at line 542 of file [YQApplication.cc](#).

**3.19.3.23 YQPackageSelectorPluginStub \* YQApplication::packageSelectorPlugin ( ) [static]**

Return the package selector plugin singleton or creates it (including loading the plugin lib) if it does not exist yet.

Definition at line 724 of file [YQApplication.cc](#).

**3.19.3.24 void YQApplication::pickAutoFonts ( )**

Determine good fonts based on defaultsize geometry and set `_auto_normal_font_size` and `_auto_heading_font_size` accordingly. Caches the values, so it's safe to call this repeatedly.

Definition at line 405 of file [YQApplication.cc](#).

### 3.19.3.25 void YQApplication::setApplicationIcon ( const std::string & *icon* ) [virtual]

Set the application Icon

Reimplemented from YApplication.

Definition at line 772 of file [YQApplication.cc](#).

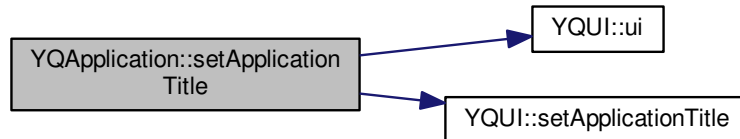
### 3.19.3.26 void YQApplication::setApplicationTitle ( const std::string & *title* ) [virtual]

Set the application title

Reimplemented from YApplication.

Definition at line 764 of file [YQApplication.cc](#).

Here is the call graph for this function:



### 3.19.3.27 void YQApplication::setAutoFonts ( bool *useAutoFonts* )

Set whether or not fonts should automatically be picked.

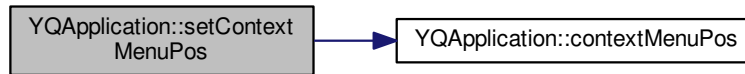
Definition at line 398 of file [YQApplication.cc](#).

### 3.19.3.28 void YQApplication::setContextMenuPos ( QPoint *contextMenuPos* ) [virtual]

Sets the position of the context menu (in gloabl coordinates)

Definition at line 759 of file [YQApplication.cc](#).

Here is the call graph for this function:



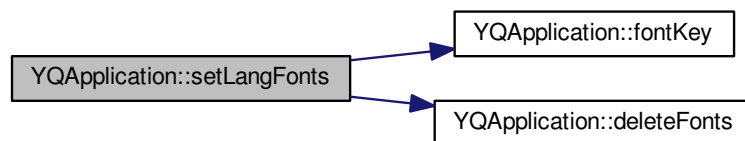
### 3.19.3.29 void YQApplication::setLangFonts ( const std::string & *language*, const std::string & *encoding* = std::string() )

Set fonts according to the specified language and encoding.

This is most important for some Asian languages that have overlaps in the Unicode table, like Japanese vs. Chinese.

Definition at line 206 of file [YQApplication.cc](#).

Here is the call graph for this function:



### 3.19.3.30 void YQApplication::setLanguage ( const std::string & *language*, const std::string & *encoding* = std::string() ) [virtual]

Set language and encoding for the locale environment (\$LANG).

Load UI-internal translations (e.g. for predefined dialogs like file selection) and fonts.

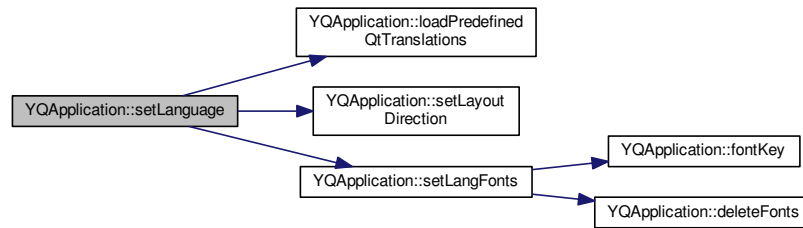
'language' is the ISO short code ("de\_DE", "en\_US", ...).

'encoding' an (optional) encoding ("utf8", ...) that will be appended if present.

Reimplemented from YApplication.

Definition at line 93 of file [YQApplication.cc](#).

Here is the call graph for this function:



### 3.19.3.31 void YQApplication::setLayoutDirection ( const std::string & *language* )

Set the layout direction (left-to-right or right-to-left) from 'language'.

Definition at line 168 of file [YQApplication.cc](#).

## 3.19.4 Member Data Documentation

### 3.19.4.1 QString YQApplication::\_fontFamily [protected]

Font family or list of font families to use ("Sans Serif" etc.)

Definition at line 375 of file [YQApplication.h](#).

### 3.19.4.2 QSettings\* YQApplication::\_langFonts [protected]

Language-specific font settings

Definition at line 380 of file [YQApplication.h](#).

### 3.19.4.3 QTranslator\* YQApplication::\_qtTranslations [protected]

Translator for the predefined Qt dialogs

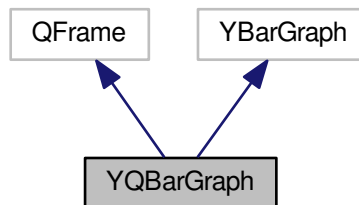
Definition at line 385 of file [YQApplication.h](#).

The documentation for this class was generated from the following files:

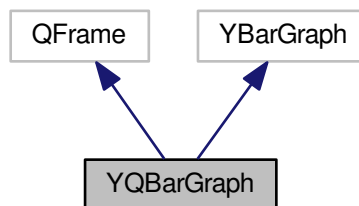
- `/bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQApplication.h`
- `/bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQApplication.cc`

## 3.20 YQBarGraph Class Reference

Inheritance diagram for YQBarGraph:



Collaboration diagram for YQBarGraph:



### Public Member Functions

- [YQBarGraph](#) (YWidget \*parent)
- virtual [~YQBarGraph](#) ()
- virtual void [doUpdate](#) ()
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)

### Protected Member Functions

- virtual bool **event** (QEvent \*event)
- virtual void [paintEvent](#) (QPaintEvent \*painter)
- YColor [defaultSegmentColor](#) (unsigned index)
- YColor [defaultTextColor](#) (unsigned index)

### 3.20.1 Detailed Description

Definition at line 40 of file [YQBarGraph.h](#).

### 3.20.2 Constructor & Destructor Documentation

#### 3.20.2.1 YQBarGraph::YQBarGraph ( YWidget \* *parent* )

Constructor.

Definition at line 53 of file [YQBarGraph.cc](#).

#### 3.20.2.2 YQBarGraph::~YQBarGraph ( ) [virtual]

Destructor.

Definition at line 61 of file [YQBarGraph.cc](#).

### 3.20.3 Member Function Documentation

#### 3.20.3.1 YColor YQBarGraph::defaultSegmentColor ( unsigned *index* ) [protected]

Return one from a set of default segment background colors.

Definition at line 190 of file [YQBarGraph.cc](#).

#### 3.20.3.2 YColor YQBarGraph::defaultTextColor ( unsigned *index* ) [protected]

Return one from a set of default text colors. This text color is guaranteed to contrast with the defaultSegmentColor with the same index.

Definition at line 209 of file [YQBarGraph.cc](#).

#### 3.20.3.3 void YQBarGraph::doUpdate ( ) [virtual]

Perform a visual update on the screen.

Implemented from YBarGraph.

Definition at line 68 of file [YQBarGraph.cc](#).

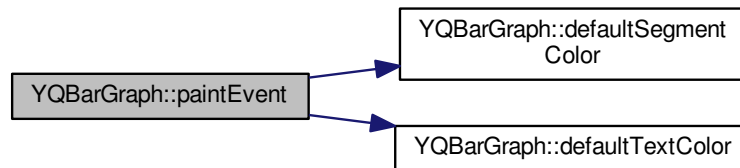
#### 3.20.3.4 void YQBarGraph::paintEvent ( QPaintEvent \* *painter* ) [protected], [virtual]

Draw the contents.

Reimplemented from QFrame.

Definition at line 93 of file [YQBarGraph.cc](#).

Here is the call graph for this function:



#### 3.20.3.5 `int YQBarGraph::preferredHeight ( ) [virtual]`

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 265 of file [YQBarGraph.cc](#).

#### 3.20.3.6 `int YQBarGraph::preferredWidth ( ) [virtual]`

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 239 of file [YQBarGraph.cc](#).

#### 3.20.3.7 `void YQBarGraph::setEnabled ( bool enabled ) [virtual]`

Set enabled/disabled state.

Reimplemented from `YWidget`.

Definition at line 231 of file [YQBarGraph.cc](#).

#### 3.20.3.8 `void YQBarGraph::setSize ( int newWidth, int newHeight ) [virtual]`

Set the new size of the widget.

Reimplemented from `YWidget`.

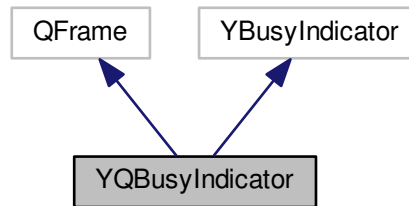
Definition at line 291 of file [YQBarGraph.cc](#).

The documentation for this class was generated from the following files:

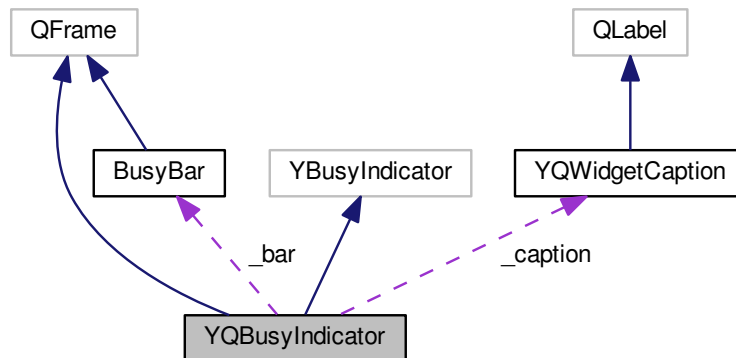
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQBarGraph.h`
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQBarGraph.cc`

### 3.21 YQBusyIndicator Class Reference

Inheritance diagram for YQBusyIndicator:



Collaboration diagram for YQBusyIndicator:



#### Public Member Functions

- [YQBusyIndicator](#) (YWidget \*parent, const std::string &label, int [timeout](#)=1000)
- virtual [~YQBusyIndicator](#) ()
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setTimeout](#) (int newTimeout)
- int [timeout](#) () const
- virtual void [setAlive](#) (bool newAlive)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)



- virtual bool [setKeyboardFocus](#) ()

### Protected Attributes

- [YQWidgetCaption](#) \* **\_caption**
- [BusyBar](#) \* **\_bar**
- QTimer \* **\_timer**
- int **\_timeout**

### 3.21.1 Detailed Description

Definition at line 39 of file [YQBusyIndicator.h](#).

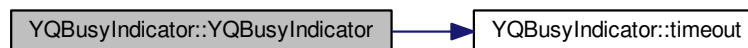
### 3.21.2 Constructor & Destructor Documentation

#### 3.21.2.1 YQBusyIndicator::YQBusyIndicator ( YWidget \* *parent*, const std::string & *label*, int *timeout* = 1000 )

Constructor.

Definition at line 118 of file [YQBusyIndicator.cc](#).

Here is the call graph for this function:



#### 3.21.2.2 YQBusyIndicator::~~YQBusyIndicator ( ) [virtual]

Destructor.

Definition at line 150 of file [YQBusyIndicator.cc](#).

### 3.21.3 Member Function Documentation

#### 3.21.3.1 int YQBusyIndicator::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 210 of file [YQBusyIndicator.cc](#).

### 3.21.3.2 `int YQBusyIndicator::preferredWidth ( )` [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 201 of file [YQBusyIndicator.cc](#).

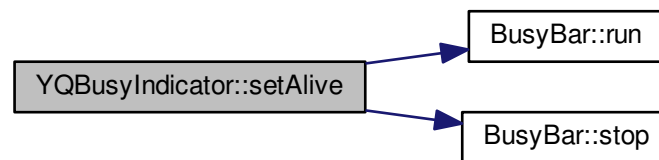
### 3.21.3.3 `void YQBusyIndicator::setAlive ( bool newAlive )` [virtual]

Send a keep alive message.

Reimplemented from `YBusyIndicator`.

Definition at line 163 of file [YQBusyIndicator.cc](#).

Here is the call graph for this function:



### 3.21.3.4 `void YQBusyIndicator::setEnabled ( bool enabled )` [virtual]

Set enabled/disabled state.

Reimplemented from `YWidget`.

Definition at line 193 of file [YQBusyIndicator.cc](#).

### 3.21.3.5 `bool YQBusyIndicator::setKeyboardFocus ( )` [virtual]

Accept the keyboard focus.

Definition at line 222 of file [YQBusyIndicator.cc](#).

### 3.21.3.6 `void YQBusyIndicator::setLabel ( const std::string & label )` [virtual]

Set the label (the caption above the progress bar).

Reimplemented from `YBusyIndicator`.

Definition at line 156 of file [YQBusyIndicator.cc](#).

Here is the call graph for this function:



**3.21.3.7** `void YQBusyIndicator::setSize ( int newWidth, int newHeight )` [virtual]

Set the new size of the widget.

Reimplemented from `YWidget`.

Definition at line 216 of file [YQBusyIndicator.cc](#).

**3.21.3.8** `void YQBusyIndicator::setTimeout ( int newTimeout )` [virtual]

Set the timeout is ms after that the widget shows 'stalled' when no new tick is received.

Reimplemented from `YBusyIndicator`.

Definition at line 186 of file [YQBusyIndicator.cc](#).

**3.21.3.9** `int YQBusyIndicator::timeout ( ) const` [inline]

Return the timeout is ms after that the widget shows 'stalled' when no new tick is received.

Reimplemented from `YBusyIndicator`.

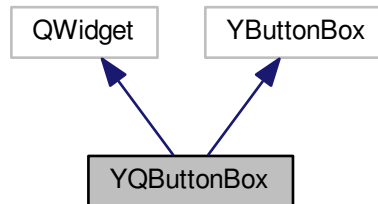
Definition at line 76 of file [YQBusyIndicator.h](#).

The documentation for this class was generated from the following files:

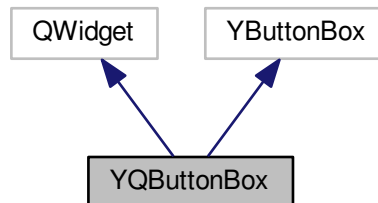
- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQBusyIndicator.h`
- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQBusyIndicator.cc`

## 3.22 YQGroupBox Class Reference

Inheritance diagram for YQGroupBox:



Collaboration diagram for YQGroupBox:



### Public Member Functions

- [YQGroupBox](#) (YWidget \*parent)
- virtual [~YQGroupBox](#) ()
- virtual void [setEnabled](#) (bool enabled)
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual void [moveChild](#) (YWidget \*child, int newX, int newY)

#### 3.22.1 Detailed Description

Definition at line 33 of file [YQGroupBox.h](#).

#### 3.22.2 Constructor & Destructor Documentation

### 3.22.2.1 YQGroupBox::YQGroupBox ( YWidget \* *parent* )

Constructor.

Definition at line 31 of file [YQGroupBox.cc](#).

### 3.22.2.2 YQGroupBox::~YQGroupBox ( ) [virtual]

Destructor.

Definition at line 39 of file [YQGroupBox.cc](#).

## 3.22.3 Member Function Documentation

### 3.22.3.1 void YQGroupBox::moveChild ( YWidget \* *child*, int *newX*, int *newY* ) [virtual]

Move a child widget to a new position.

Reimplemented from YGroupBox.

Definition at line 59 of file [YQGroupBox.cc](#).

### 3.22.3.2 void YQGroupBox::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 45 of file [YQGroupBox.cc](#).

### 3.22.3.3 void YQGroupBox::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

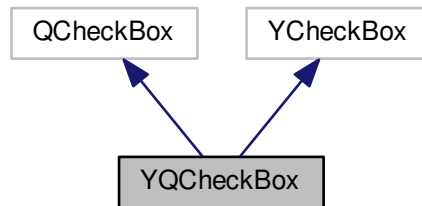
Definition at line 52 of file [YQGroupBox.cc](#).

The documentation for this class was generated from the following files:

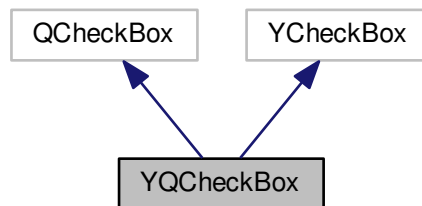
- [/build/buildd/libyui-qt-master-2.43.5/src/YQGroupBox.h](#)
- [/build/buildd/libyui-qt-master-2.43.5/src/YQGroupBox.cc](#)

### 3.23 YQCheckBox Class Reference

Inheritance diagram for YQCheckBox:



Collaboration diagram for YQCheckBox:



#### Public Member Functions

- [YQCheckBox](#) (YWidget \*parent, const std::string &label, bool checked)
- virtual [~YQCheckBox](#) ()
- virtual YCheckBoxState [value](#) ()
- virtual void [setValue](#) (YCheckBoxState state)
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setUseBoldFont](#) (bool bold=true)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

### 3.23.1 Detailed Description

Definition at line 32 of file [YQCheckBox.h](#).

### 3.23.2 Constructor & Destructor Documentation

#### 3.23.2.1 YQCheckBox::YQCheckBox ( YWidget \* *parent*, const std::string & *label*, bool *checked* )

Constructor.

Definition at line 41 of file [YQCheckBox.cc](#).

#### 3.23.2.2 YQCheckBox::~YQCheckBox ( ) [virtual]

Destructor.

Definition at line 56 of file [YQCheckBox.cc](#).

### 3.23.3 Member Function Documentation

#### 3.23.3.1 int YQCheckBox::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 129 of file [YQCheckBox.cc](#).

#### 3.23.3.2 int YQCheckBox::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 123 of file [YQCheckBox.cc](#).

#### 3.23.3.3 void YQCheckBox::setEnabled ( bool *enabled* ) [virtual]

Set enabled / disabled state.

Reimplemented from YWidget.

Definition at line 116 of file [YQCheckBox.cc](#).

#### 3.23.3.4 bool YQCheckBox::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Reimplemented from YWidget.

Definition at line 141 of file [YQCheckBox.cc](#).

**3.23.3.5** `void YQCheckBox::setLabel ( const std::string & label )` [virtual]

Change the label (the text) on the RadioButton.

Reimplemented from YRadioButton.

Definition at line 99 of file [YQCheckBox.cc](#).

**3.23.3.6** `void YQCheckBox::setSize ( int newWidth, int newHeight )` [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 135 of file [YQCheckBox.cc](#).

**3.23.3.7** `void YQCheckBox::setUseBoldFont ( bool bold = true )` [virtual]

Use a bold font.

Reimplemented from YRadioButton.

Definition at line 106 of file [YQCheckBox.cc](#).

Here is the call graph for this function:



**3.23.3.8** `void YQCheckBox::setValue ( YCheckBoxState state )` [virtual]

Set the CheckBox value (on/off/don't care).

Reimplemented from YCheckBox.

Definition at line 77 of file [YQCheckBox.cc](#).

**3.23.3.9** `YCheckBoxState YQCheckBox::value ( )` [virtual]

Get the current value:

YCheckBox\_on CheckBox is checked YCheckBox\_off CheckBox is unchecked

YCheckBox\_dont\_care tri-state: CheckBox is greyed out, neither checked nor unchecked

Reimplemented from YCheckBox.

Definition at line 63 of file [YQCheckBox.cc](#).

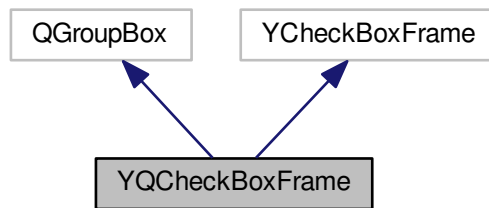
The documentation for this class was generated from the following files:



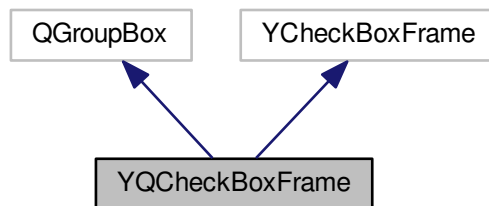
- /build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQCheckBox.h
- /build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQCheckBox.cc

## 3.24 YQCheckBoxFrame Class Reference

Inheritance diagram for YQCheckBoxFrame:



Collaboration diagram for YQCheckBoxFrame:



### Public Member Functions

- [YQCheckBoxFrame](#) (YWidget \*parent, const std::string &label, bool checked)
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setValue](#) (bool isChecked)
- virtual bool [value](#) ()
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

## Protected Member Functions

- virtual void [childEvent](#) (QChildEvent \*)
- virtual bool [event](#) (QEvent \*e)

### 3.24.1 Detailed Description

Definition at line 36 of file [YQCheckBoxFrame.h](#).

### 3.24.2 Constructor & Destructor Documentation

#### 3.24.2.1 YQCheckBoxFrame::YQCheckBoxFrame ( YWidget \* *parent*, const std::string & *label*, bool *checked* )

Constructor.

Definition at line 43 of file [YQCheckBoxFrame.cc](#).

Here is the call graph for this function:



### 3.24.3 Member Function Documentation

#### 3.24.3.1 void YQCheckBoxFrame::childEvent ( QChildEvent \* *event* ) [protected], [virtual]

Reimplemented from QGroupBox to prevent QGroupBox from disabling children according to the check box status as the children are inserted.

Definition at line 133 of file [YQCheckBoxFrame.cc](#).

#### 3.24.3.2 int YQCheckBoxFrame::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 177 of file [YQCheckBoxFrame.cc](#).

#### 3.24.3.3 int YQCheckBoxFrame::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 167 of file [YQCheckBoxFrame.cc](#).

#### 3.24.3.4 void YQCheckBoxFrame::setEnabled ( bool *enabled* ) [virtual]

Set enabled / disabled state.

Reimplemented from YWidget.

Definition at line 79 of file [YQCheckBoxFrame.cc](#).

Here is the call graph for this function:



#### 3.24.3.5 bool YQCheckBoxFrame::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Reimplemented from YWidget.

Definition at line 187 of file [YQCheckBoxFrame.cc](#).

#### 3.24.3.6 void YQCheckBoxFrame::setLabel ( const std::string & *label* ) [virtual]

Change the label text on the CheckBoxFrame.

Reimplemented from YCheckBoxFrame.

Definition at line 59 of file [YQCheckBoxFrame.cc](#).

#### 3.24.3.7 void YQCheckBoxFrame::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 148 of file [YQCheckBoxFrame.cc](#).

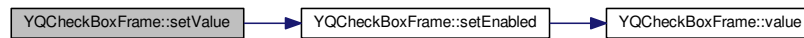
#### 3.24.3.8 void YQCheckBoxFrame::setValue ( bool *isChecked* ) [virtual]

Check or uncheck the CheckBoxFrame's check box.

Reimplemented from YCheckBoxFrame.

Definition at line 72 of file [YQCheckBoxFrame.cc](#).

Here is the call graph for this function:



### 3.24.3.9 bool YQCheckBoxFrame::value ( ) [virtual]

Get the status of the CheckBoxFrame's check box.

Reimplemented from YCheckBoxFrame.

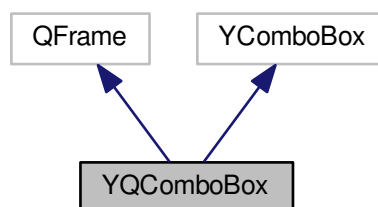
Definition at line 66 of file [YQCheckBoxFrame.cc](#).

The documentation for this class was generated from the following files:

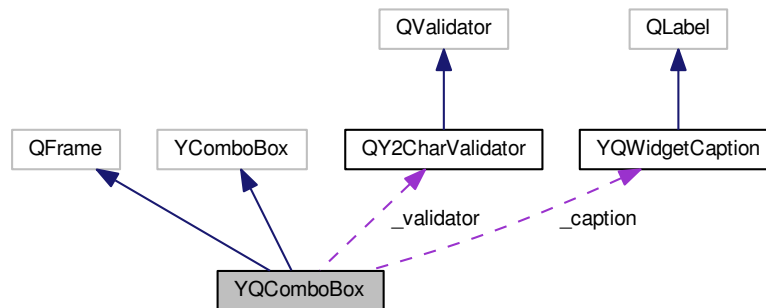
- /builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQCheckBoxFrame.h
- /builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQCheckBoxFrame.cc

## 3.25 YQComboBox Class Reference

Inheritance diagram for YQComboBox:



Collaboration diagram for YQComboBox:



### Public Member Functions

- [YQComboBox](#) (YWidget \*parent, const std::string &label, bool editable)
- [~YQComboBox](#) ()
- virtual void [addItem](#) (YItem \*item)
- virtual void [deleteAllItems](#) ()
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setValidChars](#) (const std::string &validChars)
- virtual void [setInputMaxLength](#) (int numberOfChars)
- bool [isValidText](#) (const QString &txt) const
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

### Protected Slots

- void [slotSelected](#) (int i)
- void [textChanged](#) (QString)

### Protected Member Functions

- virtual std::string [text](#) ()
- virtual void [setText](#) (const std::string &newText)

### Protected Attributes

- [YQWidgetCaption](#) \* [\\_caption](#)
- [QComboBox](#) \* [\\_qt\\_comboBox](#)
- [QY2CharValidator](#) \* [\\_validator](#)

### 3.25.1 Detailed Description

Definition at line 37 of file [YQComboBox.h](#).

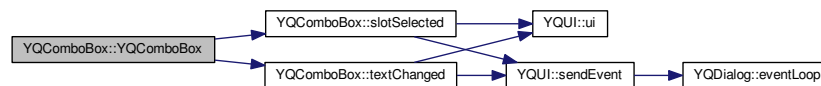
### 3.25.2 Constructor & Destructor Documentation

#### 3.25.2.1 YQComboBox::YQComboBox ( YWidget \* *parent*, const std::string & *label*, bool *editable* )

Constructor.

Definition at line 46 of file [YQComboBox.cc](#).

Here is the call graph for this function:



#### 3.25.2.2 YQComboBox::~YQComboBox ( )

Destructor.

Definition at line 84 of file [YQComboBox.cc](#).

### 3.25.3 Member Function Documentation

#### 3.25.3.1 void YQComboBox::addItem ( YItem \* *item* ) [virtual]

Add one item. This widget assumes ownership of the item object and will delete it in its destructor.

Reimplemented from YComboBox.

Definition at line 118 of file [YQComboBox.cc](#).

Here is the call graph for this function:



#### 3.25.3.2 void YQComboBox::deleteAllItems ( ) [virtual]

Delete all items.

Reimplemented from YSelectionWidget.

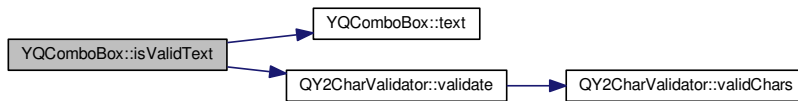
Definition at line 145 of file [YQComboBox.cc](#).

### 3.25.3.3 bool YQComboBox::isValidText ( const QString & txt ) const

Returns 'true' if the given text is valid according to the current setting of ValidChars.

Definition at line 194 of file [YQComboBox.cc](#).

Here is the call graph for this function:



### 3.25.3.4 int YQComboBox::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 240 of file [YQComboBox.cc](#).

### 3.25.3.5 int YQComboBox::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 234 of file [YQComboBox.cc](#).

### 3.25.3.6 void YQComboBox::setEnabled ( bool enabled ) [virtual]

Set enabled / disabled state.

Reimplemented from `YWidget`.

Definition at line 252 of file [YQComboBox.cc](#).

### 3.25.3.7 void YQComboBox::setInputMaxLength ( int numberOfChars ) [virtual]

Specify the amount of characters which can be inserted.

Reimplemented from `YComboBox`.

Definition at line 227 of file [YQComboBox.cc](#).

### 3.25.3.8 bool YQComboBox::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Definition at line 260 of file [YQComboBox.cc](#).

### 3.25.3.9 void YQComboBox::setLabel ( const std::string & *label* ) [virtual]

Change the label text.

Reimplemented from YSelectionWidget.

Definition at line 154 of file YQComboBox.cc.

Here is the call graph for this function:



### 3.25.3.10 void YQComboBox::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 246 of file YQComboBox.cc.

### 3.25.3.11 void YQComboBox::setText ( const std::string & *newText* ) [protected], [virtual]

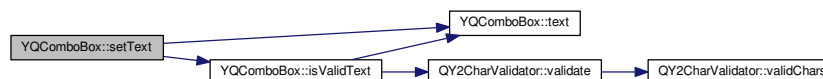
Set this ComboBox's current value as text.

Called internally whenever the content is to change programmatically. Don't call setValue() or selectItem() from here.

Implemented from YComboBox.

Definition at line 96 of file YQComboBox.cc.

Here is the call graph for this function:



### 3.25.3.12 void YQComboBox::setValidChars ( const std::string & *validChars* ) [virtual]

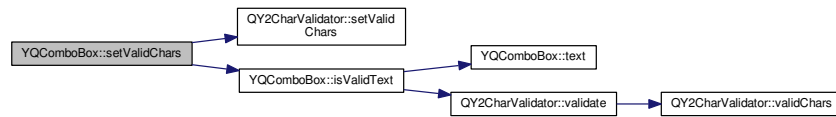
Change the valid input characters.

Reimplemented from YComboBox.

Definition at line 161 of file YQComboBox.cc.



Here is the call graph for this function:

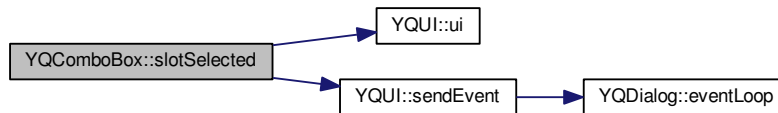


#### 3.25.3.13 void YQComboBox::slotSelected ( int i ) [protected],[slot]

Tells the ui that an item has been selected. This is only interesting if the 'notify option is set.

Definition at line 206 of file [YQComboBox.cc](#).

Here is the call graph for this function:



#### 3.25.3.14 string YQComboBox::text ( ) [protected],[virtual]

Return this ComboBox's current value as text.

Called internally from value(), selectedItem() and related.

Implemented from YComboBox.

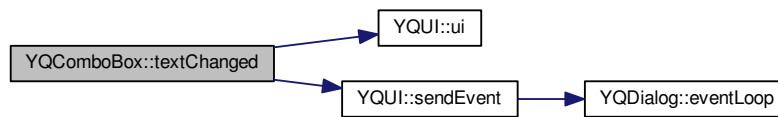
Definition at line 90 of file [YQComboBox.cc](#).

#### 3.25.3.15 void YQComboBox::textChanged ( QString ) [protected],[slot]

Tells the ui that the user has edited the text ( if the 'editable' option is set ). This is only interesting if the 'notify option is set.

Definition at line 220 of file [YQComboBox.cc](#).

Here is the call graph for this function:

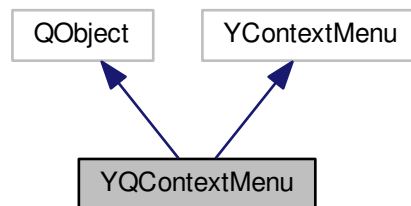


The documentation for this class was generated from the following files:

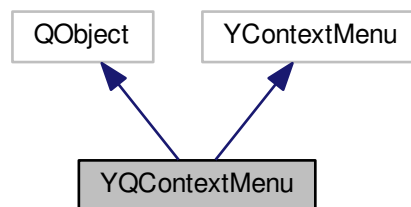
- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQComboBox.h`
- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQComboBox.cc`

### 3.26 YQContextMenu Class Reference

Inheritance diagram for YQContextMenu:



Collaboration diagram for YQContextMenu:



## Public Member Functions

- [YQContextMenu](#) ()
- **YQContextMenu** (const QPoint position)
- virtual [~YQContextMenu](#) ()
- virtual void [rebuildMenuTree](#) ()
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)

## Protected Slots

- void [menuEntryActivated](#) (QAction \*menuItem)
- void [returnNow](#) ()
- void [slotMenuHidden](#) ()
- void [slotReturnMenuHidden](#) ()

## Protected Member Functions

- void [rebuildMenuTree](#) (QMenu \*menu, YItemIterator begin, YItemIterator end)

## Protected Attributes

- YMenuItem \* **\_selectedItem**
- QPushButton \* **\_qt\_button**
- QHash< QAction \*, int > **\_serials**

### 3.26.1 Detailed Description

Definition at line 37 of file [YQContextMenu.h](#).

### 3.26.2 Constructor & Destructor Documentation

#### 3.26.2.1 YQContextMenu::YQContextMenu ( )

Constructor.

Definition at line 37 of file [YQContextMenu.cc](#).

#### 3.26.2.2 YQContextMenu::~YQContextMenu ( ) [virtual]

Destructor.

Definition at line 55 of file [YQContextMenu.cc](#).

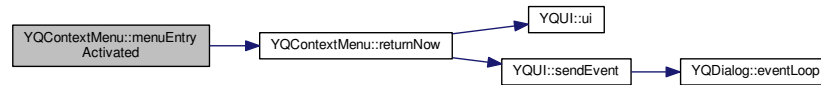
### 3.26.3 Member Function Documentation

#### 3.26.3.1 void YQContextMenu::menuEntryActivated ( QAction \* *menuItem* ) [protected],[slot]

Triggered when any menu item is activated.

Definition at line 151 of file [YQContextMenu.cc](#).

Here is the call graph for this function:



#### 3.26.3.2 int YQContextMenu::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 200 of file [YQContextMenu.cc](#).

#### 3.26.3.3 int YQContextMenu::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 194 of file [YQContextMenu.cc](#).

#### 3.26.3.4 void YQContextMenu::rebuildMenuTree ( ) [virtual]

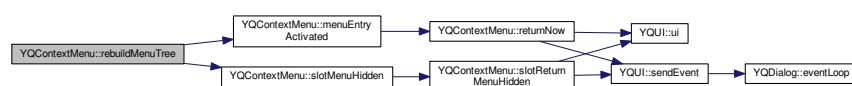
Change the label on the button.

Reimplemented from `YContextMenu` / `YSelectionWidget`. Rebuild the displayed menu tree from the internally stored `YMenuItems`.

Implemented from `YContextMenu`.

Definition at line 62 of file [YQContextMenu.cc](#).

Here is the call graph for this function:

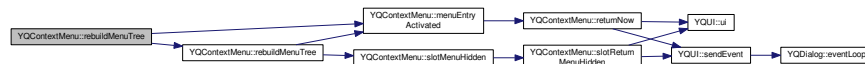


### 3.26.3.5 void YQContextMenu::rebuildMenuTree ( QMenu \* menu, YItemIterator begin, YItemIterator end ) [protected]

Recursively insert menu items into 'menu' from iterator 'begin' to iterator 'end'.

Definition at line 83 of file [YQContextMenu.cc](#).

Here is the call graph for this function:

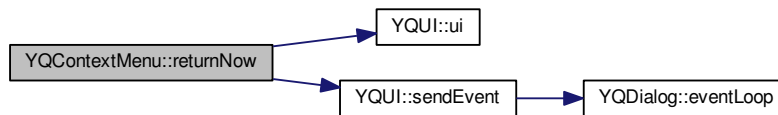


### 3.26.3.6 void YQContextMenu::returnNow ( ) [protected],[slot]

Triggered via [menuEntryActivated\(\)](#) by zero timer to get back in sync with the Qt event loop.

Definition at line 184 of file [YQContextMenu.cc](#).

Here is the call graph for this function:



### 3.26.3.7 void YQContextMenu::setSize ( int newWidth, int newHeight ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

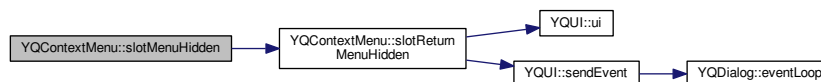
Definition at line 207 of file [YQContextMenu.cc](#).

### 3.26.3.8 void YQContextMenu::slotMenuHidden ( ) [protected],[slot]

Triggered when the context menu is hidden

Definition at line 132 of file [YQContextMenu.cc](#).

Here is the call graph for this function:

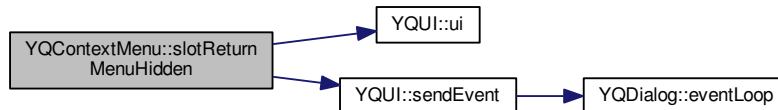


### 3.26.3.9 void YQContextMenu::slotReturnMenuHidden ( ) [protected],[slot]

Triggered via [slotMenuHidden\(\)](#) by zero timer to get back in sync with the Qt event loop.

Definition at line [141](#) of file [YQContextMenu.cc](#).

Here is the call graph for this function:

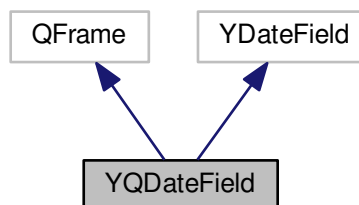


The documentation for this class was generated from the following files:

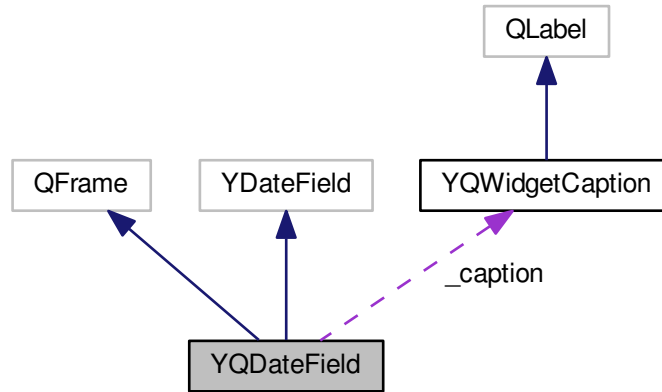
- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQContextMenu.h`
- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQContextMenu.cc`

## 3.27 YQDateField Class Reference

Inheritance diagram for YQDateField:



Collaboration diagram for YQDateField:



### Public Member Functions

- [YQDateField](#) (YWidget \*parent, const std::string &label)
- virtual [~YQDateField](#) ()
- virtual std::string [value](#) ()
- virtual void [setValue](#) (const std::string &newValue)
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

### Protected Attributes

- [YQWidgetCaption](#) \* [\\_caption](#)
- QDateEdit \* [\\_qt\\_dateEdit](#)

#### 3.27.1 Detailed Description

Definition at line 37 of file [YQDateField.h](#).

#### 3.27.2 Constructor & Destructor Documentation

##### 3.27.2.1 YQDateField::YQDateField ( YWidget \* parent, const std::string & label )

Constructor.

Definition at line 38 of file [YQDateField.cc](#).

### 3.27.2.2 YQDateField::~~YQDateField ( ) [virtual]

Destructor.

Definition at line 64 of file [YQDateField.cc](#).

## 3.27.3 Member Function Documentation

### 3.27.3.1 int YQDateField::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 103 of file [YQDateField.cc](#).

### 3.27.3.2 int YQDateField::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 97 of file [YQDateField.cc](#).

### 3.27.3.3 void YQDateField::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 90 of file [YQDateField.cc](#).

### 3.27.3.4 bool YQDateField::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Reimplemented from YWidget.

Definition at line 115 of file [YQDateField.cc](#).

### 3.27.3.5 void YQDateField::setLabel ( const std::string & *label* ) [virtual]

Set the label (the caption above the input field).

Reimplemented from YSimpleInputField.

Definition at line 83 of file [YQDateField.cc](#).



Here is the call graph for this function:



#### 3.27.3.6 void YQDateField::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from `YWidget`.

Definition at line 109 of file [YQDateField.cc](#).

#### 3.27.3.7 void YQDateField::setValue ( const std::string & *newValue* ) [virtual]

Set the current value (the text entered by the user or set from the outside) of this input field.

Implemented from `YSimpleInputField`.

Definition at line 76 of file [YQDateField.cc](#).

#### 3.27.3.8 string YQDateField::value ( ) [virtual]

Get the current value (the text entered by the user or set from the outside) of this input field.

Implemented from `YSimpleInputField`.

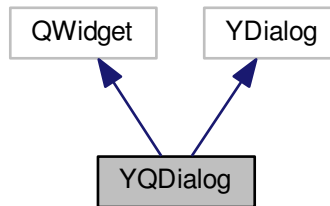
Definition at line 70 of file [YQDateField.cc](#).

The documentation for this class was generated from the following files:

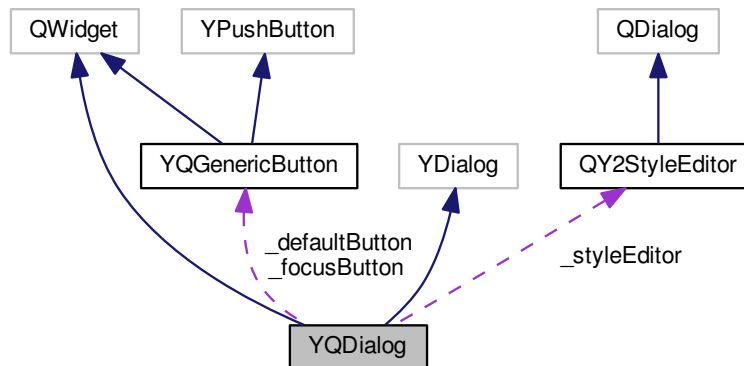
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQDateField.h`
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQDateField.cc`

### 3.28 YQDialog Class Reference

Inheritance diagram for YQDialog:



Collaboration diagram for YQDialog:



#### Public Member Functions

- [YQDialog](#) (YDialogType dialogType, YDialogColorMode colorMode=YDialogNormalColor)
- void [closeEvent](#) (QCloseEvent \*ev)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- [YQGenericButton](#) \* [findDefaultButton](#) ()
- bool [userResized](#) ()
- [YQGenericButton](#) \* [focusButton](#) () const
- [YQGenericButton](#) \* [defaultButton](#) () const

- void `losingFocus` (YQGenericButton \*button)
- void `gettingFocus` (YQGenericButton \*button)
- void `setDefaultButton` (YPushButton \*newDefaultButton)
- void `ensureOnlyOneDefaultButton` ()
- bool `activateDefaultButton` (bool warn=true)
- YQWizard \* `findWizard` () const
- YQGenericButton \* `wizardDefaultButton` (YQWizard \*wizard) const
- virtual void `highlight` (YWidget \*child)
- QEventLoop \* `eventLoop` ()

### Static Public Member Functions

- static void `center` (QWidget \*dialog, QWidget \*parent=0)

### Protected Slots

- void `waitForEventTimeout` ()

### Protected Member Functions

- virtual `~YQDialog` ()
- YQGenericButton \* `findDefaultButton` (YWidgetListConstIterator begin, YWidgetListConstIterator end) const
- YQWizard \* `findWizard` (YWidgetListConstIterator begin, YWidgetListConstIterator end) const
- YQWizard \* `ensureOnlyOneDefaultButton` (YWidgetListConstIterator begin, YWidgetListConstIterator end)
- virtual void `openInternal` ()
- virtual YEvent \* `waitForEventInternal` (int timeout\_millisec)
- virtual YEvent \* `pollEventInternal` ()
- virtual void `activate` ()
- virtual void `keyPressEvent` (QKeyEvent \*event)
- virtual void `focusInEvent` (QFocusEvent \*event)
- virtual void `resizeEvent` (QResizeEvent \*event)

### Static Protected Member Functions

- static QWidget \* `chooseParent` (YDialogType dialogType)

### Protected Attributes

- bool `_userResized`
- QSize `_userSize`
- YQGenericButton \* `_focusButton`
- YQGenericButton \* `_defaultButton`
- QTimer \* `_waitForEventTimer`
- QEventLoop \* `_eventLoop`
- YWidget \* `_highlightedChild`
- QPalette `_preHighlightPalette`
- bool `_preHighlightAutoFill`
- QY2StyleEditor \* `_styleEditor`

### 3.28.1 Detailed Description

Definition at line 42 of file [YQDialog.h](#).

### 3.28.2 Constructor & Destructor Documentation

#### 3.28.2.1 YQDialog::YQDialog ( YDialogType *dialogType*, YDialogColorMode *colorMode* = YDialogNormalColor )

Constructor.

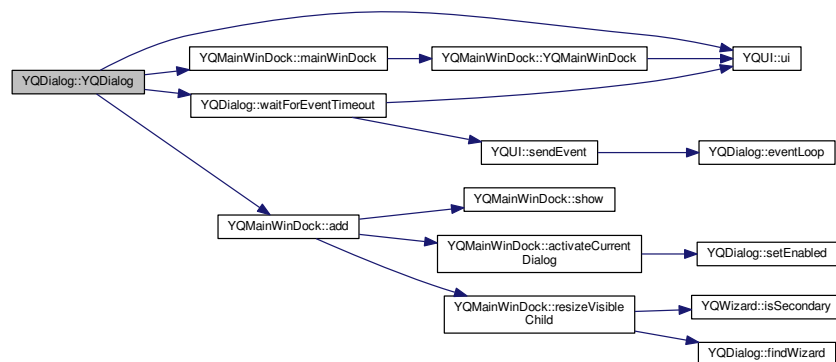
'dialogType' is one of YMainDialog, YWizardDialog, or YPopupDialog.

The Qt UI supports YWizardDialogs. They are handled very much like YMainDialogs, except for wizard dialogs that are opened over a wizard with a steps panel on the left side, in which case that new wizard dialog will be resized and moved so the steps panel from the wizard below will remain visible.

'colorMode' can be set to YDialogWarnColor to use very bright "warning" colors or YDialogInfoColor to use more prominent, yet not quite as bright as "warning" colors. Use both only very rarely.

Definition at line 60 of file [YQDialog.cc](#).

Here is the call graph for this function:

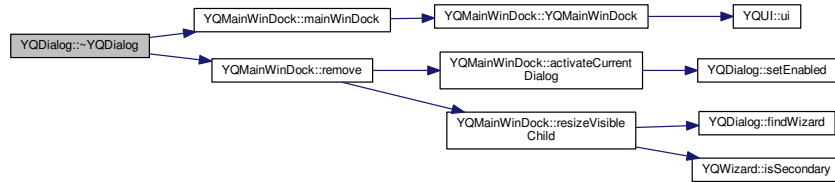


#### 3.28.2.2 YQDialog::~YQDialog ( ) [protected], [virtual]

Destructor. Don't delete a dialog directly, use YDialog::deleteTopmostDialog().

Definition at line 123 of file [YQDialog.cc](#).

Here is the call graph for this function:



### 3.28.3 Member Function Documentation

#### 3.28.3.1 void YQDialog::activate ( ) [protected],[virtual]

Activate this dialog: Make sure that it is shown as the topmost dialog of this application and that it can receive input.

Implemented from YDialog.

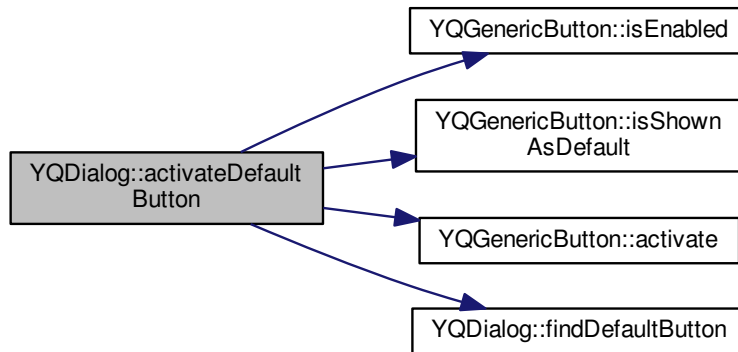
Definition at line 178 of file [YQDialog.cc](#).

#### 3.28.3.2 bool YQDialog::activateDefaultButton ( bool warn = true )

Activate (i.e. click) this dialog's default button, if there is any. Issue a warning to the log file if 'warn' is true.

Definition at line 529 of file [YQDialog.cc](#).

Here is the call graph for this function:



#### 3.28.3.3 void YQDialog::center ( QWidget \* dialog, QWidget \* parent = 0 ) [static]

Center a dialog relative to 'parent'.

If 'parent' is 0, the dialog is centered relative to the application's main widget. If 'dialog' is the main widget and 'parent' is 0, the dialog is centered relative to the desktop.

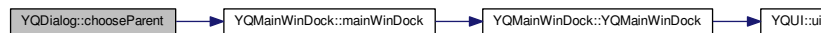
Definition at line 831 of file [YQDialog.cc](#).

#### 3.28.3.4 QWidget \* YQDialog::chooseParent ( YDialogType dialogType ) [static], [protected]

Choose a parent widget for a dialog of the specified type: Either the main window dock (if this is a YMainDialog and the dock currently accepts child dialogs) or 0.

Definition at line 145 of file [YQDialog.cc](#).

Here is the call graph for this function:

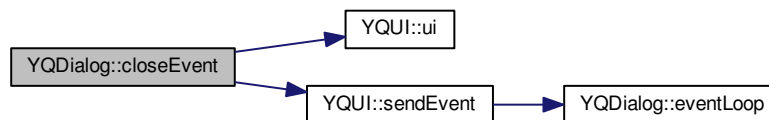


#### 3.28.3.5 void YQDialog::closeEvent ( QCloseEvent \* ev )

Inherited from QDialog: The window was closed via the window manager close button.

Definition at line 714 of file [YQDialog.cc](#).

Here is the call graph for this function:



#### 3.28.3.6 YQGenericButton\* YQDialog::defaultButton ( ) const [inline]

Returns the dialog's default button - the button that is activated with [Return] if no button has the keyboard focus.

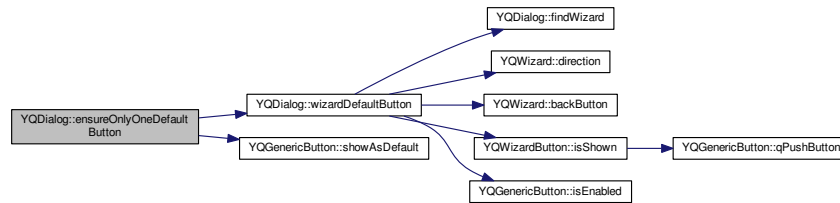
Definition at line 128 of file [YQDialog.h](#).

#### 3.28.3.7 void YQDialog::ensureOnlyOneDefaultButton ( )

Ensure presence of no more than one single default button.

Definition at line 395 of file [YQDialog.cc](#).

Here is the call graph for this function:

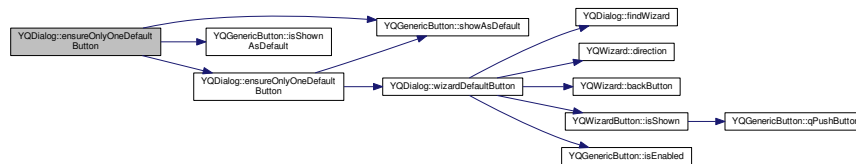


### 3.28.3.8 YQWizard \* YQDialog::ensureOnlyOneDefaultButton ( YWidgetListConstIterator *begin*, YWidgetListConstIterator *end* ) [protected]

Helper function for [ensureOnlyOneDefaultButton\(\)](#): Recursively find all normal and wizard buttons between 'begin' and 'end' and make sure that no more than one button is marked as default. Return (the first) wizard widget found on the way.

Definition at line 344 of file [YQDialog.cc](#).

Here is the call graph for this function:



### 3.28.3.9 QEventLoop\* YQDialog::eventLoop ( ) [inline]

Access to this dialog's event loop.

Definition at line 201 of file [YQDialog.h](#).

### 3.28.3.10 YQGenericButton \* YQDialog::findDefaultButton ( )

Return this dialog's (first) default button or 0 if none

Definition at line 292 of file [YQDialog.cc](#).

### 3.28.3.11 YQGenericButton \* YQDialog::findDefaultButton ( YWidgetListConstIterator *begin*, YWidgetListConstIterator *end* ) const [protected]

Return the (first) default button between 'begin' and 'end' or 0 if there is none.

Definition at line 307 of file [YQDialog.cc](#).

Here is the call graph for this function:



### 3.28.3.12 `YQWizard * YQDialog::findWizard ( ) const`

Find the first wizard in that dialog, if there is any. Returns 0 if there is none.

Definition at line [420](#) of file [YQDialog.cc](#).

### 3.28.3.13 `YQWizard * YQDialog::findWizard ( YWidgetListConstIterator begin, YWidgetListConstIterator end ) const` [protected]

Return the (first) wizard widget between 'begin' and 'end' or 0 if there is none.

Definition at line [427](#) of file [YQDialog.cc](#).

Here is the call graph for this function:



### 3.28.3.14 `YQGenericButton* YQDialog::focusButton ( ) const` [inline]

Returns the button that has the keyboard focus or 0 if no button has the keyboard focus.

Definition at line [122](#) of file [YQDialog.h](#).

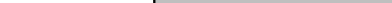
### 3.28.3.15 `void YQDialog::gettingFocus ( YQGenericButton * button )`

Notification that a button gets the keyboard focus.

All pushbuttons are required to call this whenever they gain focus so the dialog can keep track of its focusButton.

Definition at line [584](#) of file [YQDialog.cc](#).



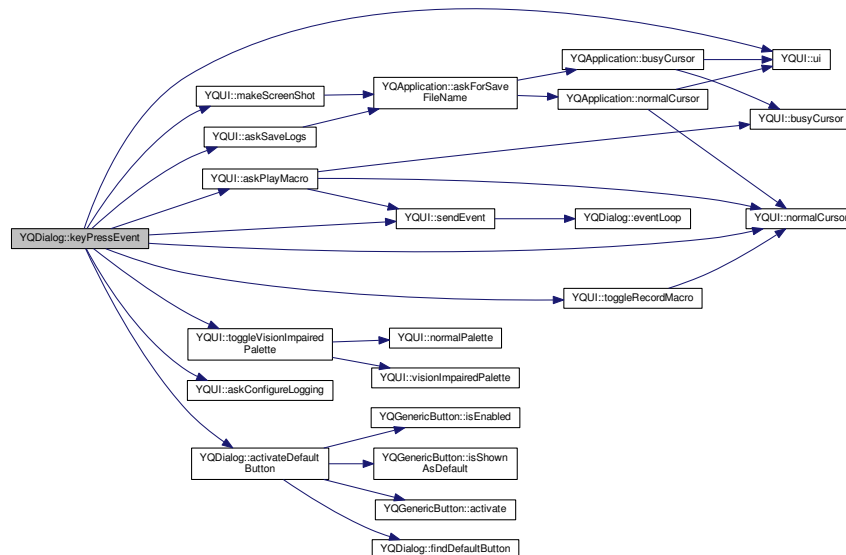


```

graph LR
    YQDialog::getingFocus --> YQGenericButton::showAsDefault
  
```

Definition at line 847 of file YQDialog.cc.

Here is the call graph for this function:



### 3.28.3.18 void YQDialog::losingFocus ( YQGenericButton \* *button* )

Notification that a button loses the keyboard focus.

All pushbuttons are required to call this whenever they lose focus so the dialog can keep track of its focusButton.

Definition at line 568 of file [YQDialog.cc](#).

Here is the call graph for this function:



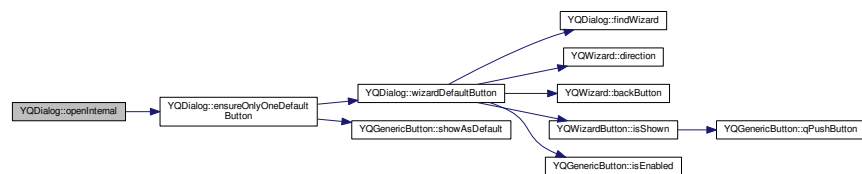
### 3.28.3.19 void YQDialog::openInternal ( ) [protected],[virtual]

Internal open() method, called exactly once during the life time of the dialog in open().

Implemented from YDialog.

Definition at line 168 of file [YQDialog.cc](#).

Here is the call graph for this function:



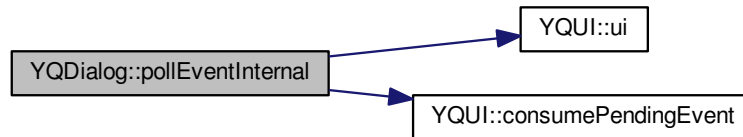
### 3.28.3.20 YEvent \* YQDialog::pollEventInternal ( ) [protected],[virtual]

Check if a user event is pending. If there is one, return it. If there is none, do not wait for one - return 0.

Implemented from YDialog.

Definition at line 799 of file [YQDialog.cc](#).

Here is the call graph for this function:



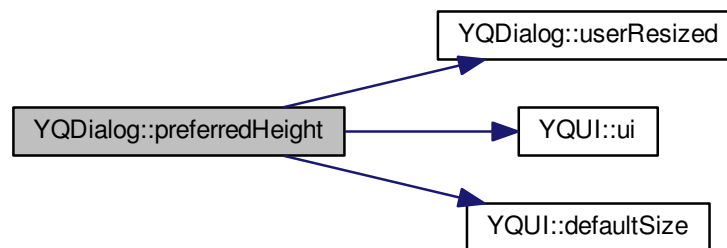
#### 3.28.3.21 `int YQDialog::preferredHeight ( )` [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 217 of file [YQDialog.cc](#).

Here is the call graph for this function:



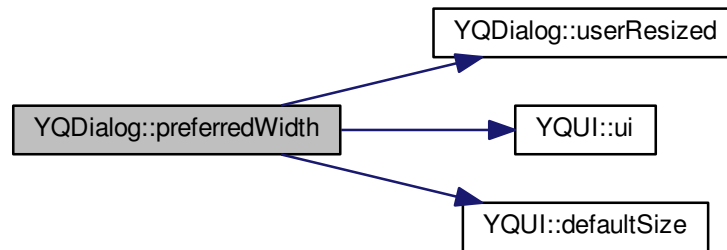
#### 3.28.3.22 `int YQDialog::preferredWidth ( )` [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 186 of file [YQDialog.cc](#).

Here is the call graph for this function:

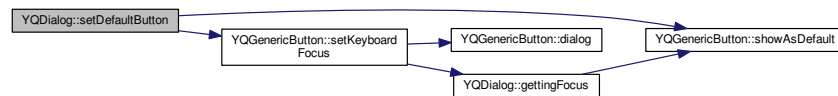


### 3.28.3.23 void YQDialog::setDefaultButton ( YPushButton \* *newDefaultButton* )

Set the dialog's default button - the button that is activated with [Return] if no other button has the keyboard focus. 'newDefaultButton' may be 0 if the former default button is destroyed.

Definition at line 489 of file [YQDialog.cc](#).

Here is the call graph for this function:



### 3.28.3.24 void YQDialog::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from `YWidget`.

Definition at line 248 of file [YQDialog.cc](#).

### 3.28.3.25 void YQDialog::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from `YWidget`.

Definition at line 256 of file [YQDialog.cc](#).

### 3.28.3.26 bool YQDialog::userResized ( ) [inline]

Return 'true' if the user resized this dialog.

Definition at line 116 of file [YQDialog.h](#).

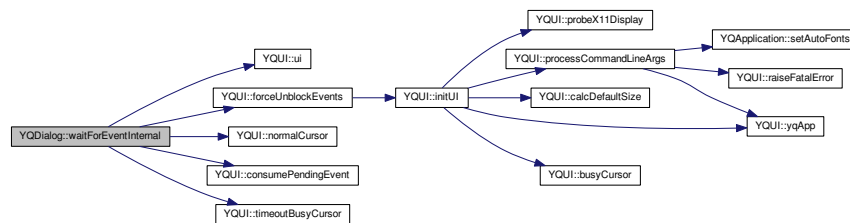
### 3.28.3.27 YEvent \* YQDialog::waitForEventInternal ( int timeout\_millisec ) [protected],[virtual]

Wait for a user event.

Implemented from YDialog.

Definition at line 749 of file [YQDialog.cc](#).

Here is the call graph for this function:

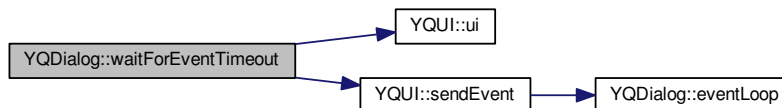


### 3.28.3.28 void YQDialog::waitForEventTimeout ( ) [protected],[slot]

Timeout during waitForEvent()

Definition at line 819 of file [YQDialog.cc](#).

Here is the call graph for this function:

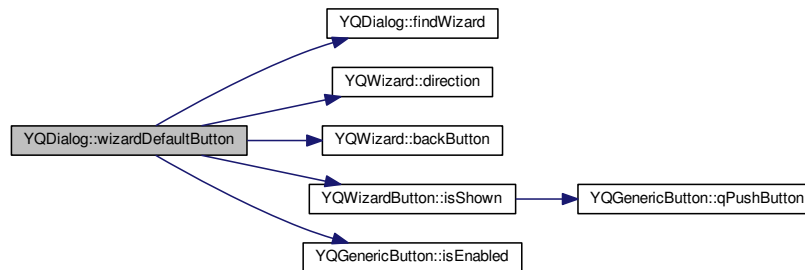


### 3.28.3.29 YQGenericButton \* YQDialog::wizardDefaultButton ( YQWizard \* wizard ) const

Find a wizard button that would make sense as a default button. Return 0 if none can be found.

Definition at line 452 of file [YQDialog.cc](#).

Here is the call graph for this function:

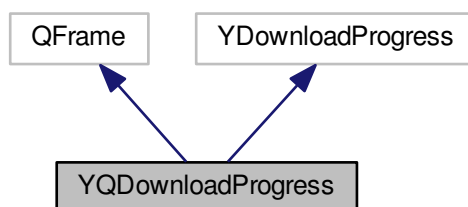


The documentation for this class was generated from the following files:

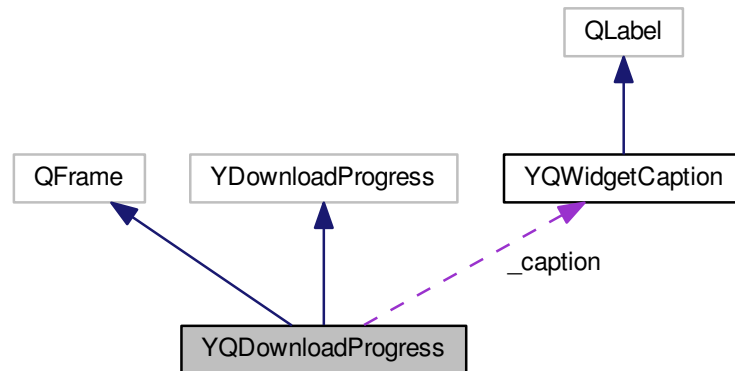
- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQDialog.h`
- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQDialog.cc`

### 3.29 YQDownloadProgress Class Reference

Inheritance diagram for `YQDownloadProgress`:



Collaboration diagram for YQDownloadProgress:



### Public Slots

- void [pollFileSize](#) (void)

### Public Member Functions

- [YQDownloadProgress](#) (YWidget \*parent, const std::string &label, const std::string &filename, YFileSize\_t expectedSize)
- virtual [~YQDownloadProgress](#) ()
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setFilename](#) (const std::string &filename)
- virtual void [setExpectedSize](#) (YFileSize\_t expectedSize)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)

### Protected Attributes

- [YQWidgetCaption](#) \* [\\_caption](#)
- QProgressBar \* [\\_qt\\_progressBar](#)
- QTimer \* [\\_timer](#)

#### 3.29.1 Detailed Description

Definition at line 36 of file [YQDownloadProgress.h](#).

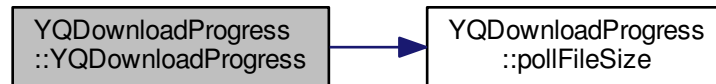
### 3.29.2 Constructor & Destructor Documentation

3.29.2.1 `YQDownloadProgress::YQDownloadProgress ( YWidget * parent, const std::string & label, const std::string & filename, YFileSize_t expectedSize )`

Constructor.

Definition at line 38 of file [YQDownloadProgress.cc](#).

Here is the call graph for this function:



3.29.2.2 `YQDownloadProgress::~~YQDownloadProgress ( ) [virtual]`

Destructor.

Definition at line 73 of file [YQDownloadProgress.cc](#).

### 3.29.3 Member Function Documentation

3.29.3.1 `void YQDownloadProgress::pollFileSize ( void ) [slot]`

Slot for polling and displaying the file size.

Definition at line 104 of file [YQDownloadProgress.cc](#).

3.29.3.2 `int YQDownloadProgress::preferredHeight ( ) [virtual]`

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 127 of file [YQDownloadProgress.cc](#).

3.29.3.3 `int YQDownloadProgress::preferredWidth ( ) [virtual]`

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 120 of file [YQDownloadProgress.cc](#).



**3.29.3.4 void YQDownloadProgress::setEnabled ( bool *enabled* ) [virtual]**

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 111 of file [YQDownloadProgress.cc](#).

**3.29.3.5 void YQDownloadProgress::setExpectedSize ( YFileSize\_t *expectedSize* ) [virtual]**

Change the expected file size.

Reimplemented from YDownloadProgress.

Definition at line 96 of file [YQDownloadProgress.cc](#).

**3.29.3.6 void YQDownloadProgress::setFilename ( const std::string & *filename* ) [virtual]**

Set the name of a new file to monitor.

Reimplemented from YDownloadProgress.

Definition at line 88 of file [YQDownloadProgress.cc](#).

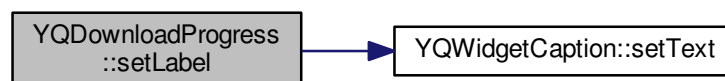
**3.29.3.7 void YQDownloadProgress::setLabel ( const std::string & *label* ) [virtual]**

Set the label (the text above the progress bar).

Reimplemented from YDownloadProgress.

Definition at line 80 of file [YQDownloadProgress.cc](#).

Here is the call graph for this function:

**3.29.3.8 void YQDownloadProgress::setSize ( int *newWidth*, int *newHeight* ) [virtual]**

Set the new size of the widget.

Reimplemented from YWidget.

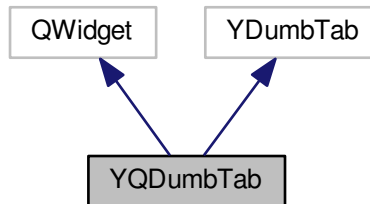
Definition at line 134 of file [YQDownloadProgress.cc](#).

The documentation for this class was generated from the following files:

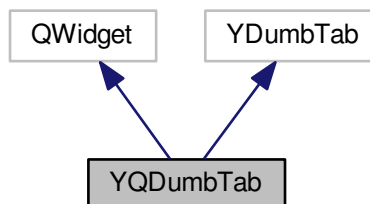
- [/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQDownloadProgress.h](#)
- [/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQDownloadProgress.cc](#)

### 3.30 YQDumbTab Class Reference

Inheritance diagram for YQDumbTab:



Collaboration diagram for YQDumbTab:



#### Public Slots

- void [slotSelected](#) (int index)

#### Public Member Functions

- [YQDumbTab](#) (YWidget \*parent)
- virtual [~YQDumbTab](#) ()
- virtual void [addItem](#) (YItem \*item)
- virtual void [selectItem](#) (YItem \*item, bool selected=true)
- virtual void [deselectAllItems](#) ()
- virtual void [deleteAllItems](#) ()
- virtual void [shortcutChanged](#) ()
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()

- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)

### Protected Attributes

- QTabBar \* [\\_tabBar](#)

### 3.30.1 Detailed Description

Definition at line 36 of file [YQDumbTab.h](#).

### 3.30.2 Constructor & Destructor Documentation

#### 3.30.2.1 YQDumbTab::YQDumbTab ( YWidget \* *parent* )

Constructor.

Definition at line 45 of file [YQDumbTab.cc](#).

Here is the call graph for this function:



#### 3.30.2.2 YQDumbTab::~~YQDumbTab ( ) [virtual]

Destructor.

Definition at line 67 of file [YQDumbTab.cc](#).

### 3.30.3 Member Function Documentation

#### 3.30.3.1 void YQDumbTab::addItem ( YItem \* *item* ) [virtual]

Add an item (a tab page).

Reimplemented from YDumbTab.

Definition at line 74 of file [YQDumbTab.cc](#).

#### 3.30.3.2 void YQDumbTab::deleteAllItems ( ) [virtual]

Delete all items (all tab pages).

Reimplemented from YSelectionWidget.

Definition at line 103 of file [YQDumbTab.cc](#).

### 3.30.3.3 void YQDumbTab::deselectAllItems ( ) [virtual]

Deselect all items.

Reimplemented from YSelectionWidget.

Definition at line 117 of file [YQDumbTab.cc](#).

### 3.30.3.4 int YQDumbTab::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 170 of file [YQDumbTab.cc](#).

### 3.30.3.5 int YQDumbTab::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 160 of file [YQDumbTab.cc](#).

### 3.30.3.6 void YQDumbTab::selectItem ( YItem \* item, bool selected = true ) [virtual]

Select or deselect an item.

Reimplemented from YSelectionWidget.

Definition at line 88 of file [YQDumbTab.cc](#).

### 3.30.3.7 void YQDumbTab::setEnabled ( bool enabled ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 152 of file [YQDumbTab.cc](#).

### 3.30.3.8 void YQDumbTab::setSize ( int newWidth, int newHeight ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 180 of file [YQDumbTab.cc](#).

### 3.30.3.9 void YQDumbTab::shortcutChanged ( ) [virtual]

Notification that some shortcut was changed.

Reimplemented from YDumbTab.

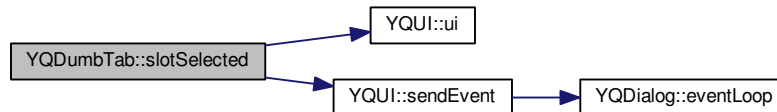
Definition at line 136 of file [YQDumbTab.cc](#).

#### 3.30.3.10 void YQDumbTab::slotSelected ( int *index* ) [slot]

Send an event that the tab with the specified index is selected.

Definition at line 124 of file [YQDumbTab.cc](#).

Here is the call graph for this function:

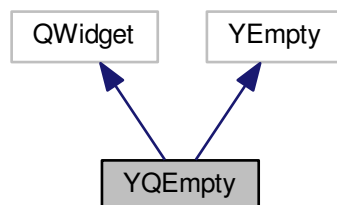


The documentation for this class was generated from the following files:

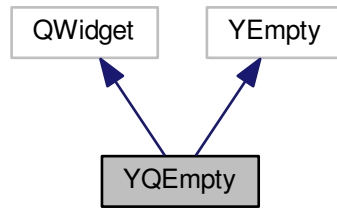
- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQDumbTab.h`
- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQDumbTab.cc`

## 3.31 YQEmpty Class Reference

Inheritance diagram for YQEmpty:



Collaboration diagram for YQEmpty:



### Public Member Functions

- [YQEmpty](#) (YWidget \*parent)
- virtual [~YQEmpty](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)

#### 3.31.1 Detailed Description

Definition at line 32 of file [YQEmpty.h](#).

#### 3.31.2 Constructor & Destructor Documentation

##### 3.31.2.1 YQEmpty::YQEmpty ( YWidget \* parent )

Constructor.

Definition at line 29 of file [YQEmpty.cc](#).

##### 3.31.2.2 YQEmpty::~YQEmpty ( ) [virtual]

Destructor.

Definition at line 37 of file [YQEmpty.cc](#).

#### 3.31.3 Member Function Documentation

##### 3.31.3.1 void YQEmpty::setSize ( int newWidth, int newHeight ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

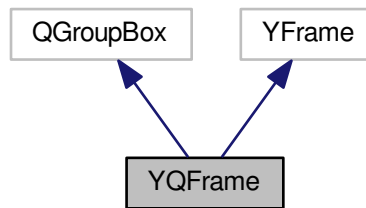
Definition at line 43 of file [YQEmpty.cc](#).

The documentation for this class was generated from the following files:

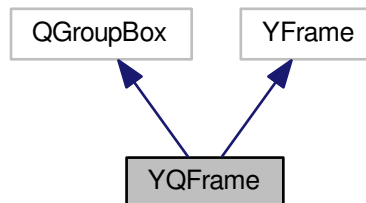
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQEmpty.h`
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQEmpty.cc`

## 3.32 YQFrame Class Reference

Inheritance diagram for YQFrame:



Collaboration diagram for YQFrame:



### Public Member Functions

- [YQFrame](#) (`YWidget *parent, const std::string &label`)
- virtual [~YQFrame](#) ()
- virtual void [setLabel](#) (`const std::string &newLabel`)
- virtual void [setEnabled](#) (`bool enabled`)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (`int newWidth, int newHeight`)

### 3.32.1 Detailed Description

Definition at line 35 of file [YQFrame.h](#).

### 3.32.2 Constructor & Destructor Documentation

#### 3.32.2.1 YQFrame::YQFrame ( YWidget \* *parent*, const std::string & *label* )

Constructor.

Definition at line 37 of file [YQFrame.cc](#).

#### 3.32.2.2 YQFrame::~YQFrame ( ) [virtual]

Destructor.

Definition at line 47 of file [YQFrame.cc](#).

### 3.32.3 Member Function Documentation

#### 3.32.3.1 int YQFrame::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 103 of file [YQFrame.cc](#).

#### 3.32.3.2 int YQFrame::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 88 of file [YQFrame.cc](#).

#### 3.32.3.3 void YQFrame::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 53 of file [YQFrame.cc](#).

#### 3.32.3.4 void YQFrame::setLabel ( const std::string & *newLabel* ) [virtual]

Change the frame label.

Definition at line 81 of file [YQFrame.cc](#).

#### 3.32.3.5 void YQFrame::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.



Reimplemented from YWidget.

Definition at line 61 of file [YQFrame.cc](#).

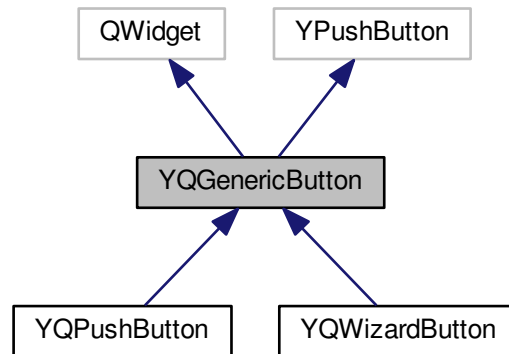
The documentation for this class was generated from the following files:

- /build/buildd/build/libyui-qt-master-2.43.5/src/YQFrame.h
- /build/buildd/build/libyui-qt-master-2.43.5/src/YQFrame.cc

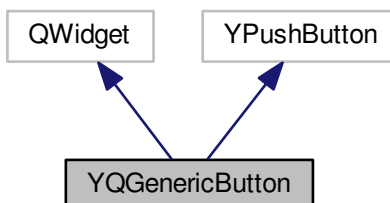
### 3.33 YQGenericButton Class Reference

```
#include <YQGenericButton.h>
```

Inheritance diagram for YQGenericButton:



Collaboration diagram for YQGenericButton:



## Public Slots

- void [activate](#) ()

## Public Member Functions

- virtual [~YQGenericButton](#) ()
- virtual void [setEnabled](#) (bool enabled)
- bool [isEnabled](#) () const
- void [setLabel](#) (const QString &label)
- virtual void [setLabel](#) (const std::string &label)
- void [showAsDefault](#) (bool show=true)
- bool [isShownAsDefault](#) () const
- virtual bool [setKeyboardFocus](#) ()
- virtual void [setIcon](#) (const std::string &iconName)
- QString [text](#) () const
- QPushButton \* [qPushButton](#) () const
- YQDialog \* [yQDialog](#) () const

## Protected Member Functions

- [YQGenericButton](#) (YWidget \*parent, const std::string &label)
- void [setQPushButton](#) (QPushButton \*pb)
- bool [eventFilter](#) (QObject \*obj, QEvent \*event)
- [YQDialog](#) \* [dialog](#) ()
- void [forgetDialog](#) ()

## Friends

- class [YQDialog](#)

### 3.33.1 Detailed Description

Abstract base class for push button and similar widgets - all that can become a [YQDialog](#)'s "default button".

Definition at line 44 of file [YQGenericButton.h](#).

### 3.33.2 Constructor & Destructor Documentation

#### 3.33.2.1 [YQGenericButton::YQGenericButton](#) ( YWidget \* *parent*, const std::string & *label* ) [protected]

Constructor.

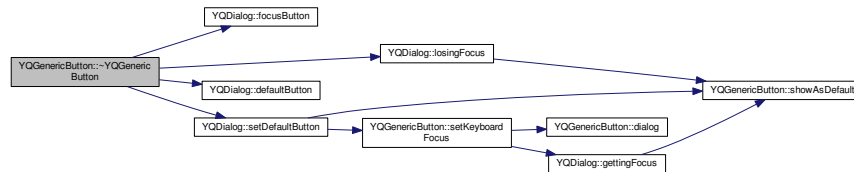
Definition at line 42 of file [YQGenericButton.cc](#).

### 3.33.2.2 YQGenericButton::~YQGenericButton ( ) [virtual]

Destructor.

Definition at line 63 of file [YQGenericButton.cc](#).

Here is the call graph for this function:



## 3.33.3 Member Function Documentation

### 3.33.3.1 void YQGenericButton::activate ( ) [slot]

Activate (animated) this button.

Definition at line 187 of file [YQGenericButton.cc](#).

### 3.33.3.2 YQDialog \* YQGenericButton::dialog ( ) [protected]

Returns the corresponding [YQDialog](#). Throws an exception if there is none.

Definition at line 83 of file [YQGenericButton.cc](#).

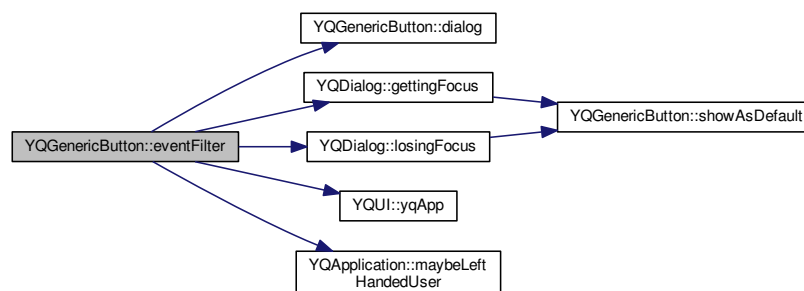
### 3.33.3.3 bool YQGenericButton::eventFilter ( QObject \* obj, QEvent \* event ) [protected]

Redirect events from the `_qPushButton` member to this object.

Overwritten from `QObject`.

Definition at line 194 of file [YQGenericButton.cc](#).

Here is the call graph for this function:



**3.33.3.4** `bool YQGenericButton::isEnabled ( ) const`

Returns 'true' if this button is enabled, 'false' otherwise.

Definition at line 108 of file [YQGenericButton.cc](#).

**3.33.3.5** `bool YQGenericButton::isShownAsDefault ( ) const`

Returns 'true' if this button is shown as a default button - which may mean that this really is the dialogs's default button or it is the dialog's focus button (a button that currently has the keyboard focus).

Don't confuse this with `YPushButton::isDefaultButton()`!

Definition at line 174 of file [YQGenericButton.cc](#).

**3.33.3.6** `QPushButton* YQGenericButton::qPushButton ( ) const` `[inline]`

Returns the internal Qt PushButton.

Definition at line 124 of file [YQGenericButton.h](#).

**3.33.3.7** `void YQGenericButton::setEnabled ( bool enabled )` `[virtual]`

Set enabled/disabled state.

Reimplemented from `YWidget`.

Definition at line 99 of file [YQGenericButton.cc](#).

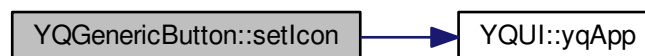
**3.33.3.8** `void YQGenericButton::setIcon ( const std::string & iconName )` `[virtual]`

Set this button's icon.

Reimplemented from `YPushButton`.

Definition at line 114 of file [YQGenericButton.cc](#).

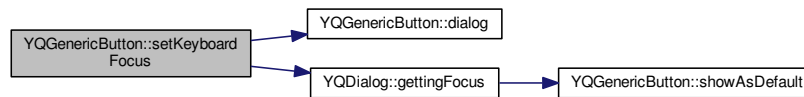
Here is the call graph for this function:

**3.33.3.9** `bool YQGenericButton::setKeyboardFocus ( )` `[virtual]`

Accept the keyboard focus.

Definition at line 225 of file [YQGenericButton.cc](#).

Here is the call graph for this function:



#### 3.33.3.10 void YQGenericButton::setLabel ( const QString & *label* )

Changes the label (the text) of the button.

Definition at line 141 of file [YQGenericButton.cc](#).

#### 3.33.3.11 void YQGenericButton::setLabel ( const std::string & *label* ) [virtual]

Changes the label (the text) of the button.

Reimplemented from YWidget.

Definition at line 152 of file [YQGenericButton.cc](#).

#### 3.33.3.12 void YQGenericButton::setQPushButton ( QPushButton \* *pb* ) [protected]

Set the corresponding QPushButton.

Definition at line 53 of file [YQGenericButton.cc](#).

#### 3.33.3.13 void YQGenericButton::showAsDefault ( bool *show* = true )

Show this button as the dialog's default button. The button never calls this by itself - the parent dialog is responsible for that.

Definition at line 163 of file [YQGenericButton.cc](#).

#### 3.33.3.14 QString YQGenericButton::text ( ) const

Returns the button's text (label) - useful for log messages etc.

Definition at line 181 of file [YQGenericButton.cc](#).

#### 3.33.3.15 YQDialog\* YQGenericButton::yQDialog ( ) const [inline]

Returns the internal parent dialog.

Definition at line 129 of file [YQGenericButton.h](#).

The documentation for this class was generated from the following files:

- [/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQGenericButton.h](#)

- /bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQGenericButton.cc

### 3.34 YQGraphPluginIf Class Reference

#### Public Member Functions

- virtual YGraph \* **createGraph** (YWidget \*parent, const std::string &filename, const std::string &layout-Algorithm)=0
- virtual YGraph \* **createGraph** (YWidget \*parent, void \*graph)=0

#### 3.34.1 Detailed Description

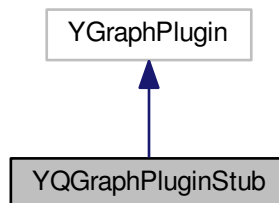
Definition at line 32 of file [YQGraphPluginIf.h](#).

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

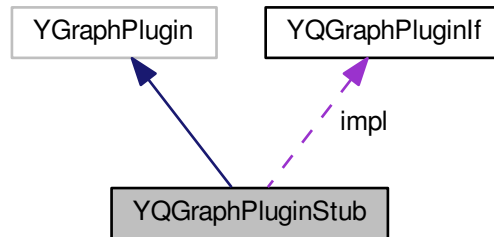
- /bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQGraphPluginIf.h

### 3.35 YQGraphPluginStub Class Reference

Inheritance diagram for YQGraphPluginStub:



Collaboration diagram for YQGraphPluginStub:



### Public Member Functions

- [YQGraphPluginStub](#) ()
- virtual [~YQGraphPluginStub](#) ()
- virtual YGraph \* [createGraph](#) (YWidget \*parent, const std::string &filename, const std::string &layoutAlgorithm)
- virtual YGraph \* **createGraph** (YWidget \*parent, void \*graph)

### Public Attributes

- [YQGraphPluginIf](#) \* **impl**

#### 3.35.1 Detailed Description

Definition at line 41 of file [YQGraphPluginStub.h](#).

#### 3.35.2 Constructor & Destructor Documentation

##### 3.35.2.1 YQGraphPluginStub::YQGraphPluginStub ( )

Constructor: Load the plugin library for the package selector.

Definition at line 32 of file [YQGraphPluginStub.cc](#).

##### 3.35.2.2 YQGraphPluginStub::~YQGraphPluginStub ( ) [virtual]

Destructor.

Definition at line 51 of file [YQGraphPluginStub.cc](#).

### 3.35.3 Member Function Documentation

#### 3.35.3.1 `YGraph * YQGraphPluginStub::createGraph ( YWidget * parent, const std::string & filename, const std::string & layoutAlgorithm ) [virtual]`

Create a package selector. Implemented from YQGraphPlugin.

This might return 0 if the plugin lib could not be loaded or if the appropriate symbol could not be located in the plugin lib.

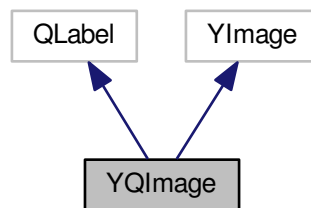
Definition at line 58 of file [YQGraphPluginStub.cc](#).

The documentation for this class was generated from the following files:

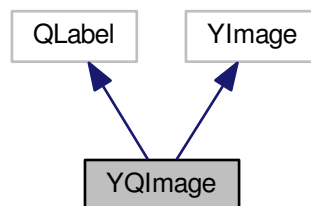
- `/builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQGraphPluginStub.h`
- `/builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQGraphPluginStub.cc`

### 3.36 YQImage Class Reference

Inheritance diagram for YQImage:



Collaboration diagram for YQImage:





## Public Member Functions

- [YQImage](#) (YWidget \*parent, const std::string &imageFileName, bool animated=false)
- virtual [~YQImage](#) ()
- virtual void [setImage](#) (const std::string &imageFileName, bool animated=false)
- virtual void [setAutoScale](#) (bool autoScale=true)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)

## Protected Attributes

- int [\\_pixmapWidth](#)
- int [\\_pixmapHeight](#)

### 3.36.1 Detailed Description

Definition at line 36 of file [YQImage.h](#).

### 3.36.2 Constructor & Destructor Documentation

#### 3.36.2.1 YQImage::YQImage ( YWidget \* parent, const std::string & imageFileName, bool animated = false )

Constructor.

'animated' indicates if 'imageFileName' is an animated image format (e.g., MNG).

Definition at line 39 of file [YQImage.cc](#).

Here is the call graph for this function:



#### 3.36.2.2 YQImage::~YQImage ( ) [virtual]

Destructor.

Definition at line 56 of file [YQImage.cc](#).

### 3.36.3 Member Function Documentation

#### 3.36.3.1 `int YQImage::preferredHeight ( )` [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 144 of file [YQImage.cc](#).

#### 3.36.3.2 `int YQImage::preferredWidth ( )` [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 122 of file [YQImage.cc](#).

#### 3.36.3.3 `void YQImage::setAutoScale ( bool autoScale = true )` [virtual]

Make the image fit into the available space.

Reimplemented from `YImage`.

Definition at line 109 of file [YQImage.cc](#).

Here is the call graph for this function:



#### 3.36.3.4 `void YQImage::setEnabled ( bool enabled )` [virtual]

if false, the image will be displayed in gray

Definition at line 171 of file [YQImage.cc](#).

Here is the call graph for this function:



3.36.3.5 `void YQImage::setImage ( const std::string & imageName, bool animated = false )` [virtual]

Set and display a new image.

Reimplemented from YImage.

Definition at line 63 of file [YQImage.cc](#).

3.36.3.6 `void YQImage::setSize ( int newWidth, int newHeight )` [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

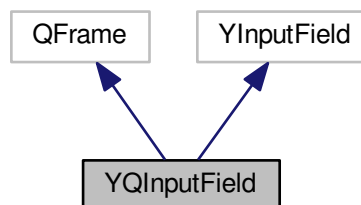
Definition at line 166 of file [YQImage.cc](#).

The documentation for this class was generated from the following files:

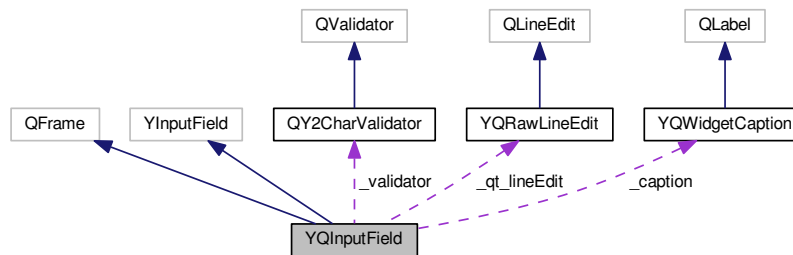
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQImage.h`
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQImage.cc`

## 3.37 YQInputField Class Reference

Inheritance diagram for YQInputField:



Collaboration diagram for YQInputField:



## Public Member Functions

- [YQInputField](#) (YWidget \*parent, const std::string &label, bool passwordMode=false)
- virtual std::string [value](#) ()
- virtual void [setValue](#) (const std::string &text)
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setValidChars](#) (const std::string &validChars)
- virtual void [setInputMaxLength](#) (int numberOfChars)
- bool [isValidText](#) (const QString &text) const
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

## Protected Slots

- void [changed](#) (const QString &)
- void [displayCapsLockWarning](#) ()
- void [clearCapsLockWarning](#) ()

## Protected Attributes

- [YQWidgetCaption](#) \* [\\_caption](#)
- [YQRawLineEdit](#) \* [\\_qt\\_lineEdit](#)
- [QY2CharValidator](#) \* [\\_validator](#)
- bool [\\_shrinkable](#)
- bool [\\_displayingCapsLockWarning](#)

### 3.37.1 Detailed Description

Definition at line 42 of file [YQInputField.h](#).

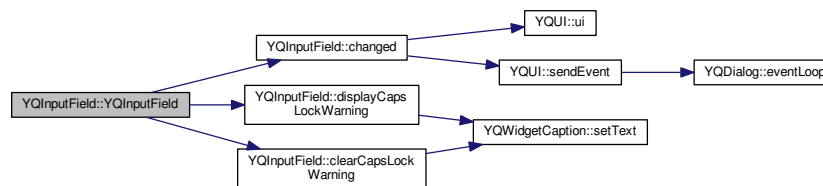
### 3.37.2 Constructor & Destructor Documentation

#### 3.37.2.1 YQInputField::YQInputField ( YWidget \* *parent*, const std::string & *label*, bool *passwordMode* = false )

Constructor.

Definition at line 55 of file [YQInputField.cc](#).

Here is the call graph for this function:



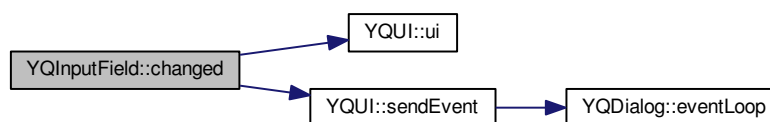
### 3.37.3 Member Function Documentation

#### 3.37.3.1 void YQInputField::changed ( const QString & ) [protected], [slot]

Triggered when the text in the InputField changes. This *may* be of interest to the module.

Definition at line 212 of file [YQInputField.cc](#).

Here is the call graph for this function:

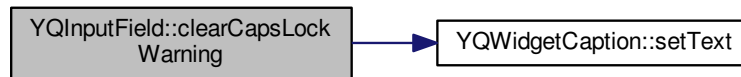


#### 3.37.3.2 void YQInputField::clearCapsLockWarning ( ) [protected], [slot]

Clear the CapsLock warning: Restore old label

Definition at line 243 of file [YQInputField.cc](#).

Here is the call graph for this function:

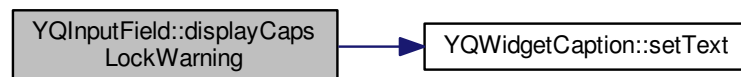


### 3.37.3.3 void YQInputField::displayCapsLockWarning ( ) [protected],[slot]

Display a warning that CapsLock is active: Replace the label with "CapsLock!"

Definition at line 219 of file [YQInputField.cc](#).

Here is the call graph for this function:

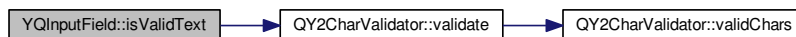


### 3.37.3.4 bool YQInputField::isValidText ( const QString & text ) const

Returns 'true' if a given text is valid according to ValidChars.

Definition at line 157 of file [YQInputField.cc](#).

Here is the call graph for this function:



### 3.37.3.5 int YQInputField::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 138 of file [YQInputField.cc](#).

**3.37.3.6** `int YQInputField::preferredWidth ( ) [virtual]`

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 127 of file [YQInputField.cc](#).

**3.37.3.7** `void YQInputField::setEnabled ( bool enabled ) [virtual]`

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 119 of file [YQInputField.cc](#).

**3.37.3.8** `void YQInputField::setInputMaxLength ( int numberOfChars ) [virtual]`

Specify the amount of characters which can be inserted.

Reimplemented from YInputField.

Definition at line 197 of file [YQInputField.cc](#).

**3.37.3.9** `bool YQInputField::setKeyboardFocus ( ) [virtual]`

Accept the keyboard focus.

Reimplemented from YWidget.

Definition at line 203 of file [YQInputField.cc](#).

**3.37.3.10** `void YQInputField::setLabel ( const std::string & label ) [virtual]`

Set the label (the caption above the input field).

Reimplemented from YInputField.

Definition at line 150 of file [YQInputField.cc](#).

Here is the call graph for this function:

**3.37.3.11** `void YQInputField::setSize ( int newWidth, int newHeight ) [virtual]`

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 144 of file [YQInputField.cc](#).

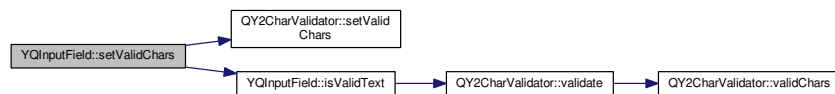
### 3.37.3.12 void YQInputField::setValidChars ( const std::string & validChars ) [virtual]

Set the valid input characters. No input validation is performed (i.e., the user can enter anything) if this is empty.

Reimplemented from YInputField.

Definition at line 169 of file [YQInputField.cc](#).

Here is the call graph for this function:



### 3.37.3.13 void YQInputField::setValue ( const std::string & text ) [virtual]

Set the current value (the text entered by the user or set from the outside) of this input field.

Reimplemented from YInputField.

Definition at line 103 of file [YQInputField.cc](#).

Here is the call graph for this function:



### 3.37.3.14 string YQInputField::value ( ) [virtual]

Get the current value (the text entered by the user or set from the outside) of this input field.

Reimplemented from YInputField.

Definition at line 97 of file [YQInputField.cc](#).

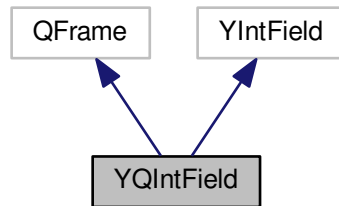
The documentation for this class was generated from the following files:

- `/build/builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQInputField.h`
- `/build/builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQInputField.cc`

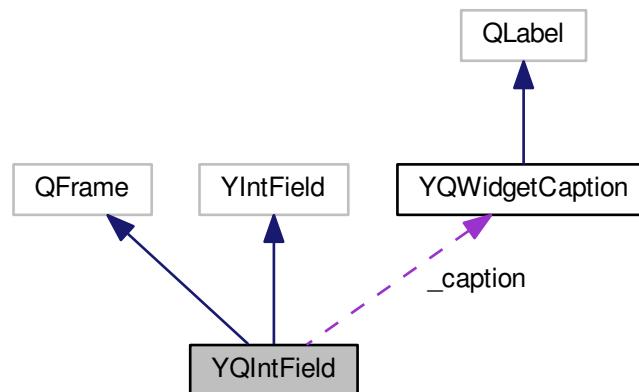


## 3.38 YQIntField Class Reference

Inheritance diagram for YQIntField:



Collaboration diagram for YQIntField:



### Signals

- void `valueChanged` (int newValue)

### Public Member Functions

- `YQIntField` (YWidget \*parent, const std::string &label, int minValue, int maxValue, int initialValue)
- virtual `~YQIntField` ()
- virtual int `value` ()
- virtual void `setLabel` (const std::string &label)

- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

### Protected Slots

- void [valueChangedSlot](#) (int newValue)

### Protected Member Functions

- virtual void [setValueInternal](#) (int val)

### Protected Attributes

- [YQWidgetCaption](#) \* [\\_caption](#)
- [QSpinBox](#) \* [\\_qt\\_spinBox](#)

### 3.38.1 Detailed Description

Definition at line 39 of file [YQIntField.h](#).

### 3.38.2 Constructor & Destructor Documentation

3.38.2.1 [YQIntField::YQIntField](#) ( [YWidget](#) \* *parent*, const std::string & *label*, int *minValue*, int *maxValue*, int *initialValue* )

Constructor.

Definition at line 39 of file [YQIntField.cc](#).

Here is the call graph for this function:



3.38.2.2 [YQIntField::~~YQIntField](#) ( ) [virtual]

Destructor.

Definition at line 78 of file [YQIntField.cc](#).

### 3.38.3 Member Function Documentation

#### 3.38.3.1 `int YQIntField::preferredHeight ( )` [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 133 of file [YQIntField.cc](#).

#### 3.38.3.2 `int YQIntField::preferredWidth ( )` [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 126 of file [YQIntField.cc](#).

#### 3.38.3.3 `void YQIntField::setEnabled ( bool enabled )` [virtual]

Sets the widget's enabled state.

Inherited from YWidget.

Definition at line 117 of file [YQIntField.cc](#).

#### 3.38.3.4 `bool YQIntField::setKeyboardFocus ( )` [virtual]

Accept the keyboard focus.

Reimplemented from YWidget.

Definition at line 147 of file [YQIntField.cc](#).

#### 3.38.3.5 `void YQIntField::setLabel ( const std::string & label )` [virtual]

Set the label (the caption above the input field).

Reimplemented from YIntField.

Definition at line 109 of file [YQIntField.cc](#).

Here is the call graph for this function:



### 3.38.3.6 void YQIntField::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 140 of file [YQIntField.cc](#).

### 3.38.3.7 void YQIntField::setValueInternal ( int *val* ) [protected],[virtual]

Set the current value (the number entered by the user or set from the outside) of this IntField. 'val' is guaranteed to be between minValue and maxValue; no further checks are required.

Implemented from YIntField.

Definition at line 92 of file [YQIntField.cc](#).

### 3.38.3.8 int YQIntField::value ( ) [virtual]

Get the current value (the number entered by the user or set from the outside) of this IntField.

Implemented from YIntField.

Definition at line 85 of file [YQIntField.cc](#).

### 3.38.3.9 void YQIntField::valueChanged ( int *newValue* ) [signal]

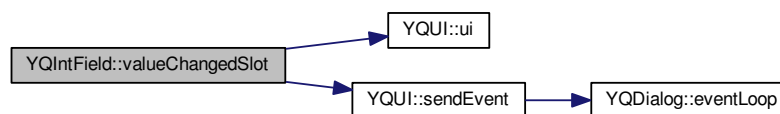
Emitted when the value changes (regardless of the notify flag).

### 3.38.3.10 void YQIntField::valueChangedSlot ( int *newValue* ) [protected],[slot]

Slot for "value changed". This will send a ValueChanged event if 'notify' is set.

Definition at line 100 of file [YQIntField.cc](#).

Here is the call graph for this function:

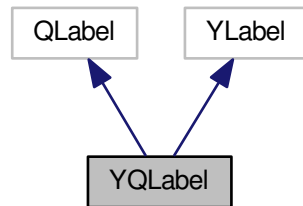


The documentation for this class was generated from the following files:

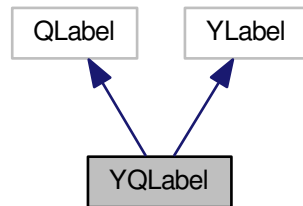
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQIntField.h`
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQIntField.cc`

## 3.39 YQLabel Class Reference

Inheritance diagram for YQLabel:



Collaboration diagram for YQLabel:



### Public Member Functions

- [YQLabel](#) (YWidget \*parent, const std::string &text, bool isHeading=false, bool isOutputField=false)
- virtual [~YQLabel](#) ()
- virtual void [setText](#) (const std::string &newText)
- virtual void [setUseBoldFont](#) (bool bold)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)

### 3.39.1 Detailed Description

Definition at line 33 of file [YQLabel.h](#).

### 3.39.2 Constructor & Destructor Documentation

#### 3.39.2.1 YQLabel::YQLabel ( YWidget \* *parent*, const std::string & *text*, bool *isHeading* = false, bool *isOutputField* = false )

Constructor.

Definition at line 37 of file [YQLabel.cc](#).

Here is the call graph for this function:



#### 3.39.2.2 YQLabel::~~YQLabel ( ) [virtual]

Destructor.

Definition at line 66 of file [YQLabel.cc](#).

### 3.39.3 Member Function Documentation

#### 3.39.3.1 int YQLabel::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 102 of file [YQLabel.cc](#).

#### 3.39.3.2 int YQLabel::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 96 of file [YQLabel.cc](#).

#### 3.39.3.3 void YQLabel::setEnabled ( bool *enabled* ) [virtual]

Set enabled / disabled state.

Reimplemented from YWidget.

Definition at line 89 of file [YQLabel.cc](#).

#### 3.39.3.4 void YQLabel::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 108 of file [YQLabel.cc](#).

#### 3.39.3.5 void YQLabel::setText ( const std::string & *newText* ) [virtual]

Set the text the widget displays.

Reimplemented from YLabel.

Definition at line 72 of file [YQLabel.cc](#).

#### 3.39.3.6 void YQLabel::setUseBoldFont ( bool *bold* ) [virtual]

Switch bold font on or off.

Reimplemented from YLabel.

Definition at line 79 of file [YQLabel.cc](#).

Here is the call graph for this function:

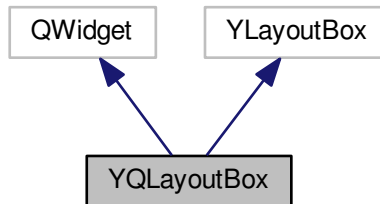


The documentation for this class was generated from the following files:

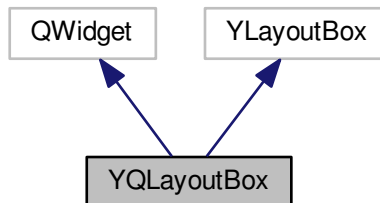
- `/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQLabel.h`
- `/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQLabel.cc`

### 3.40 YQLayoutBox Class Reference

Inheritance diagram for YQLayoutBox:



Collaboration diagram for YQLayoutBox:



#### Public Member Functions

- [YQLayoutBox](#) (YWidget \*parent, YUIDimension dim)
- virtual [~YQLayoutBox](#) ()
- virtual void [setEnabled](#) (bool enabled)
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual void [moveChild](#) (YWidget \*child, int newX, int newY)

#### 3.40.1 Detailed Description

Definition at line 34 of file [YQLayoutBox.h](#).

#### 3.40.2 Constructor & Destructor Documentation



#### 3.40.2.1 YQLayoutBox::YQLayoutBox ( YWidget \* *parent*, YUIDimension *dim* )

Constructor.

Creates a VBox for `dim == YD_VERT` or a HBox for `YD_HORIZ`.

Definition at line 31 of file [YQLayoutBox.cc](#).

#### 3.40.2.2 YQLayoutBox::~YQLayoutBox ( ) [virtual]

Destructor.

Definition at line 40 of file [YQLayoutBox.cc](#).

### 3.40.3 Member Function Documentation

#### 3.40.3.1 void YQLayoutBox::moveChild ( YWidget \* *child*, int *newX*, int *newY* ) [virtual]

Move a child widget to a new position.

Reimplemented from YLayoutBox.

Definition at line 61 of file [YQLayoutBox.cc](#).

#### 3.40.3.2 void YQLayoutBox::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 46 of file [YQLayoutBox.cc](#).

#### 3.40.3.3 void YQLayoutBox::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

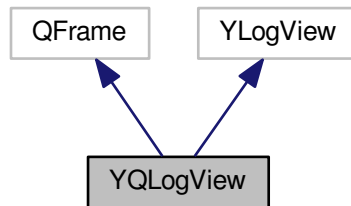
Definition at line 53 of file [YQLayoutBox.cc](#).

The documentation for this class was generated from the following files:

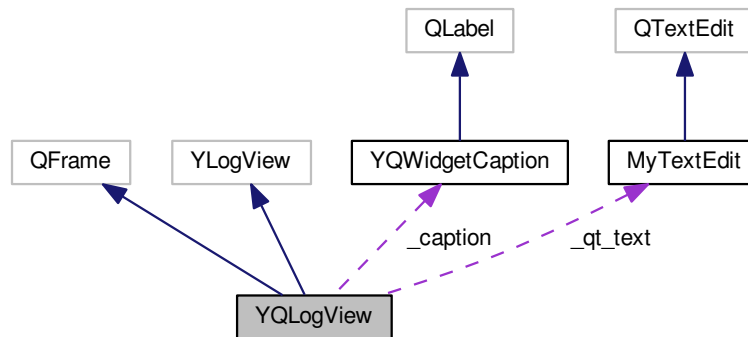
- `/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQLayoutBox.h`
- `/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQLayoutBox.cc`

### 3.41 YQLogView Class Reference

Inheritance diagram for YQLogView:



Collaboration diagram for YQLogView:



#### Public Member Functions

- [YQLogView](#) (YWidget \*parent, const std::string &label, int visibleLines, int maxLines)
- virtual [~YQLogView](#) ()
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

## Protected Member Functions

- virtual void [displayLogText](#) (const std::string &text)

## Protected Attributes

- [YQWidgetCaption](#) \* **\_caption**
- [MyTextEdit](#) \* **\_qt\_text**
- QString **\_lastText**

### 3.41.1 Detailed Description

Definition at line 39 of file [YQLogView.h](#).

### 3.41.2 Constructor & Destructor Documentation

3.41.2.1 [YQLogView::YQLogView](#) ( [YWidget](#) \* *parent*, const std::string & *label*, int *visibleLines*, int *maxLines* )

Constructor

Definition at line 41 of file [YQLogView.cc](#).

3.41.2.2 [YQLogView::~~YQLogView](#) ( ) [virtual]

Destructor.

Definition at line 74 of file [YQLogView.cc](#).

### 3.41.3 Member Function Documentation

3.41.3.1 void [YQLogView::displayLogText](#) ( const std::string & *text* ) [protected],[virtual]

Display the part of the log text that should be displayed. 'text' contains the last 'visibleLines()' lines. This is called whenever the log text changes. Note that the text might also be empty, in which case the displayed log text should be cleared.

Implemented from YLogView.

Definition at line 81 of file [YQLogView.cc](#).

3.41.3.2 int [YQLogView::preferredHeight](#) ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 141 of file [YQLogView.cc](#).

#### 3.41.3.3 `int YQLogView::preferredWidth ( )` [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 134 of file [YQLogView.cc](#).

#### 3.41.3.4 `void YQLogView::setEnabled ( bool enabled )` [virtual]

Set enabled/disabled state.

Reimplemented from `YWidget`.

Definition at line 125 of file [YQLogView.cc](#).

#### 3.41.3.5 `bool YQLogView::setKeyboardFocus ( )` [virtual]

Accept the keyboard focus.

Definition at line 176 of file [YQLogView.cc](#).

#### 3.41.3.6 `void YQLogView::setLabel ( const std::string & label )` [virtual]

Set the label (the caption above the log text).

Reimplemented from `YLogView`.

Definition at line 116 of file [YQLogView.cc](#).

Here is the call graph for this function:



#### 3.41.3.7 `void YQLogView::setSize ( int newWidth, int newHeight )` [virtual]

Set the new size of the widget.

Reimplemented from `YWidget`.

Definition at line 169 of file [YQLogView.cc](#).

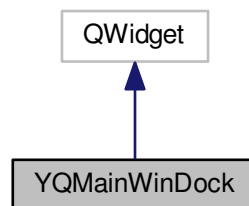
The documentation for this class was generated from the following files:

- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQLogView.h`
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQLogView.cc`

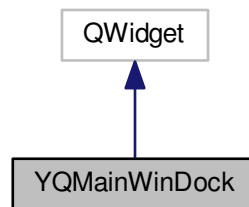
## 3.42 YQMainWinDock Class Reference

```
#include <YQMainWinDock.h>
```

Inheritance diagram for YQMainWinDock:



Collaboration diagram for YQMainWinDock:



### Public Member Functions

- void [add](#) (YQDialog \*dialog)
- void [remove](#) (YQDialog \*dialog=0)
- YQDialog \* [topmostDialog](#) () const
- bool [couldDock](#) ()
- virtual void [show](#) ()
- virtual void [closeEvent](#) (QCloseEvent \*event)

### Static Public Member Functions

- static YQMainWinDock \* [mainWinDock](#) ()

## Protected Slots

- void [showCurrentDialog](#) ()

## Protected Member Functions

- [YQMainWinDock](#) ()
- virtual [~YQMainWinDock](#) ()
- virtual void [paintEvent](#) (QPaintEvent \*event)
- virtual void [resizeEvent](#) (QResizeEvent \*event)
- void [resizeVisibleChild](#) ()
- void [setSideBarWidth](#) (int width)
- void [activateCurrentDialog](#) (bool active)

## Friends

- class [YQWizard](#)

### 3.42.1 Detailed Description

Container window for YQDialogs of type YMainWindowDialog:

This widget "swallows" any main dialogs it gets so only the topmost of them is visible at any given time. It acts as a window stack for main dialogs, making the next lower dialog on the stack visible as when the (previously) topmost main dialog is closed.

This widget also handles its own visibility accordingly: It is visible if and only if it has a main dialog to display. It makes itself invisible when there is no more main dialog to display, and it makes itself visible again when a new main dialog appears.

This widget can swallow an arbitrary number of main dialogs as they are opened as long as there is no popup dialog in between.

Definition at line 51 of file [YQMainWinDock.h](#).

### 3.42.2 Constructor & Destructor Documentation

#### 3.42.2.1 YQMainWinDock::YQMainWinDock ( ) [protected]

Constructor.

Use the static [mainWinDock\(\)](#) method to access the singleton for this class.

Definition at line 50 of file [YQMainWinDock.cc](#).

Here is the call graph for this function:



#### 3.42.2.2 YQMainWinDock::~YQMainWinDock ( ) [protected], [virtual]

Destructor.

Definition at line 68 of file [YQMainWinDock.cc](#).

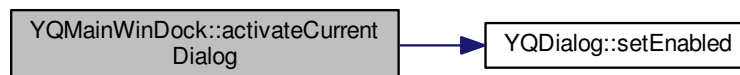
### 3.42.3 Member Function Documentation

#### 3.42.3.1 void YQMainWinDock::activateCurrentDialog ( bool *active* ) [protected]

Activate or deactivate the next-lower dialog in the dock when a new dialog is opened or when a dialog is closed.

Definition at line 158 of file [YQMainWinDock.cc](#).

Here is the call graph for this function:



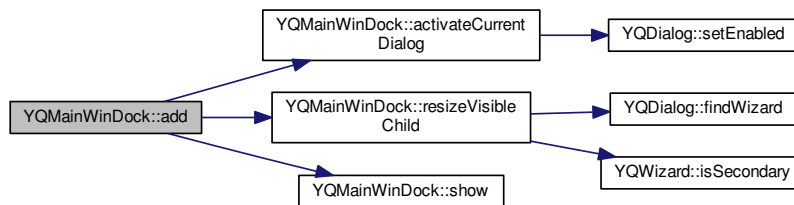
#### 3.42.3.2 void YQMainWinDock::add ( YQDialog \* *dialog* )

Add a dialog (the `widgetRep()` of a [YQDialog](#)) to the MainWinDock (on top of its widget stack. The widget stack does not assume ownership of the widget.

If the MainWinDock is not visible yet, this operation makes it visible.

Definition at line 135 of file [YQMainWinDock.cc](#).

Here is the call graph for this function:



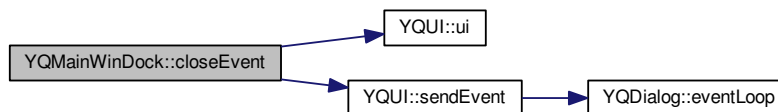
### 3.42.3.3 void YQMainWinDock::closeEvent ( QCloseEvent \* event ) [virtual]

Window manager close event (Alt-F4): Send a YCancelEvent and let the application handle that event.

Reimplemented from QWidget.

Definition at line 297 of file [YQMainWinDock.cc](#).

Here is the call graph for this function:



### 3.42.3.4 bool YQMainWinDock::couldDock ( )

Return 'true' if the next main dialog could be docked, i.e., if there is either no open dialog at all or only main dialogs.

Definition at line 281 of file [YQMainWinDock.cc](#).

Here is the call graph for this function:





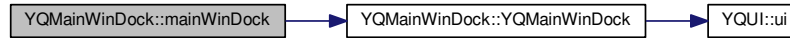
### 3.42.3.5 YQMainWinDock \* YQMainWinDock::mainWinDock ( ) [static]

Static method to access the singleton for this class.

This creates the (one and only) instance of this class in the first call. Subsequent calls simply return this instance.

Definition at line 39 of file [YQMainWinDock.cc](#).

Here is the call graph for this function:



### 3.42.3.6 void YQMainWinDock::paintEvent ( QPaintEvent \* event ) [protected],[virtual]

Paint event.

Reimplemented from QWidget.

Definition at line 310 of file [YQMainWinDock.cc](#).

### 3.42.3.7 void YQMainWinDock::remove ( YQDialog \* dialog = 0 )

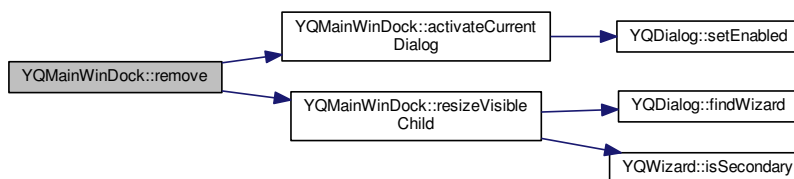
Remove a dialog from the MainWinDock (if it belongs to the MainWinDock). If dialog is 0, this removes the topmost dialog from the MainWinDock.

This can safely be called in the destructor of all dialogs, even those that were never added to the MainWinDock.

If that was the last main dialog in the MainWinDock, the MainWinDock will be hidden (until another main dialog is added).

Definition at line 208 of file [YQMainWinDock.cc](#).

Here is the call graph for this function:



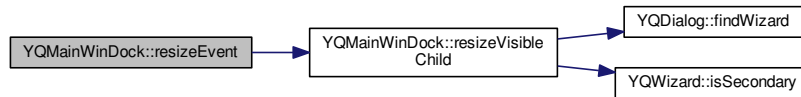
### 3.42.3.8 void YQMainWinDock::resizeEvent ( QResizeEvent \* event ) [protected],[virtual]

Resize event.

Reimplemented from QWidget.

Definition at line 75 of file [YQMainWinDock.cc](#).

Here is the call graph for this function:

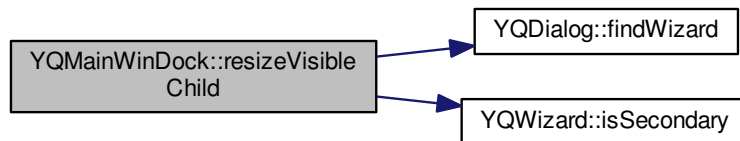


#### 3.42.3.9 void YQMainWinDock::resizeVisibleChild ( ) [protected]

Resize the visible child to the current size of the dock.

Definition at line 86 of file [YQMainWinDock.cc](#).

Here is the call graph for this function:

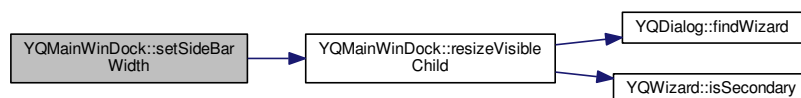


#### 3.42.3.10 void YQMainWinDock::setSideBarWidth ( int width ) [protected]

For secondary wizards

Definition at line 317 of file [YQMainWinDock.cc](#).

Here is the call graph for this function:



3.42.3.11 void YQMainWinDock::show ( ) [virtual]

Show the widget (make it visible).

Reimplemented from QWidget.

Definition at line 121 of file YQMainWinDock.cc.

3.42.3.12 void YQMainWinDock::showCurrentDialog ( ) [protected],[slot]

Show the current dialog.

Definition at line 195 of file YQMainWinDock.cc.

3.42.3.13 YQDialog \* YQMainWinDock::topmostDialog ( ) const

Return the current topmost dialog (the widgetRep() of a YQDialog) or 0 if there is none.

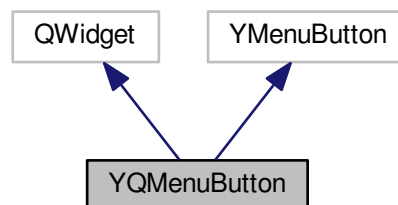
Definition at line 271 of file YQMainWinDock.cc.

The documentation for this class was generated from the following files:

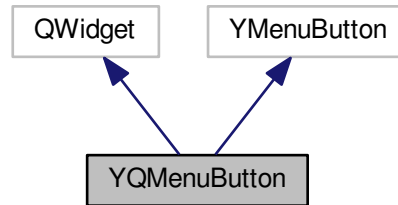
- /build/buildd/libyui-qt-master-2.43.5/src/YQMainWinDock.h
- /build/buildd/libyui-qt-master-2.43.5/src/YQMainWinDock.cc

## 3.43 YQMenuButton Class Reference

Inheritance diagram for YQMenuButton:



Collaboration diagram for YQMenuButton:



### Public Member Functions

- [YQMenuButton](#) (YWidget \*parent, const std::string &label)
- virtual [~YQMenuButton](#) ()
- virtual void [setLabel](#) (const std::string &label)
- virtual void [rebuildMenuTree](#) ()
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

### Protected Slots

- void [menuEntryActivated](#) (QAction \*menuItem)
- void [returnNow](#) ()

### Protected Member Functions

- void [rebuildMenuTree](#) (QMenu \*menu, YItemIterator begin, YItemIterator end)

### Protected Attributes

- YMenuItem \* **\_selectedItem**
- QPushButton \* **\_qt\_button**
- QHash< QAction \*, int > **\_serials**

### 3.43.1 Detailed Description

Definition at line 37 of file [YQMenuButton.h](#).

### 3.43.2 Constructor & Destructor Documentation

#### 3.43.2.1 YQMenuButton::YQMenuButton ( YWidget \* *parent*, const std::string & *label* )

Constructor.

Definition at line 40 of file [YQMenuButton.cc](#).

#### 3.43.2.2 YQMenuButton::~YQMenuButton ( ) [virtual]

Destructor.

Definition at line 55 of file [YQMenuButton.cc](#).

### 3.43.3 Member Function Documentation

#### 3.43.3.1 void YQMenuButton::menuEntryActivated ( QAction \* *menuItem* ) [protected], [slot]

Triggered when any menu item is activated.

Definition at line 151 of file [YQMenuButton.cc](#).

Here is the call graph for this function:



#### 3.43.3.2 int YQMenuButton::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 208 of file [YQMenuButton.cc](#).

#### 3.43.3.3 int YQMenuButton::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 202 of file [YQMenuButton.cc](#).

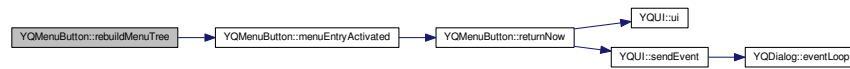
#### 3.43.3.4 void YQMenuButton::rebuildMenuTree ( ) [virtual]

Rebuild the displayed menu tree from the internally stored `YMenuItems`.

Implemented from `YMenuButton`.

Definition at line 70 of file [YQMenuButton.cc](#).

Here is the call graph for this function:



### 3.43.3.5 void YQMenuButton::rebuildMenuTree ( QMenu \* menu, YItemIterator begin, YItemIterator end ) [protected]

Recursively insert menu items into 'menu' from iterator 'begin' to iterator 'end'.

Definition at line 101 of file [YQMenuButton.cc](#).

Here is the call graph for this function:

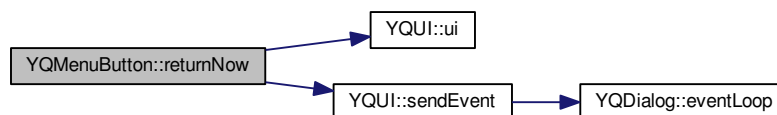


### 3.43.3.6 void YQMenuButton::returnNow ( ) [protected], [slot]

Triggered via [menuEntryActivated\(\)](#) by zero timer to get back in sync with the Qt event loop.

Definition at line 183 of file [YQMenuButton.cc](#).

Here is the call graph for this function:



### 3.43.3.7 void YQMenuButton::setEnabled ( bool enabled ) [virtual]

Set enabled / disabled state.

Reimplemented from YWidget.

Definition at line 195 of file [YQMenuButton.cc](#).

3.43.3.8 `bool YQMenuButton::setKeyboardFocus ( ) [virtual]`

Accept the keyboard focus.

Definition at line 224 of file [YQMenuButton.cc](#).

3.43.3.9 `void YQMenuButton::setLabel ( const std::string & label ) [virtual]`

Change the label on the button.

Reimplemented from YMenuButton / YSelectionWidget.

Definition at line 62 of file [YQMenuButton.cc](#).

3.43.3.10 `void YQMenuButton::setSize ( int newWidth, int newHeight ) [virtual]`

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 215 of file [YQMenuButton.cc](#).

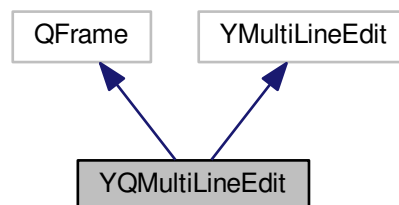
The documentation for this class was generated from the following files:

- [/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQMenuButton.h](#)
- [/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQMenuButton.cc](#)

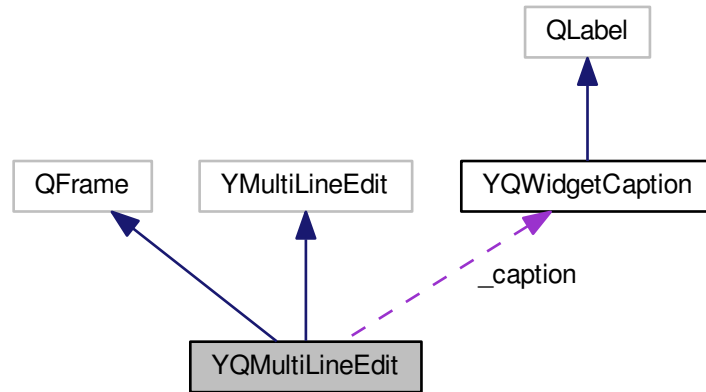
## 3.44 YQMultiLineEdit Class Reference

```
#include <YQMultiLineEdit.h>
```

Inheritance diagram for YQMultiLineEdit:



Collaboration diagram for YQMultiLineEdit:



## Public Member Functions

- [YQMultiLineEdit](#) (YWidget \*parent, const std::string &label)
- virtual [~YQMultiLineEdit](#) ()
- virtual std::string [value](#) ()
- virtual void [setValue](#) (const std::string &text)
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setInputMaxLength](#) (int numberOfChars)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

## Protected Slots

- void [changed](#) ()
- void [enforceMaxInputLength](#) ()

## Protected Attributes

- [YQWidgetCaption](#) \* **\_caption**
- QTextEdit \* **\_qt\_textEdit**

### 3.44.1 Detailed Description

MultiLineEdit - an input area for multi-line text.

Definition at line 39 of file [YQMultiLineEdit.h](#).



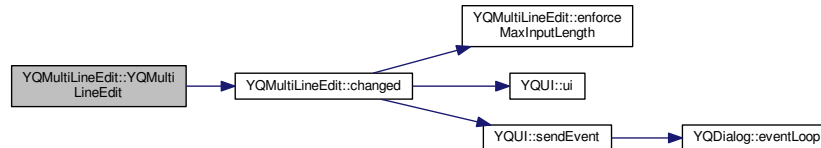
### 3.44.2 Constructor & Destructor Documentation

#### 3.44.2.1 YQMultiLineEdit::YQMultiLineEdit ( YWidget \* *parent*, const std::string & *label* )

Constructor.

Definition at line 42 of file [YQMultiLineEdit.cc](#).

Here is the call graph for this function:



#### 3.44.2.2 YQMultiLineEdit::~~YQMultiLineEdit ( ) [virtual]

Destructor.

Definition at line 71 of file [YQMultiLineEdit.cc](#).

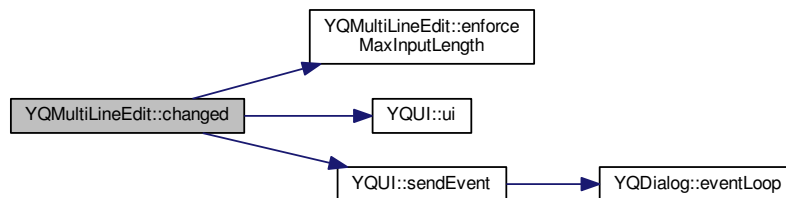
### 3.44.3 Member Function Documentation

#### 3.44.3.1 void YQMultiLineEdit::changed ( ) [protected], [slot]

Triggered when the text changes.

Definition at line 119 of file [YQMultiLineEdit.cc](#).

Here is the call graph for this function:



#### 3.44.3.2 void YQMultiLineEdit::enforceMaxInputLength ( ) [protected], [slot]

Enforce the maximum input length: If the text becomes too long, remove the just-entered character at the current cursor position.

Note that this is a lot more user friendly than silently truncating at the end of the text: In the latter case, chances are that the user never gets to know that text was truncated. Removing the just-typed character OTOH is something he will notice very quickly.

Definition at line 112 of file [YQMultiLineEdit.cc](#).

#### 3.44.3.3 `int YQMultiLineEdit::preferredHeight ( ) [virtual]`

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 142 of file [YQMultiLineEdit.cc](#).

#### 3.44.3.4 `int YQMultiLineEdit::preferredWidth ( ) [virtual]`

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 136 of file [YQMultiLineEdit.cc](#).

#### 3.44.3.5 `void YQMultiLineEdit::setEnabled ( bool enabled ) [virtual]`

Set enabled/disabled state.

Reimplemented from `YWidget`.

Definition at line 128 of file [YQMultiLineEdit.cc](#).

#### 3.44.3.6 `void YQMultiLineEdit::setInputMaxLength ( int numberOfChars ) [virtual]`

Set the maximum input length, i.e., the maximum number of characters the user can enter. -1 means no limit.

Reimplemented from `YMultiLineEdit`.

Definition at line 98 of file [YQMultiLineEdit.cc](#).

#### 3.44.3.7 `bool YQMultiLineEdit::setKeyboardFocus ( ) [virtual]`

Accept the keyboard focus.

Definition at line 160 of file [YQMultiLineEdit.cc](#).

#### 3.44.3.8 `void YQMultiLineEdit::setLabel ( const std::string & label ) [virtual]`

Set the label (the caption above the `MultiLineEdit`).

Reimplemented from `YMultiLineEdit`.

Definition at line 91 of file [YQMultiLineEdit.cc](#).

Here is the call graph for this function:



**3.44.3.9** `void YQMultiLineEdit::setSize ( int newWidth, int newHeight )` [virtual]

Set the new size of the widget.

Reimplemented from `YWidget`.

Definition at line 154 of file [YQMultiLineEdit.cc](#).

**3.44.3.10** `void YQMultiLineEdit::setValue ( const std::string & text )` [virtual]

Set the current value (the text entered by the user or set from the outside) of this `MultiLineEdit`.

Implemented from `YMultiLineEdit`.

Definition at line 83 of file [YQMultiLineEdit.cc](#).

**3.44.3.11** `string YQMultiLineEdit::value ( )` [virtual]

Get the current value (the text entered by the user or set from the outside) of this `MultiLineEdit`.

Implemented from `YMultiLineEdit`.

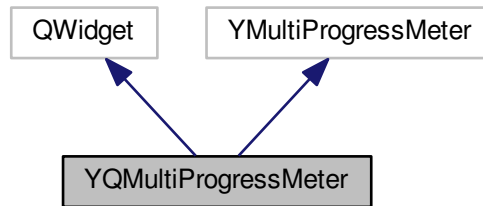
Definition at line 77 of file [YQMultiLineEdit.cc](#).

The documentation for this class was generated from the following files:

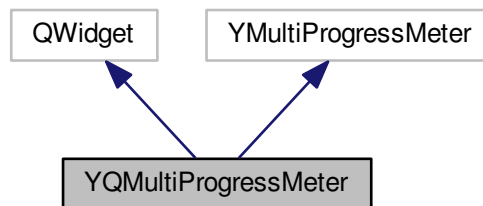
- `/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQMultiLineEdit.h`
- `/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQMultiLineEdit.cc`

### 3.45 YQMultiProgressMeter Class Reference

Inheritance diagram for YQMultiProgressMeter:



Collaboration diagram for YQMultiProgressMeter:



#### Public Member Functions

- [YQMultiProgressMeter](#) (YWidget \*parent, YUIDimension dim, const vector< float > &maxValues)
- virtual [~YQMultiProgressMeter](#) ()
- int [thickness](#) ()
- int [length](#) ()
- int [margin](#) () const
- void [setMargin](#) (int value)
- int [spacing](#) () const
- void [setSpacing](#) (int value)
- int [segmentMinLength](#) () const
- void [setSegmentMinLength](#) (int val)
- int [triThickness](#) () const
- void [setTriThickness](#) (int value)
- int [triSpacing](#) () const
- void [setTriSpacing](#) (int value)

- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)

### Protected Member Functions

- void [init](#) ()
- virtual void [doUpdate](#) ()
- virtual void [paintEvent](#) (QPaintEvent \*)
- void [drawSegment](#) (int segment, QPainter &painter, int offset, int [length](#), int [thickness](#))
- void [drawMarkers](#) (QPainter &painter, int offset, int [thickness](#))

#### 3.45.1 Detailed Description

Definition at line 42 of file [YQMultiProgressMeter.h](#).

#### 3.45.2 Constructor & Destructor Documentation

3.45.2.1 `YQMultiProgressMeter::YQMultiProgressMeter ( YWidget * parent, YUIDimension dim, const vector< float > & maxValues )`

Constructor.

Definition at line 39 of file [YQMultiProgressMeter.cc](#).

Here is the call graph for this function:



3.45.2.2 `YQMultiProgressMeter::~~YQMultiProgressMeter ( ) [virtual]`

Destructor.

Definition at line 50 of file [YQMultiProgressMeter.cc](#).

#### 3.45.3 Member Function Documentation

3.45.3.1 `void YQMultiProgressMeter::doUpdate ( ) [protected], [virtual]`

Perform a visual update on the screen. Reimplemented from YMultiProgressMeter.

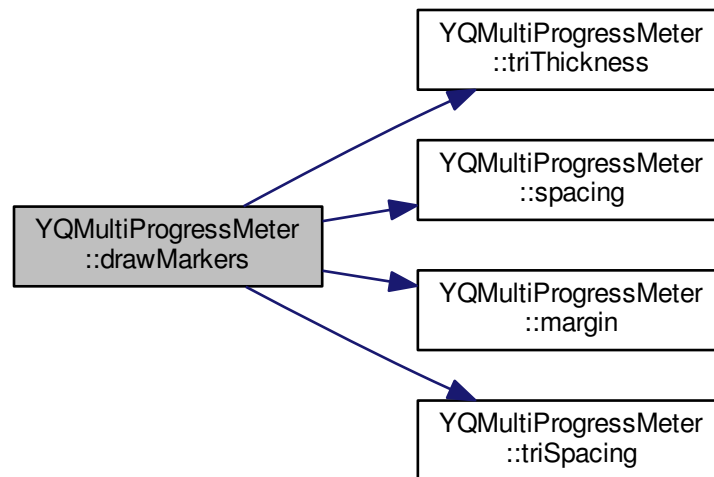
Definition at line 66 of file [YQMultiProgressMeter.cc](#).

### 3.45.3.2 void YQMultiProgressMeter::drawMarkers ( QPainter & *painter*, int *offset*, int *thickness* ) [protected]

Draw markers between segments (or beside that spacing).

Definition at line 246 of file [YQMultiProgressMeter.cc](#).

Here is the call graph for this function:

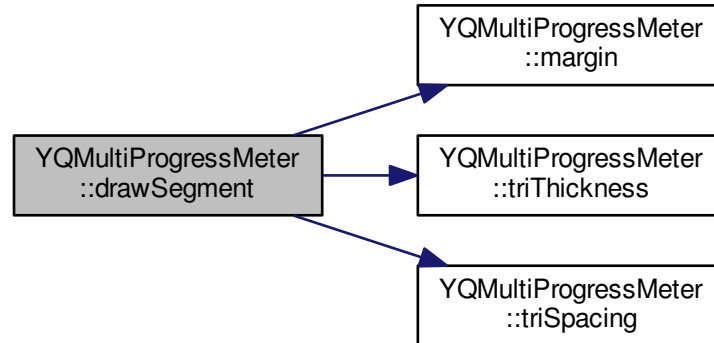


### 3.45.3.3 void YQMultiProgressMeter::drawSegment ( int *segment*, QPainter & *painter*, int *offset*, int *length*, int *thickness* ) [protected]

Draw segment number 'segment' with pixel length 'length' from pixel coordinate 'offset' on and fill it according to that segment's current value. 'painter' is set up previously to take rotating into account (horizontal / vertical).

Definition at line 186 of file [YQMultiProgressMeter.cc](#).

Here is the call graph for this function:



#### 3.45.3.4 void YQMultiProgressMeter::init ( ) [protected]

Common initialization

Definition at line 56 of file [YQMultiProgressMeter.cc](#).

Here is the call graph for this function:

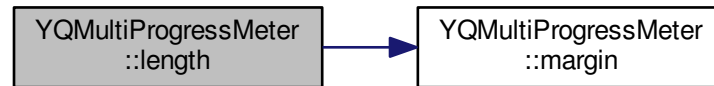


#### 3.45.3.5 int YQMultiProgressMeter::length ( )

Overall length (in pixels) of the MultiProgressMeter.

Definition at line 298 of file [YQMultiProgressMeter.cc](#).

Here is the call graph for this function:



**3.45.3.6** `int YQMultiProgressMeter::margin ( ) const` `[inline]`

Returns the margin around the widget contents.

Definition at line 72 of file [YQMultiProgressMeter.h](#).

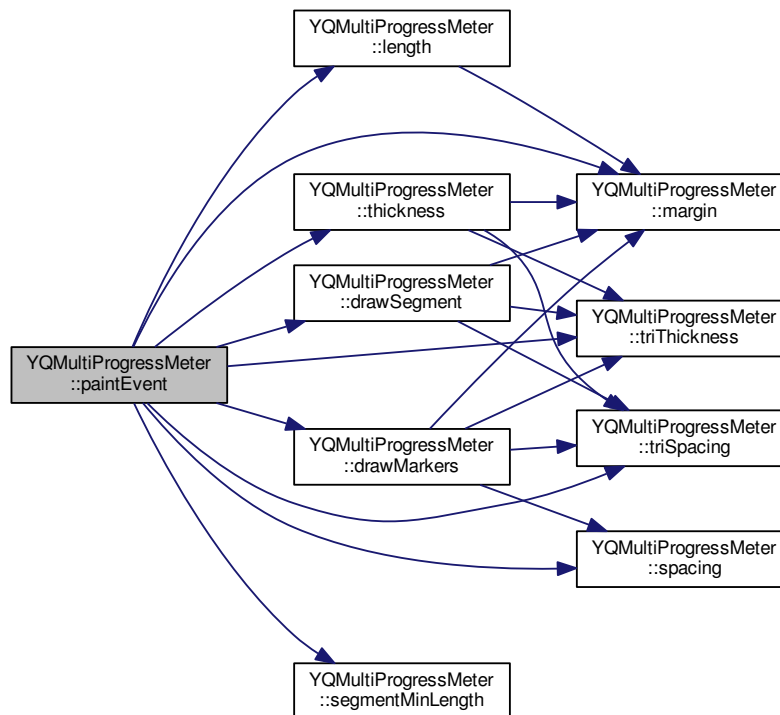
**3.45.3.7** `void YQMultiProgressMeter::paintEvent ( QPaintEvent * event )` `[protected]`, `[virtual]`

Paint the widget's contents. Reimplemented from QWidget.

Definition at line 72 of file [YQMultiProgressMeter.cc](#).



Here is the call graph for this function:



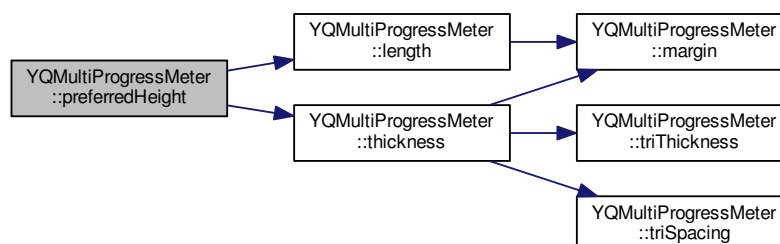
### 3.45.3.8 `int YQMultiProgressMeter::preferredHeight ( )` [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 329 of file `YQMultiProgressMeter.cc`.

Here is the call graph for this function:



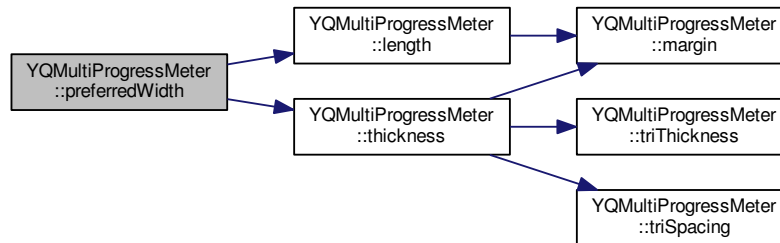
### 3.45.3.9 `int YQMultiProgressMeter::preferredWidth ( ) [virtual]`

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 323 of file `YQMultiProgressMeter.cc`.

Here is the call graph for this function:



### 3.45.3.10 `int YQMultiProgressMeter::segmentMinLength ( ) const [inline]`

Returns the minimal length of a segment in pixels.

Definition at line 94 of file `YQMultiProgressMeter.h`.

### 3.45.3.11 `void YQMultiProgressMeter::setEnabled ( bool enabled ) [virtual]`

Set enabled/disabled state.

Reimplemented from `YWidget`.

Definition at line 315 of file `YQMultiProgressMeter.cc`.

### 3.45.3.12 `void YQMultiProgressMeter::setMargin ( int value ) [inline]`

Sets the margin around the widget contents. Does not trigger an update.

Definition at line 78 of file `YQMultiProgressMeter.h`.

### 3.45.3.13 `void YQMultiProgressMeter::setSegmentMinLength ( int val ) [inline]`

Set the minimal length of a segment in pixels.

Definition at line 99 of file `YQMultiProgressMeter.h`.

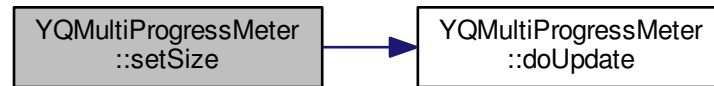
### 3.45.3.14 `void YQMultiProgressMeter::setSize ( int newWidth, int newHeight ) [virtual]`

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 335 of file [YQMultiProgressMeter.cc](#).

Here is the call graph for this function:



**3.45.3.15** void YQMultiProgressMeter::setSpacing ( int *value* ) [inline]

Sets the spacing between segments in pixels. Does not trigger an update.

Definition at line 89 of file [YQMultiProgressMeter.h](#).

**3.45.3.16** void YQMultiProgressMeter::setTriSpacing ( int *value* ) [inline]

Sets the spacing between the segment indicators and the small triangles next to the spacing between segments.

Definition at line 131 of file [YQMultiProgressMeter.h](#).

**3.45.3.17** void YQMultiProgressMeter::setTriThickness ( int *value* )

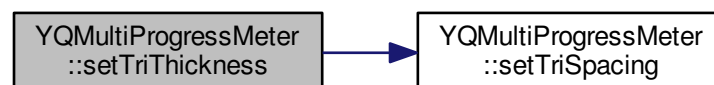
Set the thickness (base to point) of the small triangles next to the spacing between individual segments. The base length of those small triangles is double this value minus one.

Use -1 to switch off those triangles - in which case triSpacing (see below) will be set to 0.

This call does not trigger a screen update.

Definition at line 306 of file [YQMultiProgressMeter.cc](#).

Here is the call graph for this function:



### 3.45.3.18 `int YQMultiProgressMeter::spacing ( ) const` `[inline]`

Returns the spacing between segments in pixels.

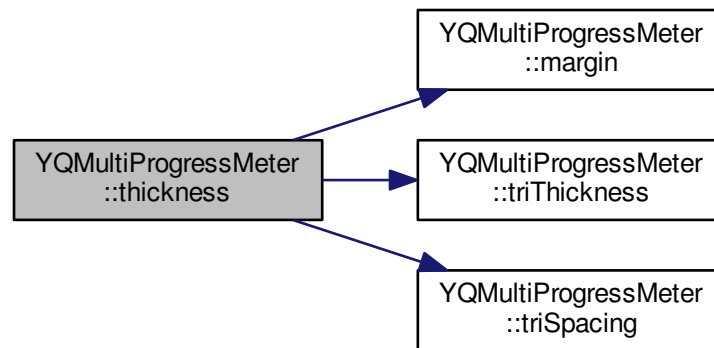
Definition at line 83 of file [YQMultiProgressMeter.h](#).

### 3.45.3.19 `int YQMultiProgressMeter::thickness ( )`

Overall thickness (in pixels) of the MultiProgressMeter.

Definition at line 286 of file [YQMultiProgressMeter.cc](#).

Here is the call graph for this function:



### 3.45.3.20 `int YQMultiProgressMeter::triSpacing ( ) const` `[inline]`

Returns the spacing between the segment indicators and the small triangles next to the spacing between segments.

Definition at line 125 of file [YQMultiProgressMeter.h](#).

### 3.45.3.21 `int YQMultiProgressMeter::triThickness ( ) const` `[inline]`

Returns the thickness (base to point) of the small triangles next to the spacing between individual segments. The base length of those small triangles is double this value minus one. A value  $< 1$  indicates no such triangles will be drawn.

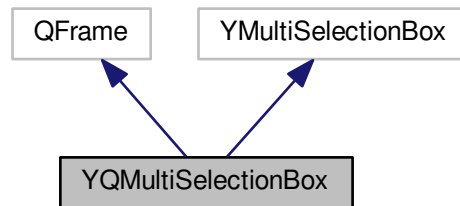
Definition at line 107 of file [YQMultiProgressMeter.h](#).

The documentation for this class was generated from the following files:

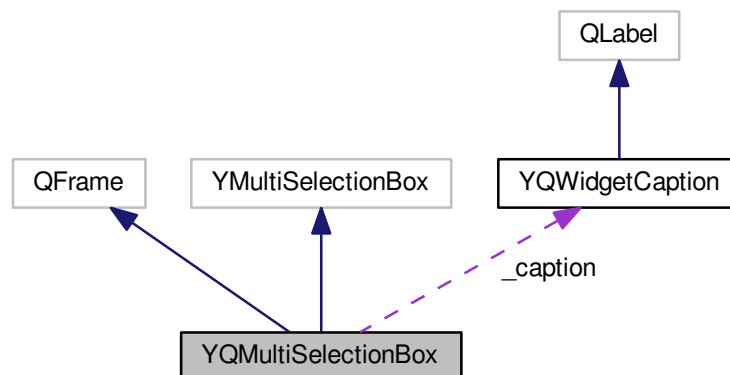
- `/build/buildd/libyui-qt-master-2.43.5/src/YQMultiProgressMeter.h`
- `/build/buildd/libyui-qt-master-2.43.5/src/YQMultiProgressMeter.cc`

## 3.46 YQMultiSelectionBox Class Reference

Inheritance diagram for YQMultiSelectionBox:



Collaboration diagram for YQMultiSelectionBox:



### Signals

- void [valueChanged](#) ()

### Public Member Functions

- [YQMultiSelectionBox](#) (YWidget \*parent, const std::string &label)
- [~YQMultiSelectionBox](#) ()
- virtual void [setLabel](#) (const std::string &label)
- virtual void [addItem](#) (YItem \*item)

- virtual void [selectItem](#) (YItem \*item, bool selected=true)
- virtual void [deselectAllItems](#) ()
- virtual void [deleteAllItems](#) ()
- virtual YItem \* [currentItem](#) ()
- virtual void [setCurrentItem](#) (YItem \*item)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

### Protected Slots

- void [slotSelected](#) ()
- void [slotValueChanged](#) ()
- void [slotItemChanged](#) (QTreeWidgetItem \*, int)

### Protected Member Functions

- [YQMultiSelectionBoxItem](#) \* [findItem](#) (YItem \*item)

### Protected Attributes

- [YQWidgetCaption](#) \* [\\_caption](#)
- QTreeWidgetItem \* [\\_qt\\_listView](#)

## 3.46.1 Detailed Description

Definition at line 39 of file [YQMultiSelectionBox.h](#).

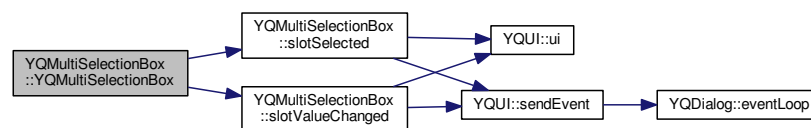
## 3.46.2 Constructor & Destructor Documentation

### 3.46.2.1 YQMultiSelectionBox::YQMultiSelectionBox ( YWidget \* *parent*, const std::string & *label* )

Constructor.

Definition at line 47 of file [YQMultiSelectionBox.cc](#).

Here is the call graph for this function:



### 3.46.2.2 YQMultiSelectionBox::~YQMultiSelectionBox ( )

Destructor.

Definition at line 89 of file [YQMultiSelectionBox.cc](#).

## 3.46.3 Member Function Documentation

### 3.46.3.1 void YQMultiSelectionBox::addItem ( YItem \* *item* ) [virtual]

Add an item.

Reimplemented from YSelectionWidget.

Definition at line 104 of file [YQMultiSelectionBox.cc](#).

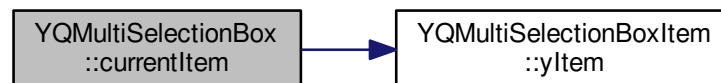
### 3.46.3.2 YItem \* YQMultiSelectionBox::currentItem ( ) [virtual]

Return the the item that currently has the keyboard focus or 0 if no item currently has the keyboard focus.

Reimplemented from YMultiSelectionBox.

Definition at line 165 of file [YQMultiSelectionBox.cc](#).

Here is the call graph for this function:



### 3.46.3.3 void YQMultiSelectionBox::deleteAllItems ( ) [virtual]

Delete all items.

Reimplemented from YSelectionWidget.

Definition at line 155 of file [YQMultiSelectionBox.cc](#).

### 3.46.3.4 void YQMultiSelectionBox::deselectAllItems ( ) [virtual]

Deselect all items.

Reimplemented from YSelectionWidget.

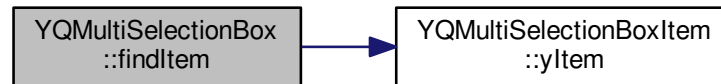
Definition at line 135 of file [YQMultiSelectionBox.cc](#).

### 3.46.3.5 YQMultiSelectionBoxItem \* YQMultiSelectionBox::findItem ( YItem \* *item* ) [protected]

Find the counterpart of 'item'. Return 0 if there is none.

Definition at line 310 of file [YQMultiSelectionBox.cc](#).

Here is the call graph for this function:



### 3.46.3.6 int YQMultiSelectionBox::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 250 of file [YQMultiSelectionBox.cc](#).

### 3.46.3.7 int YQMultiSelectionBox::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 241 of file [YQMultiSelectionBox.cc](#).

### 3.46.3.8 void YQMultiSelectionBox::selectItem ( YItem \* *item*, bool *selected* = true ) [virtual]

Select or deselect an item.

Reimplemented from `YSelectionWidget`.

Definition at line 124 of file [YQMultiSelectionBox.cc](#).

Here is the call graph for this function:





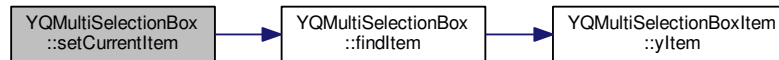
**3.46.3.9** void YQMultiSelectionBox::setCurrentItem ( YItem \* *item* ) [virtual]

Set the keyboard focus to the specified item. 0 means clear the keyboard focus.

Reimplemented from YMultiSelectionBox.

Definition at line 204 of file [YQMultiSelectionBox.cc](#).

Here is the call graph for this function:

**3.46.3.10** void YQMultiSelectionBox::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 232 of file [YQMultiSelectionBox.cc](#).

**3.46.3.11** bool YQMultiSelectionBox::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Definition at line 269 of file [YQMultiSelectionBox.cc](#).

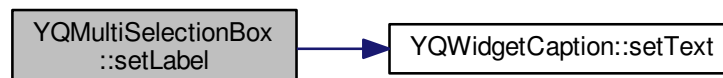
**3.46.3.12** void YQMultiSelectionBox::setLabel ( const std::string & *label* ) [virtual]

Change the label text.

Reimplemented from YSelectionWidget.

Definition at line 96 of file [YQMultiSelectionBox.cc](#).

Here is the call graph for this function:



### 3.46.3.13 void YQMultiSelectionBox::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

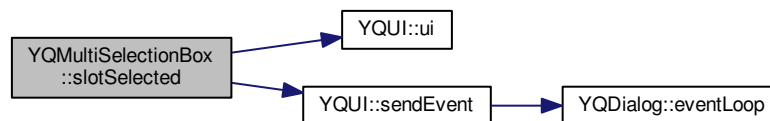
Definition at line 262 of file [YQMultiSelectionBox.cc](#).

### 3.46.3.14 void YQMultiSelectionBox::slotSelected ( ) [protected],[slot]

Send SelectionChanged event if `opt` (notify) is set.

Definition at line 278 of file [YQMultiSelectionBox.cc](#).

Here is the call graph for this function:

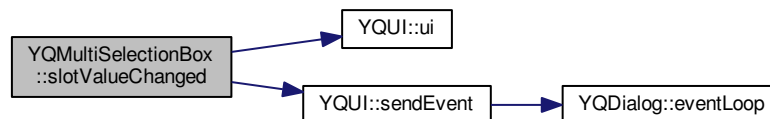


### 3.46.3.15 void YQMultiSelectionBox::slotValueChanged ( ) [protected],[slot]

Send ValueChanged event if `opt` (notify) is set.

Definition at line 293 of file [YQMultiSelectionBox.cc](#).

Here is the call graph for this function:



### 3.46.3.16 void YQMultiSelectionBox::valueChanged ( ) [signal]

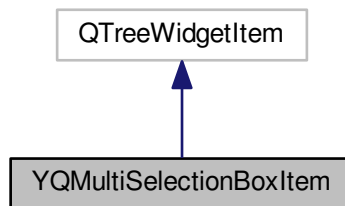
Emitted upon when an item changes its state.

The documentation for this class was generated from the following files:

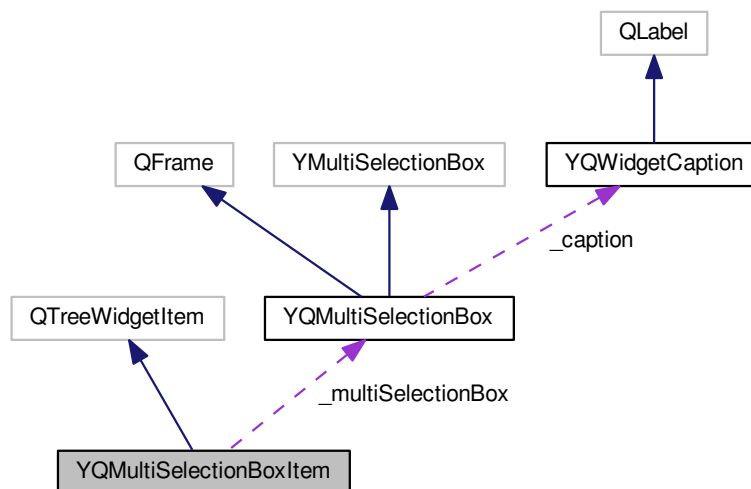
- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQMultiSelectionBox.h`
- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQMultiSelectionBox.cc`

### 3.47 YQMultiSelectionBoxItem Class Reference

Inheritance diagram for YQMultiSelectionBoxItem:



Collaboration diagram for YQMultiSelectionBoxItem:



#### Public Member Functions

- `YQMultiSelectionBoxItem` (`YQMultiSelectionBox` \*parent, `QTreeWidgetItem` \*listView, `YItem` \*yItem)
- `virtual ~YQMultiSelectionBoxItem` ()
- `YItem` \* yItem () const

## Protected Attributes

- YItem \* **\_yltem**
- int **\_serial**
- [YQMultiSelectionBox](#) \* **\_multiSelectionBox**

## Static Protected Attributes

- static int **\_item\_count** = 0

### 3.47.1 Detailed Description

Definition at line 173 of file [YQMultiSelectionBox.h](#).

### 3.47.2 Constructor & Destructor Documentation

3.47.2.1 `YQMultiSelectionBoxItem::YQMultiSelectionBoxItem ( YQMultiSelectionBox * parent, QTreeWidget * listView, YItem * yltem )`

Constructor.

Definition at line 333 of file [YQMultiSelectionBox.cc](#).

3.47.2.2 `virtual YQMultiSelectionBoxItem::~~YQMultiSelectionBoxItem ( ) [inline],[virtual]`

Destructor.

Definition at line 186 of file [YQMultiSelectionBox.h](#).

### 3.47.3 Member Function Documentation

3.47.3.1 `YItem* YQMultiSelectionBoxItem::yltem ( ) const [inline]`

Return the corresponding YItem.

Definition at line 191 of file [YQMultiSelectionBox.h](#).

### 3.47.4 Member Data Documentation

3.47.4.1 `int YQMultiSelectionBoxItem::_item_count = 0 [static],[protected]`

The next serial number to use

Definition at line 208 of file [YQMultiSelectionBox.h](#).

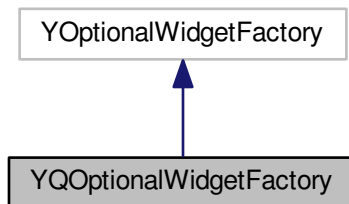
The documentation for this class was generated from the following files:

- `/bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQMultiSelectionBox.h`
- `/bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQMultiSelectionBox.cc`

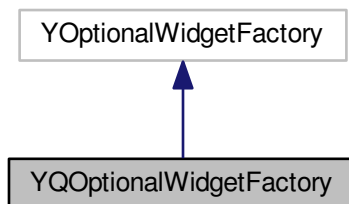
## 3.48 YQOptionalWidgetFactory Class Reference

```
#include <YQOptionalWidgetFactory.h>
```

Inheritance diagram for YQOptionalWidgetFactory:



Collaboration diagram for YQOptionalWidgetFactory:



### Public Member Functions

- virtual bool **hasWizard** ()
- virtual YWizard \* **createWizard** (YWidget \*parent, const std::string &backButtonLabel, const std::string &abortButtonLabel, const std::string &nextButtonLabel, YWizardMode wizardMode=YWizardMode\_Standard)
- virtual bool **hasDumbTab** ()
- virtual YQDumbTab \* **createDumbTab** (YWidget \*parent)
- virtual bool **hasSlider** ()
- virtual YQSlider \* **createSlider** (YWidget \*parent, const std::string &label, int minVal, int maxVal, int initialVal)
- virtual bool **hasDateField** ()
- virtual YQDateField \* **createDateField** (YWidget \*parent, const std::string &label)
- virtual bool **hasTimeField** ()
- virtual YQTimeField \* **createTimeField** (YWidget \*parent, const std::string &label)
- virtual bool **hasBarGraph** ()

- virtual [YQBarGraph](#) \* **createBarGraph** (YWidget \*parent)
- virtual bool **hasPatternSelector** ()
- virtual YWidget \* **createPatternSelector** (YWidget \*parent, long modeFlags=0)
- virtual bool **hasSimplePatchSelector** ()
- virtual YWidget \* **createSimplePatchSelector** (YWidget \*parent, long modeFlags=0)
- virtual bool **hasMultiProgressMeter** ()
- virtual [YQMultiProgressMeter](#) \* **createMultiProgressMeter** (YWidget \*parent, YUIDimension dim, const vector< float > &maxValues)
- virtual bool **hasPartitionSplitter** ()
- virtual [YQPartitionSplitter](#) \* **createPartitionSplitter** (YWidget \*parent, int usedSize, int totalFreeSize, int newPartSize, int minNewPartSize, int minFreeSize, const std::string &usedLabel, const std::string &freeLabel, const std::string &newPartLabel, const std::string &freeFieldLabel, const std::string &newPartFieldLabel)
- virtual bool **hasDownloadProgress** ()
- virtual [YQDownloadProgress](#) \* **createDownloadProgress** (YWidget \*parent, const std::string &label, const std::string &filename, YFileSize\_t expectedFileSize)
- virtual bool **hasTimezoneSelector** ()
- virtual YTimezoneSelector \* **createTimezoneSelector** (YWidget \*parent, const std::string &pixmap, const map< string, string > &timezones)
- virtual bool **hasGraph** ()
- virtual YGraph \* **createGraph** (YWidget \*parent, const std::string &filename, const std::string &layoutAlgorithm)
- virtual YGraph \* **createGraph** (YWidget \*parent, void \*graph)
- virtual bool **hasContextMenu** ()

## Protected Member Functions

- [YQOptionalWidgetFactory](#) ()
- virtual [~YQOptionalWidgetFactory](#) ()

## Friends

- class **YQUI**

### 3.48.1 Detailed Description

Widget factory for optional ("special") widgets.

Remember to always check with the corresponding "has..()" method if the current UI actually provides the requested widget. Otherwise the "create...()" method will throw an exception.

Definition at line 54 of file [YQOptionalWidgetFactory.h](#).

### 3.48.2 Constructor & Destructor Documentation

#### 3.48.2.1 [YQOptionalWidgetFactory::YQOptionalWidgetFactory](#) ( ) [protected]

Constructor.

Use [YUI::optionalWidgetFactory\(\)](#) to get the singleton for this class.

Definition at line 39 of file [YQOptionalWidgetFactory.cc](#).

### 3.48.2.2 YQOptionalWidgetFactory::~YQOptionalWidgetFactory ( ) [protected], [virtual]

Destructor.

Definition at line 45 of file [YQOptionalWidgetFactory.cc](#).

The documentation for this class was generated from the following files:

- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQOptionalWidgetFactory.h
- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQOptionalWidgetFactory.cc

## 3.49 YQPackageSelectorPluginIf Class Reference

### Public Member Functions

- virtual YPackageSelector \* **createPackageSelector** (YWidget \*parent, long modeFlags)=0
- virtual YWidget \* **createPatternSelector** (YWidget \*parent, long modeFlags)=0
- virtual YWidget \* **createSimplePatchSelector** (YWidget \*parent, long modeFlags)=0

### 3.49.1 Detailed Description

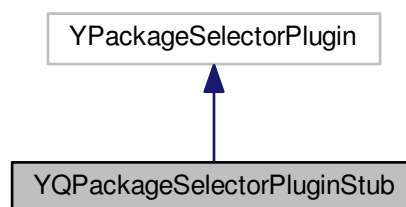
Definition at line 33 of file [YQPackageSelectorPluginIf.h](#).

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

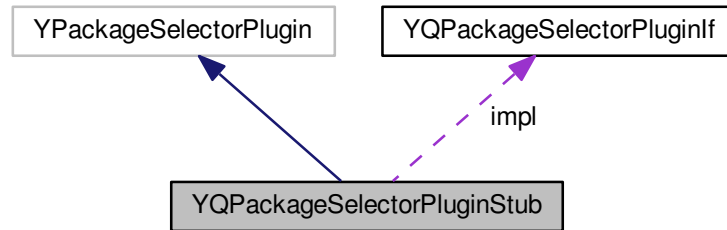
- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQPackageSelectorPluginIf.h

## 3.50 YQPackageSelectorPluginStub Class Reference

Inheritance diagram for YQPackageSelectorPluginStub:



Collaboration diagram for YQPackageSelectorPluginStub:



## Public Member Functions

- [YQPackageSelectorPluginStub\(\)](#)
- virtual [~YQPackageSelectorPluginStub\(\)](#)
- virtual `YPackageSelector *` [createPackageSelector](#) (`YWidget *`parent, long modeFlags)
- virtual `YWidget *` [createPatternSelector](#) (`YWidget *`parent, long modeFlags)
- virtual `YWidget *` [createSimplePatchSelector](#) (`YWidget *`parent, long modeFlags)

## Public Attributes

- [YQPackageSelectorPluginIf](#) \* `impl`

### 3.50.1 Detailed Description

Definition at line 43 of file [YQPackageSelectorPluginStub.h](#).

### 3.50.2 Constructor & Destructor Documentation

#### 3.50.2.1 YQPackageSelectorPluginStub::YQPackageSelectorPluginStub ( )

Constructor: Load the plugin library for the package selector.

Definition at line 34 of file [YQPackageSelectorPluginStub.cc](#).

#### 3.50.2.2 YQPackageSelectorPluginStub::~YQPackageSelectorPluginStub ( ) [virtual]

Destructor.

Definition at line 54 of file [YQPackageSelectorPluginStub.cc](#).



### 3.50.3 Member Function Documentation

**3.50.3.1** `YPackageSelector * YQPackageSelectorPluginStub::createPackageSelector ( YWidget * parent, long modeFlags )`  
[virtual]

Create a package selector. Implemented from YPackageSelectorPlugin.

This might return 0 if the plugin lib could not be loaded or if the appropriate symbol could not be located in the plugin lib.

Definition at line 61 of file [YQPackageSelectorPluginStub.cc](#).

**3.50.3.2** `YWidget * YQPackageSelectorPluginStub::createPatternSelector ( YWidget * parent, long modeFlags )` [virtual]

Create a pattern selector (optional widget).

Definition at line 71 of file [YQPackageSelectorPluginStub.cc](#).

**3.50.3.3** `YWidget * YQPackageSelectorPluginStub::createSimplePatchSelector ( YWidget * parent, long modeFlags )`  
[virtual]

Create a simple patch selector (optional widget).

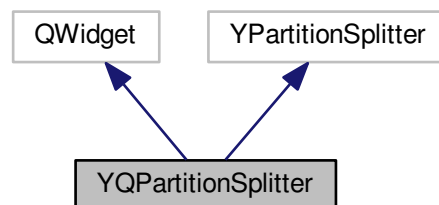
Definition at line 81 of file [YQPackageSelectorPluginStub.cc](#).

The documentation for this class was generated from the following files:

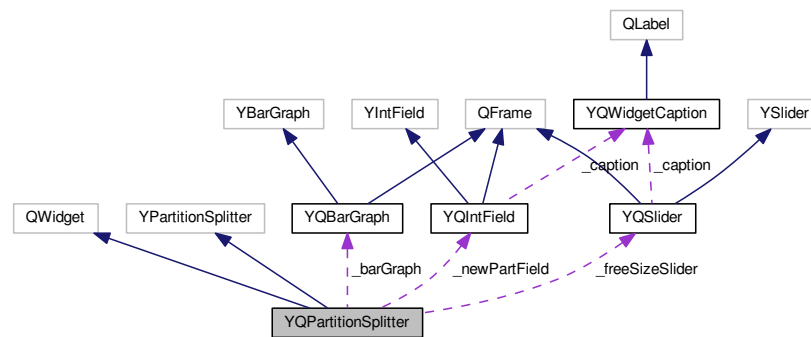
- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQPackageSelectorPluginStub.h](#)
- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQPackageSelectorPluginStub.cc](#)

## 3.51 YQPartitionSplitter Class Reference

Inheritance diagram for YQPartitionSplitter:



Collaboration diagram for YQPartitionSplitter:



## Public Slots

- void [setFreeSizeSlot](#) (int newFreeSize)
- void [setNewPartSizeSlot](#) (int newNewSize)

## Public Member Functions

- [YQPartitionSplitter](#) (YWidget \*parent, int usedSize, int freeSize, int newPartSize, int minNewPartSize, int minFreeSize, const std::string &usedLabel, const std::string &freeLabel, const std::string &newPartLabel, const std::string &freeFieldLabel, const std::string &newPartFieldLabel)
- [~YQPartitionSplitter](#) ()
- virtual int [value](#) ()
- virtual void [setValue](#) (int newValue)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

## Protected Types

- enum { **usedSegment** = 0, **freeSegment** = 1, **newPartSegment** = 2 }

## Protected Attributes

- YLayoutBox \* **\_vbox**
- [YQBarGraph](#) \* **\_barGraph**
- YLayoutBox \* **\_hbox**
- [YQSlider](#) \* **\_freeSizeSlider**
- [YQIntField](#) \* **\_newPartField**

### 3.51.1 Detailed Description

Definition at line 38 of file [YQPartitionSplitter.h](#).

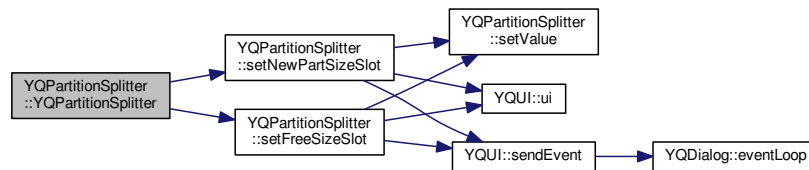
### 3.51.2 Constructor & Destructor Documentation

**3.51.2.1** `YQPartitionSplitter::YQPartitionSplitter ( YWidget * parent, int usedSize, int freeSize, int newPartSize, int minNewPartSize, int minFreeSize, const std::string & usedLabel, const std::string & freeLabel, const std::string & newPartLabel, const std::string & freeFieldLabel, const std::string & newPartFieldLabel )`

Constructor.

Definition at line 41 of file [YQPartitionSplitter.cc](#).

Here is the call graph for this function:



**3.51.2.2** `YQPartitionSplitter::~~YQPartitionSplitter ( )`

Destructor.

Definition at line 117 of file [YQPartitionSplitter.cc](#).

### 3.51.3 Member Function Documentation

**3.51.3.1** `int YQPartitionSplitter::preferredHeight ( ) [virtual]`

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 138 of file [YQPartitionSplitter.cc](#).

**3.51.3.2** `int YQPartitionSplitter::preferredWidth ( ) [virtual]`

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 132 of file [YQPartitionSplitter.cc](#).

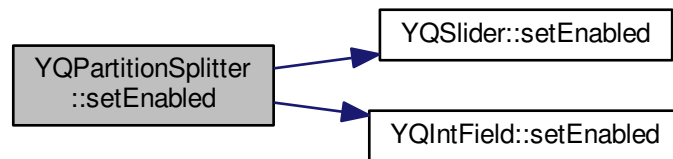
### 3.51.3.3 void YQPartitionSplitter::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 123 of file [YQPartitionSplitter.cc](#).

Here is the call graph for this function:

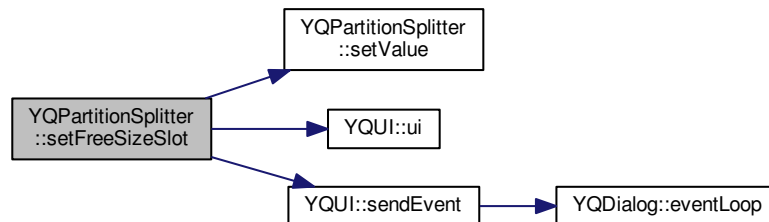


### 3.51.3.4 void YQPartitionSplitter::setFreeSizeSlot ( int *newFreeSize* ) [slot]

Slot for setting the free size.

Definition at line 182 of file [YQPartitionSplitter.cc](#).

Here is the call graph for this function:

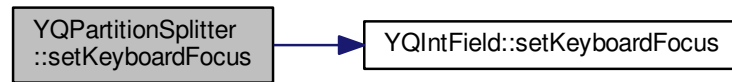


### 3.51.3.5 bool YQPartitionSplitter::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Definition at line 202 of file [YQPartitionSplitter.cc](#).

Here is the call graph for this function:

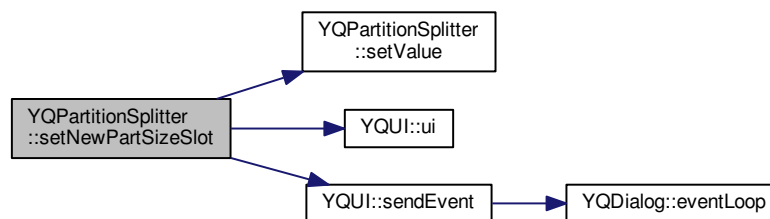


#### 3.51.3.6 void YQPartitionSplitter::setNewPartSizeSlot ( int *newNewSize* ) [slot]

Slot for setting the new size.

Definition at line 193 of file [YQPartitionSplitter.cc](#).

Here is the call graph for this function:



#### 3.51.3.7 void YQPartitionSplitter::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from `YWidget`.

Definition at line 144 of file [YQPartitionSplitter.cc](#).

#### 3.51.3.8 void YQPartitionSplitter::setValue ( int *newValue* ) [virtual]

Set the value (the size of the new partition).

Implemented from `YPartitionSplitter`.

Definition at line 159 of file [YQPartitionSplitter.cc](#).

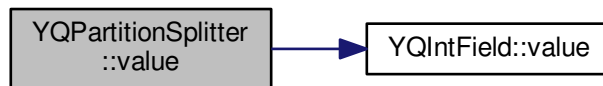
#### 3.51.3.9 int YQPartitionSplitter::value ( ) [virtual]

Return the value (the size of the new partition).

Implemented from YPartitionSplitter.

Definition at line 151 of file [YQPartitionSplitter.cc](#).

Here is the call graph for this function:

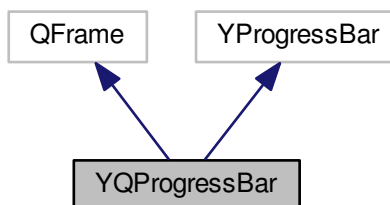


The documentation for this class was generated from the following files:

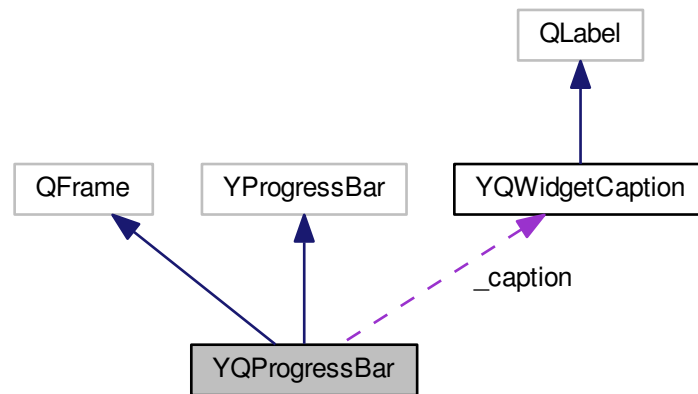
- `/builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQPartitionSplitter.h`
- `/builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQPartitionSplitter.cc`

### 3.52 YQProgressBar Class Reference

Inheritance diagram for YQProgressBar:



Collaboration diagram for YQProgressBar:



### Public Member Functions

- [YQProgressBar](#) (YWidget \*parent, const std::string &label, int maxValue=100)
- virtual [~YQProgressBar](#) ()
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setValue](#) (int newValue)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

### Protected Attributes

- [YQWidgetCaption](#) \* [\\_caption](#)
- QProgressBar \* [\\_qt\\_progressbar](#)

#### 3.52.1 Detailed Description

Definition at line 37 of file [YQProgressBar.h](#).

#### 3.52.2 Constructor & Destructor Documentation

##### 3.52.2.1 YQProgressBar::YQProgressBar ( YWidget \* parent, const std::string & label, int maxValue = 100 )

Constructor.

Definition at line 41 of file [YQProgressBar.cc](#).

### 3.52.2.2 YQProgressBar::~~YQProgressBar ( ) [virtual]

Destructor.

Definition at line 68 of file [YQProgressBar.cc](#).

## 3.52.3 Member Function Documentation

### 3.52.3.1 int YQProgressBar::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 106 of file [YQProgressBar.cc](#).

### 3.52.3.2 int YQProgressBar::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 97 of file [YQProgressBar.cc](#).

### 3.52.3.3 void YQProgressBar::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 89 of file [YQProgressBar.cc](#).

### 3.52.3.4 bool YQProgressBar::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Definition at line 118 of file [YQProgressBar.cc](#).

### 3.52.3.5 void YQProgressBar::setLabel ( const std::string & *label* ) [virtual]

Set the label (the caption above the progress bar).

Reimplemented from YProgressBar.

Definition at line 74 of file [YQProgressBar.cc](#).



Here is the call graph for this function:



#### 3.52.3.6 void YQProgressBar::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 112 of file [YQProgressBar.cc](#).

#### 3.52.3.7 void YQProgressBar::setValue ( int *newValue* ) [virtual]

Set the current progress value (  $\leq$  `maxValue()` ).

Reimplemented from YProgressBar.

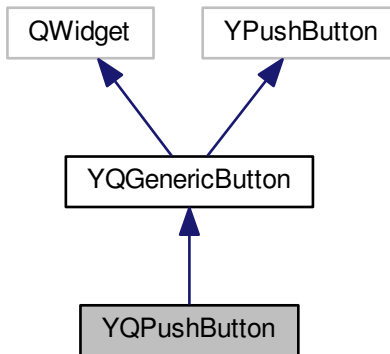
Definition at line 81 of file [YQProgressBar.cc](#).

The documentation for this class was generated from the following files:

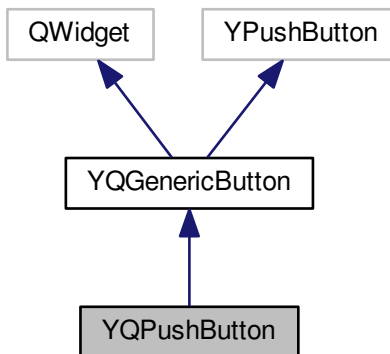
- `/build/buildd/libyui-qt-master-2.43.5/src/YQProgressBar.h`
- `/build/buildd/libyui-qt-master-2.43.5/src/YQProgressBar.cc`

### 3.53 YQPushButton Class Reference

Inheritance diagram for YQPushButton:



Collaboration diagram for YQPushButton:



#### Public Slots

- void [hit](#) ()

#### Public Member Functions

- [YQPushButton](#) (YWidget \*parent, const std::string &label)

- virtual [~YQPushButton](#) ()
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)

## Additional Inherited Members

### 3.53.1 Detailed Description

Definition at line 34 of file [YQPushButton.h](#).

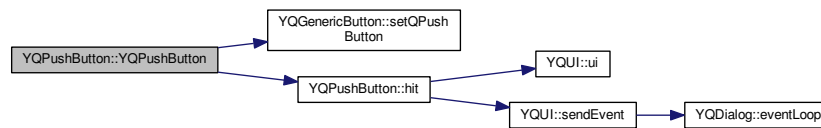
### 3.53.2 Constructor & Destructor Documentation

#### 3.53.2.1 YQPushButton::YQPushButton ( YWidget \* *parent*, const std::string & *label* )

Constructor.

Definition at line 37 of file [YQPushButton.cc](#).

Here is the call graph for this function:



#### 3.53.2.2 YQPushButton::~YQPushButton ( ) [virtual]

Destructor.

Definition at line 58 of file [YQPushButton.cc](#).

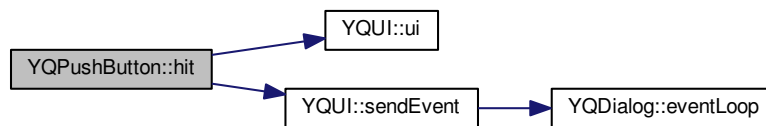
### 3.53.3 Member Function Documentation

#### 3.53.3.1 void YQPushButton::hit ( ) [slot]

Triggered when the button is activated (clicked or via keyboard). Notifies the the ui about this.

Definition at line 83 of file [YQPushButton.cc](#).

Here is the call graph for this function:



### 3.53.3.2 `int YQPushButton::preferredHeight ( ) [virtual]`

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 69 of file [YQPushButton.cc](#).

Here is the call graph for this function:



### 3.53.3.3 `int YQPushButton::preferredWidth ( ) [virtual]`

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 63 of file [YQPushButton.cc](#).

Here is the call graph for this function:



#### 3.53.3.4 void YQPushButton::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 75 of file [YQPushButton.cc](#).

Here is the call graph for this function:

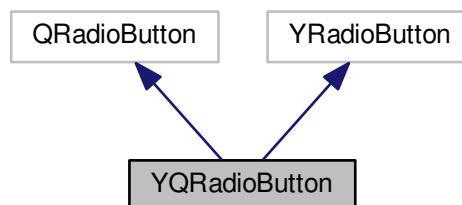


The documentation for this class was generated from the following files:

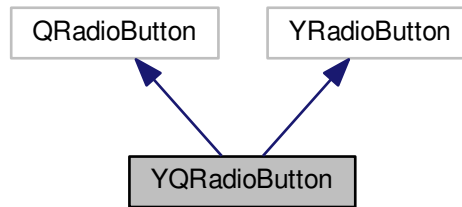
- `/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQPushButton.h`
- `/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQPushButton.cc`

## 3.54 YQRadioButton Class Reference

Inheritance diagram for YQRadioButton:



Collaboration diagram for YQRadioButton:



### Public Member Functions

- [YQRadioButton](#) (YWidget \*parent, const std::string &label, bool checked)
- virtual bool [value](#) ()
- virtual void [setValue](#) (bool checked)
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setUseBoldFont](#) (bool bold=true)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

### Protected Slots

- void [changed](#) (bool newState)
- bool [eventFilter](#) (QObject \*obj, QEvent \*event)

### 3.54.1 Detailed Description

Definition at line 35 of file [YQRadioButton.h](#).

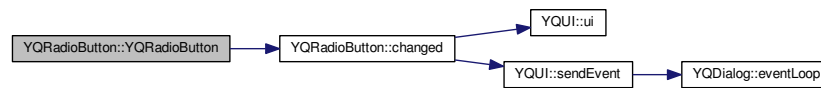
### 3.54.2 Constructor & Destructor Documentation

#### 3.54.2.1 YQRadioButton::YQRadioButton ( YWidget \* parent, const std::string & label, bool checked )

Constructor.

Definition at line 51 of file [YQRadioButton.cc](#).

Here is the call graph for this function:



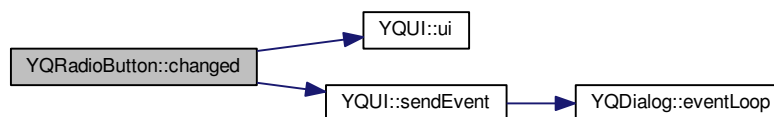
### 3.54.3 Member Function Documentation

#### 3.54.3.1 void YQRadioButton::changed ( bool *newState* ) [protected],[slot]

Triggered when the RadioButton is toggled.

Definition at line 148 of file [YQRadioButton.cc](#).

Here is the call graph for this function:

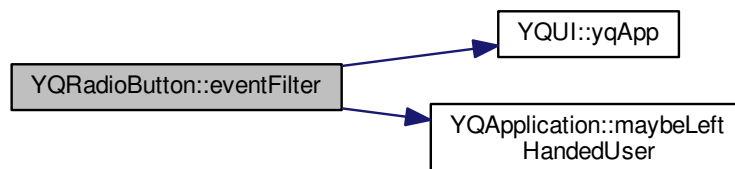


#### 3.54.3.2 bool YQRadioButton::eventFilter ( QObject \* *obj*, QEvent \* *event* ) [protected],[slot]

Redirect events to this object.

Definition at line 169 of file [YQRadioButton.cc](#).

Here is the call graph for this function:



#### 3.54.3.3 `int YQRadioButton::preferredHeight ( )` [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 91 of file [YQRadioButton.cc](#).

#### 3.54.3.4 `int YQRadioButton::preferredWidth ( )` [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 85 of file [YQRadioButton.cc](#).

#### 3.54.3.5 `void YQRadioButton::setEnabled ( bool enabled )` [virtual]

Set enabled / disabled state.

Reimplemented from `YWidget`.

Definition at line 133 of file [YQRadioButton.cc](#).

#### 3.54.3.6 `bool YQRadioButton::setKeyboardFocus ( )` [virtual]

Accept the keyboard focus.

Reimplemented from `YWidget`.

Definition at line 140 of file [YQRadioButton.cc](#).

#### 3.54.3.7 `void YQRadioButton::setLabel ( const std::string & label )` [virtual]

Change the label (the text) on the RadioButton.

Reimplemented from `YRadioButton`.

Definition at line 126 of file [YQRadioButton.cc](#).

#### 3.54.3.8 `void YQRadioButton::setSize ( int newWidth, int newHeight )` [virtual]

Set the new size of the widget.

Reimplemented from `YWidget`.

Definition at line 97 of file [YQRadioButton.cc](#).

#### 3.54.3.9 `void YQRadioButton::setUseBoldFont ( bool bold = true )` [virtual]

Use a bold font.

Reimplemented from `YRadioButton`.

Definition at line 75 of file [YQRadioButton.cc](#).



Here is the call graph for this function:



**3.54.3.10** `void YQRadioButton::setValue ( bool checked ) [virtual]`

Set the "checked" state of the RadioButton.

Reimplemented from `YRadioButton`.

Definition at line 109 of file [YQRadioButton.cc](#).

**3.54.3.11** `bool YQRadioButton::value ( ) [virtual]`

Return the "checked" state of the RadioButton.

Reimplemented from `YRadioButton`.

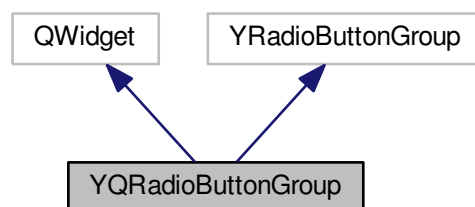
Definition at line 103 of file [YQRadioButton.cc](#).

The documentation for this class was generated from the following files:

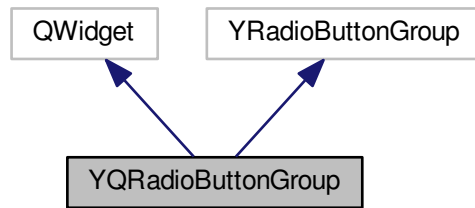
- `/build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/YQRadioButton.h`
- `/build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/YQRadioButton.cc`

## 3.55 YQRadioButtonGroup Class Reference

Inheritance diagram for `YQRadioButtonGroup`:



Collaboration diagram for YQRadioButtonGroup:



## Public Member Functions

- [YQRadioButtonGroup](#) (YWidget \*parent)
- virtual [~YQRadioButtonGroup](#) ()
- virtual void [addRadioButton](#) (YRadioButton \*button)
- virtual void [setEnabled](#) (bool enabled)
- virtual void [setSize](#) (int newWidth, int newHeight)

### 3.55.1 Detailed Description

Definition at line 32 of file [YQRadioButtonGroup.h](#).

### 3.55.2 Constructor & Destructor Documentation

#### 3.55.2.1 YQRadioButtonGroup::YQRadioButtonGroup ( YWidget \* *parent* )

Constructor.

Definition at line 35 of file [YQRadioButtonGroup.cc](#).

#### 3.55.2.2 YQRadioButtonGroup::~YQRadioButtonGroup ( ) [virtual]

Destructor.

Definition at line 43 of file [YQRadioButtonGroup.cc](#).

### 3.55.3 Member Function Documentation

#### 3.55.3.1 void YQRadioButtonGroup::addRadioButton ( YRadioButton \* *button* ) [virtual]

Add a RadioButton.

Reimplemented from YRadioButtonGroup.

Definition at line 50 of file [YQRadioButtonGroup.cc](#).

3.55.3.2 void YQRadioButtonGroup::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 62 of file [YQRadioButtonGroup.cc](#).

3.55.3.3 void YQRadioButtonGroup::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 70 of file [YQRadioButtonGroup.cc](#).

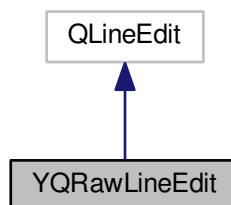
The documentation for this class was generated from the following files:

- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQRadioButtonGroup.h](#)
- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQRadioButtonGroup.cc](#)

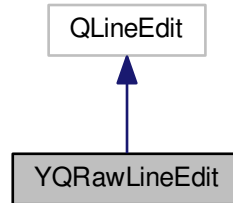
## 3.56 YQRawLineEdit Class Reference

```
#include <YQInputField.h>
```

Inheritance diagram for YQRawLineEdit:



Collaboration diagram for YQRawLineEdit:



## Signals

- void **capsLockActivated** ()
- void **capsLockDeactivated** ()

## Public Member Functions

- [YQRawLineEdit](#) (QWidget \*parent)
- virtual [~YQRawLineEdit](#) ()
- bool [isCapsLockActive](#) () const

## Protected Member Functions

- bool [x11Event](#) (XEvent \*event)

### 3.56.1 Detailed Description

Helper class that can obtain the CapsLock status, too. For some reason, Qt does not propagate that information from X11.

Definition at line 166 of file [YQInputField.h](#).

### 3.56.2 Constructor & Destructor Documentation

#### 3.56.2.1 YQRawLineEdit::YQRawLineEdit ( QWidget \* parent ) [inline]

Constructor

Definition at line 175 of file [YQInputField.h](#).

3.56.2.2 `virtual YQRawLineEdit::~~YQRawLineEdit ( ) [inline],[virtual]`

Destructor

Definition at line 183 of file [YQInputField.h](#).

### 3.56.3 Member Function Documentation

3.56.3.1 `bool YQRawLineEdit::isCapsLockActive ( ) const [inline]`

Check if CapsLock is active (rather: was active at the time of the last key or focus event)

Definition at line 189 of file [YQInputField.h](#).

3.56.3.2 `bool YQRawLineEdit::x11Event ( XEvent * event ) [protected]`

X11 raw event handler. Propagates all events to the Qt event handlers, but updates `_capsLockActive` for key events.

Reimplemented from `QWidget`.

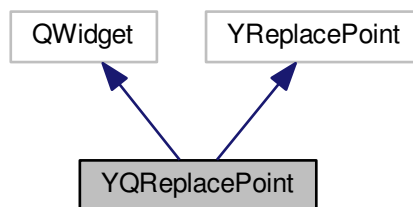
Definition at line 257 of file [YQInputField.cc](#).

The documentation for this class was generated from the following files:

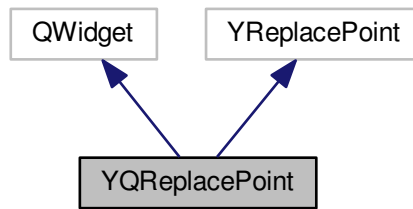
- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQInputField.h`
- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQInputField.cc`

## 3.57 YQReplacePoint Class Reference

Inheritance diagram for `YQReplacePoint`:



Collaboration diagram for YQReplacePoint:



### Public Member Functions

- [YQReplacePoint](#) (YWidget \*parent)
- virtual void [showChild](#) ()
- virtual void [setEnabled](#) (bool enabled)
- virtual void [setSize](#) (int newWidth, int newHeight)

### 3.57.1 Detailed Description

Definition at line 35 of file [YQReplacePoint.h](#).

### 3.57.2 Constructor & Destructor Documentation

#### 3.57.2.1 YQReplacePoint::YQReplacePoint ( YWidget \* parent )

Constructor.

Definition at line 33 of file [YQReplacePoint.cc](#).

### 3.57.3 Member Function Documentation

#### 3.57.3.1 void YQReplacePoint::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 53 of file [YQReplacePoint.cc](#).

#### 3.57.3.2 void YQReplacePoint::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 60 of file [YQReplacePoint.cc](#).

### 3.57.3.3 void YQReplacePoint::showChild ( ) [virtual]

Show a newly added child.

Reimplemented from YReplacePoint.

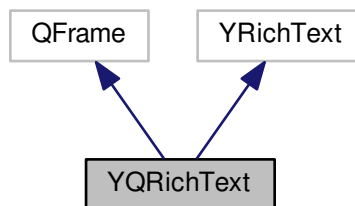
Definition at line 41 of file [YQReplacePoint.cc](#).

The documentation for this class was generated from the following files:

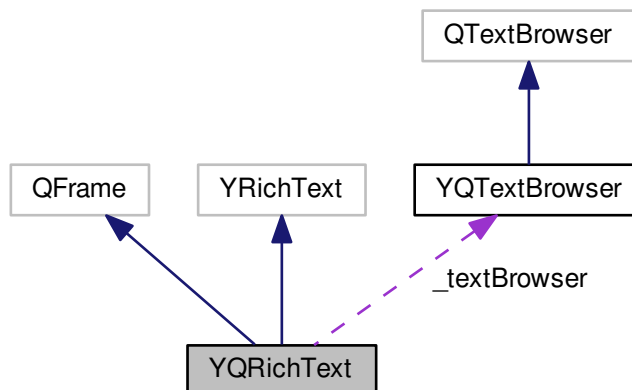
- /build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/YQReplacePoint.h
- /build/buildd/build/libyui-qt-libyui-qt-master-2.43.5/src/YQReplacePoint.cc

## 3.58 YQRichText Class Reference

Inheritance diagram for YQRichText:



Collaboration diagram for YQRichText:



## Public Member Functions

- [YQRichText](#) (YWidget \*parent, const std::string &text, bool plainTextMode=false)
- virtual [~YQRichText](#) ()
- virtual void [setValue](#) (const std::string &newValue)
- virtual void [setPlainTextMode](#) (bool on=true)
- virtual void [setAutoScrollDown](#) (bool on=true)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual void [setEnabled](#) (bool enabled)
- virtual bool [setKeyboardFocus](#) ()
- virtual bool [eventFilter](#) (QObject \*obj, QEvent \*ev)
- bool [haveHyperLinks](#) ()

## Protected Slots

- void [linkClicked](#) (const QUrl &url)

## Protected Attributes

- [YQTextBrowser](#) \* [\\_textBrowser](#)

### 3.58.1 Detailed Description

Definition at line 38 of file [YQRichText.h](#).

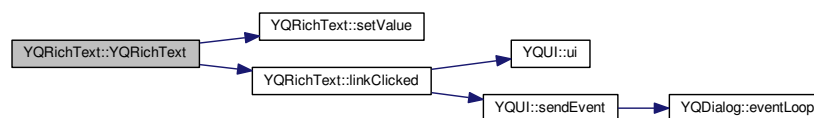
### 3.58.2 Constructor & Destructor Documentation

#### 3.58.2.1 YQRichText::YQRichText ( YWidget \* *parent*, const std::string & *text*, bool *plainTextMode* = false )

Constructor.

Definition at line 45 of file [YQRichText.cc](#).

Here is the call graph for this function:



#### 3.58.2.2 YQRichText::~YQRichText ( ) [virtual]

Destructor.

Definition at line 93 of file [YQRichText.cc](#).



### 3.58.3 Member Function Documentation

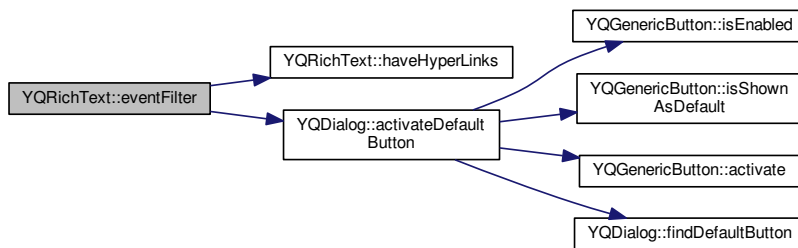
#### 3.58.3.1 `bool YQRichText::eventFilter ( QObject * obj, QEvent * ev ) [virtual]`

Event filter.

Reimplemented from QWidget.

Definition at line 158 of file [YQRichText.cc](#).

Here is the call graph for this function:



#### 3.58.3.2 `bool YQRichText::haveHyperLinks ( )`

Returns 'true' if the current text of this RichText widget contains hyperlinks.

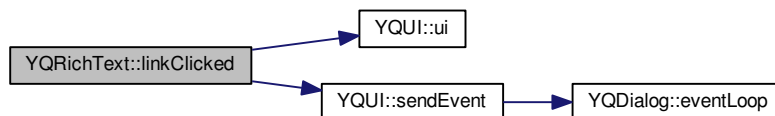
Definition at line 182 of file [YQRichText.cc](#).

#### 3.58.3.3 `void YQRichText::linkClicked ( const QUrl & url ) [protected], [slot]`

Notification that a hyperlink is clicked.

Definition at line 151 of file [YQRichText.cc](#).

Here is the call graph for this function:



#### 3.58.3.4 `int YQRichText::preferredHeight ( ) [virtual]`

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 197 of file [YQRichText.cc](#).

**3.58.3.5** `int YQRichText::preferredWidth ( ) [virtual]`

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 191 of file [YQRichText.cc](#).

**3.58.3.6** `void YQRichText::setAutoScrollDown ( bool on = true ) [virtual]`

Set this RichText widget's "auto scroll down" mode on or off.

Reimplemented from YRichText.

Definition at line 142 of file [YQRichText.cc](#).

**3.58.3.7** `void YQRichText::setEnabled ( bool enabled ) [virtual]`

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 209 of file [YQRichText.cc](#).

**3.58.3.8** `bool YQRichText::setKeyboardFocus ( ) [virtual]`

Accept the keyboard focus.

Reimplemented from YWidget.

Definition at line 216 of file [YQRichText.cc](#).

**3.58.3.9** `void YQRichText::setPlainTextMode ( bool on = true ) [virtual]`

Set this RichText widget's "plain text" mode on or off.

Reimplemented from YRichText.

Definition at line 131 of file [YQRichText.cc](#).

**3.58.3.10** `void YQRichText::setSize ( int newWidth, int newHeight ) [virtual]`

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 203 of file [YQRichText.cc](#).

**3.58.3.11** `void YQRichText::setValue ( const std::string & newValue ) [virtual]`

Change the text content of the RichText widget.

Reimplemented from YRichText.

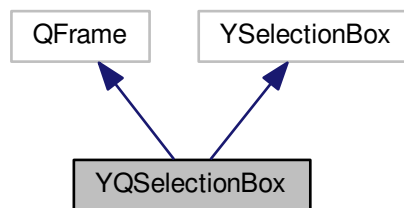
Definition at line 99 of file [YQRichText.cc](#).

The documentation for this class was generated from the following files:

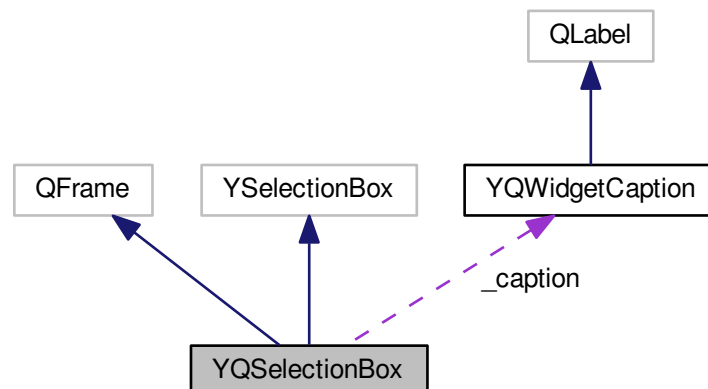
- /build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQRichText.h
- /build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQRichText.cc

## 3.59 YQSelectionBox Class Reference

Inheritance diagram for YQSelectionBox:



Collaboration diagram for YQSelectionBox:



## Public Member Functions

- [YQSelectionBox](#) (YWidget \*parent, const std::string &label)
- virtual [~YQSelectionBox](#) ()
- virtual void [setLabel](#) (const std::string &label)
- virtual void [addItem](#) (YItem \*item)
- virtual void [addItems](#) (const YItemCollection &itemCollection)
- virtual void [selectItem](#) (YItem \*item, bool selected=true)
- virtual void [deselectAllItems](#) ()
- virtual void [deleteAllItems](#) ()
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()
- virtual bool [eventFilter](#) (QObject \*obj, QEvent \*ev)

## Protected Slots

- void [slotSelectionChanged](#) ()
- void [slotActivated](#) (QListWidgetItem \*item)
- void [returnDelayed](#) ()
- void [returnImmediately](#) ()

## Protected Member Functions

- void [selectItem](#) (int index)
- void [addItem](#) (YItem \*item, bool batchMode)

## Protected Attributes

- [YQWidgetCaption](#) \* **\_caption**
- QListWidget \* **\_qt\_listWidget**
- QTimer **\_timer**

### 3.59.1 Detailed Description

Definition at line 39 of file [YQSelectionBox.h](#).

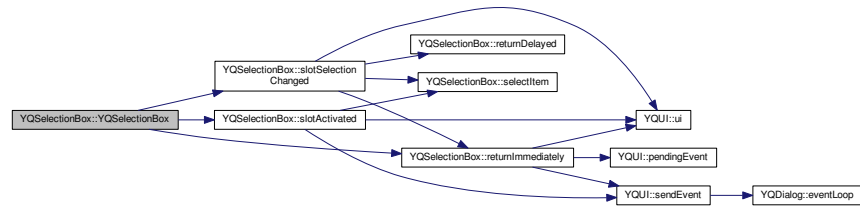
### 3.59.2 Constructor & Destructor Documentation

#### 3.59.2.1 YQSelectionBox::YQSelectionBox ( YWidget \* *parent*, const std::string & *label* )

Constructor.

Definition at line 53 of file [YQSelectionBox.cc](#).

Here is the call graph for this function:



### 3.59.2.2 YQSelectionBox::~YQSelectionBox ( ) [virtual]

Destructors.

Definition at line 91 of file YQSelectionBox.cc.

### 3.59.3 Member Function Documentation

**3.59.3.1** void YQSelectionBox::addItem ( YItem \* *item* ) [virtual]

Add an item.

Reimplemented from YSelectionWidget.

Definition at line 119 of file YQSelectionBox.cc.

**3.59.3.2** void YQSelectionBox::addItem ( YItem \* *item*, bool *batchMode* ) [protected]

Internal `addItem()` method that will not do expensive operations in batch mode.

Definition at line 126 of file YQSelectionBox.cc.

### 3.59.3.3 void YQSelectionBox::addItems ( const YItemCollection & *itemCollection* ) [virtual]

Add multiple items.

Reimplemented for efficiency from YSelectionWidget.

Definition at line 104 of file YQSelectionBox.cc.

Here is the call graph for this function:



### 3.59.3.4 void YQSelectionBox::deleteAllItems ( ) [virtual]

Delete all items.

Reimplemented from YSelectionWidget.

Definition at line 217 of file [YQSelectionBox.cc](#).

### 3.59.3.5 void YQSelectionBox::deselectAllItems ( ) [virtual]

Deselect all items.

Reimplemented from YSelectionWidget.

Definition at line 193 of file [YQSelectionBox.cc](#).

Here is the call graph for this function:



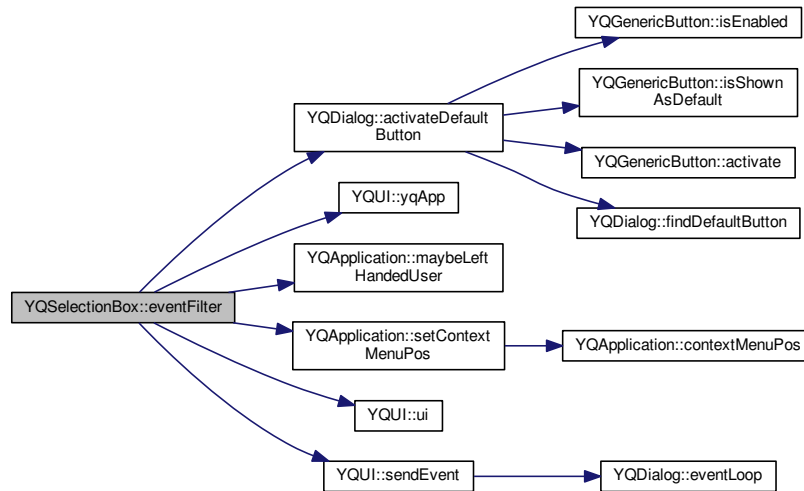
### 3.59.3.6 bool YQSelectionBox::eventFilter ( QObject \* *obj*, QEvent \* *ev* ) [virtual]

Event filter.

Reimplemented from QWidget.

Definition at line 270 of file [YQSelectionBox.cc](#).

Here is the call graph for this function:



### 3.59.3.7 `int YQSelectionBox::preferredHeight ( )` [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 236 of file [YQSelectionBox.cc](#).

### 3.59.3.8 `int YQSelectionBox::preferredWidth ( )` [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 227 of file [YQSelectionBox.cc](#).

### 3.59.3.9 `void YQSelectionBox::returnDelayed ( )` [protected], [slot]

Return after some milliseconds delay - collect multiple events. This is only relevant if `opt (notify)` is set.

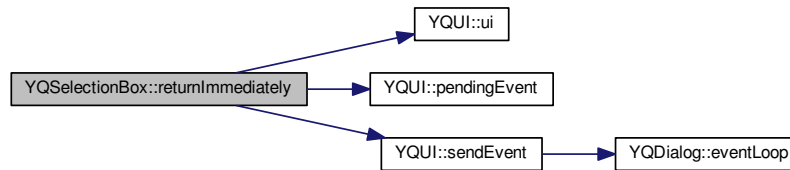
Definition at line 386 of file [YQSelectionBox.cc](#).

### 3.59.3.10 `void YQSelectionBox::returnImmediately ( )` [protected], [slot]

Return immediately. This is only relevant if `opt (notify)` is set.

Definition at line 363 of file [YQSelectionBox.cc](#).

Here is the call graph for this function:



**3.59.3.11** `void YQSelectionBox::selectItem ( YItem * item, bool selected = true )` [virtual]

Select or deselect an item.

Reimplemented from `YSelectionWidget`.

Definition at line 166 of file [YQSelectionBox.cc](#).

**3.59.3.12** `void YQSelectionBox::selectItem ( int index )` [protected]

Select an item by index.

Definition at line 175 of file [YQSelectionBox.cc](#).

**3.59.3.13** `void YQSelectionBox::setEnabled ( bool enabled )` [virtual]

Set enabled/disabled state.

Reimplemented from `YWidget`.

Definition at line 253 of file [YQSelectionBox.cc](#).

**3.59.3.14** `bool YQSelectionBox::setKeyboardFocus ( )` [virtual]

Accept the keyboard focus.

Reimplemented from `YWidget`.

Definition at line 262 of file [YQSelectionBox.cc](#).

**3.59.3.15** `void YQSelectionBox::setLabel ( const std::string & label )` [virtual]

Change the label text.

Reimplemented from `YSelectionWidget`.

Definition at line 97 of file [YQSelectionBox.cc](#).



Here is the call graph for this function:



**3.59.3.16** `void YQSelectionBox::setSize ( int newWidth, int newHeight )` `[virtual]`

Set the new size of the widget.

Reimplemented from `YWidget`.

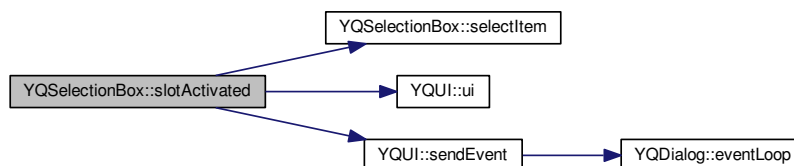
Definition at line 247 of file [YQSelectionBox.cc](#).

**3.59.3.17** `void YQSelectionBox::slotActivated ( QListWidgetItem * item )` `[protected], [slot]`

Notification that an item has been activated (double clicked).

Definition at line 354 of file [YQSelectionBox.cc](#).

Here is the call graph for this function:

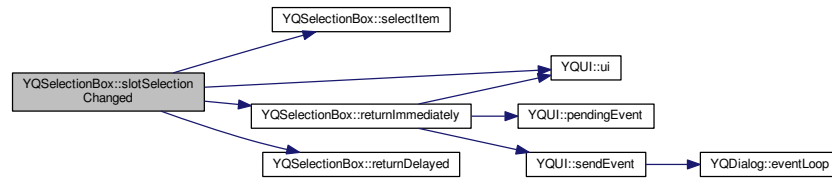


**3.59.3.18** `void YQSelectionBox::slotSelectionChanged ( )` `[protected], [slot]`

Notification that an item has been selected. This is only relevant if `opt (notify)` is set.

Definition at line 311 of file [YQSelectionBox.cc](#).

Here is the call graph for this function:



The documentation for this class was generated from the following files:

- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQSelectionBox.h`
- `/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQSelectionBox.cc`

## 3.60 YQSignalBlocker Class Reference

```
#include <YQSignalBlocker.h>
```

### Public Member Functions

- [YQSignalBlocker](#) (QObject \*qobject)
- [~YQSignalBlocker](#) ()

#### 3.60.1 Detailed Description

Helper class to block Qt signals for QWidgets or QObjects as long as this object exists.

This object will restore the old blocked state when it goes out of scope.

Definition at line 36 of file [YQSignalBlocker.h](#).

#### 3.60.2 Constructor & Destructor Documentation

##### 3.60.2.1 YQSignalBlocker::YQSignalBlocker ( QObject \* qobject )

Constructor.

Qt signals for 'qobject' will be blocked as long as this object exists. Remember that a QWidget is also a QObject.

Definition at line 29 of file [YQSignalBlocker.cc](#).

##### 3.60.2.2 YQSignalBlocker::~YQSignalBlocker ( )

Destructor.

This will restore the old signal state.

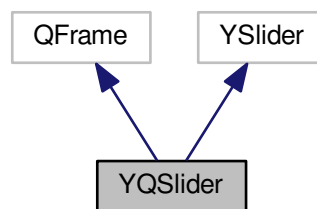
Definition at line 40 of file [YQSignalBlocker.cc](#).

The documentation for this class was generated from the following files:

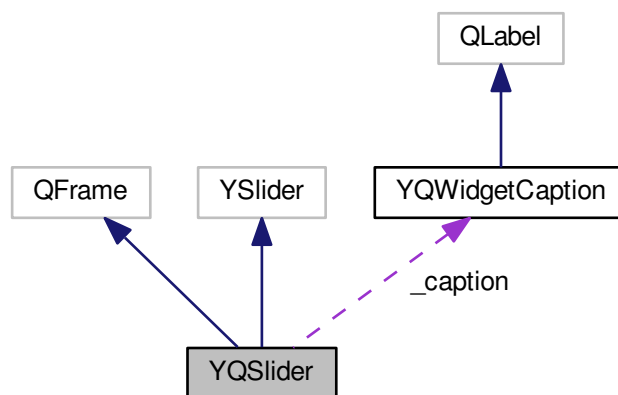
- /build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQSignalBlocker.h
- /build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQSignalBlocker.cc

## 3.61 YQSlider Class Reference

Inheritance diagram for YQSlider:



Collaboration diagram for YQSlider:



### Public Slots

- void [valueChangedSlot](#) (int newValue)

## Signals

- void [valueChanged](#) (int newValue)

## Public Member Functions

- [YQSlider](#) (YWidget \*parent, const std::string &label, int minValue, int maxValue, int initialValue, bool reverseLayout=false)
- virtual [~YQSlider](#) ()
- virtual int [value](#) ()
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

## Protected Member Functions

- virtual void [setValueInternal](#) (int val)

## Protected Attributes

- [YQWidgetCaption](#) \* [\\_caption](#)
- QSlider \* [\\_qt\\_slider](#)
- QSpinBox \* [\\_qt\\_spinBox](#)
- QFrame \* [\\_hbox](#)

### 3.61.1 Detailed Description

Definition at line 36 of file [YQSlider.h](#).

### 3.61.2 Constructor & Destructor Documentation

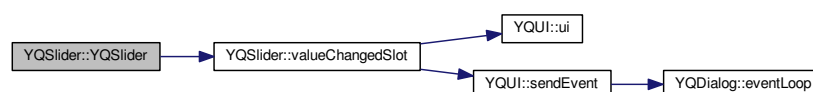
3.61.2.1 [YQSlider::YQSlider](#) ( YWidget \* *parent*, const std::string & *label*, int *minValue*, int *maxValue*, int *initialValue*, bool *reverseLayout* = false )

Constructor.

'reverseLayout' creates the QSpinBox to the left and the QSlider to the right.

Definition at line 41 of file [YQSlider.cc](#).

Here is the call graph for this function:



### 3.61.2.2 YQSlider::~~YQSlider ( ) [virtual]

Destructor.

Definition at line 120 of file [YQSlider.cc](#).

## 3.61.3 Member Function Documentation

### 3.61.3.1 int YQSlider::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 174 of file [YQSlider.cc](#).

### 3.61.3.2 int YQSlider::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 164 of file [YQSlider.cc](#).

### 3.61.3.3 void YQSlider::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 154 of file [YQSlider.cc](#).

### 3.61.3.4 bool YQSlider::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Definition at line 196 of file [YQSlider.cc](#).

### 3.61.3.5 void YQSlider::setLabel ( const std::string & *label* ) [virtual]

Set the label (the caption above the input field).

Reimplemented from YSlider / YIntField.

Definition at line 188 of file [YQSlider.cc](#).

Here is the call graph for this function:



**3.61.3.6** `void YQSlider::setSize ( int newWidth, int newHeight )` `[virtual]`

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line [181](#) of file [YQSlider.cc](#).

**3.61.3.7** `void YQSlider::setValueInternal ( int val )` `[protected],[virtual]`

Set the current value (the number entered by the user or set from the outside) of this slider. 'val' is guaranteed to be between `minValue` and `maxValue`; no further checks are required.

Implemented from YSlider/ YIntField.

Definition at line [134](#) of file [YQSlider.cc](#).

**3.61.3.8** `int YQSlider::value ( )` `[virtual]`

Get the current value (the number entered by the user or set from the outside) of this slider.

Implemented from YSlider / YIntField.

Definition at line [127](#) of file [YQSlider.cc](#).

**3.61.3.9** `void YQSlider::valueChanged ( int newValue )` `[signal]`

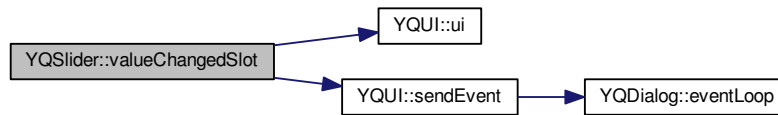
Emitted when the value changes (regardless of the notify flag).

**3.61.3.10** `void YQSlider::valueChangedSlot ( int newValue )` `[slot]`

Slot for "value changed". This will send a ValueChanged event if 'notify' is set.

Definition at line [144](#) of file [YQSlider.cc](#).

Here is the call graph for this function:

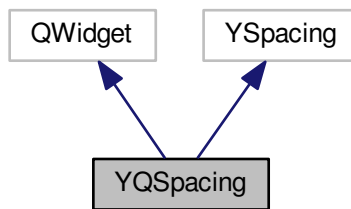


The documentation for this class was generated from the following files:

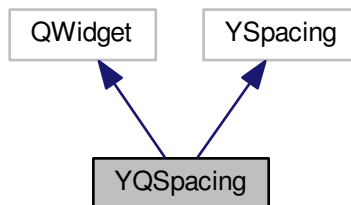
- `/build/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQSlider.h`
- `/build/builddir/build/BUILD/libyui-qt-master-2.43.5/src/YQSlider.cc`

## 3.62 YQSpacing Class Reference

Inheritance diagram for YQSpacing:



Collaboration diagram for YQSpacing:



## Public Member Functions

- [YQSpacing](#) (YWidget \*parent, YUIDimension dim, bool stretchable=false, YLayoutSize\_t layoutUnits=0.0)
- virtual void [setSize](#) (int newWidth, int newHeight)

### 3.62.1 Detailed Description

Definition at line 32 of file [YQSpacing.h](#).

### 3.62.2 Constructor & Destructor Documentation

3.62.2.1 `YQSpacing::YQSpacing ( YWidget * parent, YUIDimension dim, bool stretchable = false, YLayoutSize_t layoutUnits = 0.0 )`

Constructor.

Definition at line 29 of file [YQSpacing.cc](#).

### 3.62.3 Member Function Documentation

3.62.3.1 `void YQSpacing::setSize ( int newWidth, int newHeight )` [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

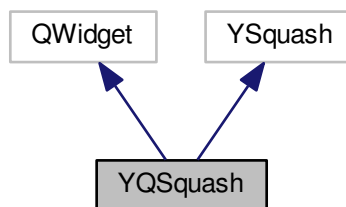
Definition at line 46 of file [YQSpacing.cc](#).

The documentation for this class was generated from the following files:

- /builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQSpacing.h
- /builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQSpacing.cc

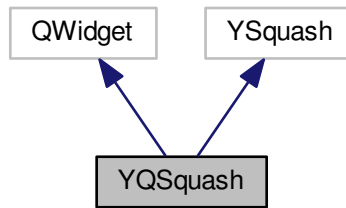
## 3.63 YQSquash Class Reference

Inheritance diagram for YQSquash:





Collaboration diagram for YQSquash:



### Public Member Functions

- [YQSquash](#) (YWidget \*parent, bool horSquash, bool vertSquash)
- virtual [~YQSquash](#) ()
- virtual void [setEnabled](#) (bool enabled)
- virtual void [setSize](#) (int newWidth, int newHeight)

#### 3.63.1 Detailed Description

Definition at line 35 of file [YQSquash.h](#).

#### 3.63.2 Constructor & Destructor Documentation

##### 3.63.2.1 YQSquash::YQSquash ( YWidget \* parent, bool horSquash, bool vertSquash )

Constructor.

Definition at line 29 of file [YQSquash.cc](#).

##### 3.63.2.2 YQSquash::~~YQSquash ( ) [virtual]

Destructor.

Definition at line 39 of file [YQSquash.cc](#).

#### 3.63.3 Member Function Documentation

##### 3.63.3.1 void YQSquash::setEnabled ( bool enabled ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 45 of file [YQSquash.cc](#).

3.63.3.2 `void YQSquash::setSize ( int newWidth, int newHeight )` [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

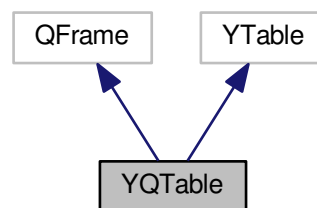
Definition at line 52 of file [YQSquash.cc](#).

The documentation for this class was generated from the following files:

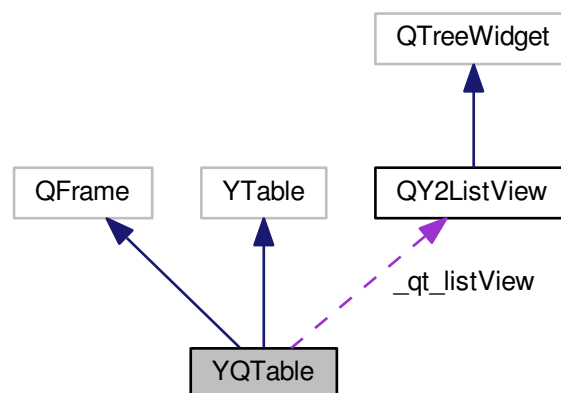
- `/builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQSquash.h`
- `/builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQSquash.cc`

## 3.64 YQTable Class Reference

Inheritance diagram for YQTable:



Collaboration diagram for YQTable:



## Public Member Functions

- [YQTable](#) (YWidget \*parent, YTableHeader \*header, bool multiSelection)
- virtual [~YQTable](#) ()
- virtual void [setKeepSorting](#) (bool keepSorting)
- virtual void [addItem](#) (YItem \*item)
- virtual void [addItemCollection](#) (const YItemCollection &itemCollection)
- virtual void [selectItem](#) (YItem \*item, bool selected=true)
- virtual void [deselectAllItems](#) ()
- virtual void [deleteAllItems](#) ()
- virtual void [cellChanged](#) (const YTableCell \*cell)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

## Protected Slots

- void [slotSelected](#) (QTreeWidgetItem \*)
- void [slotSelectionChanged](#) ()
- void [slotActivated](#) (QTreeWidgetItem \*)
- void [slotContextMenu](#) (const QPoint &pos)

## Protected Member Functions

- void [selectOrigItem](#) (QTreeWidgetItem \*listViewItem)
- void [addItem](#) (YItem \*item, bool batchMode, bool resizeColumnsToContent)

## Protected Attributes

- [QY2ListView](#) \* [\\_qt\\_listView](#)

### 3.64.1 Detailed Description

Definition at line 37 of file [YQTable.h](#).

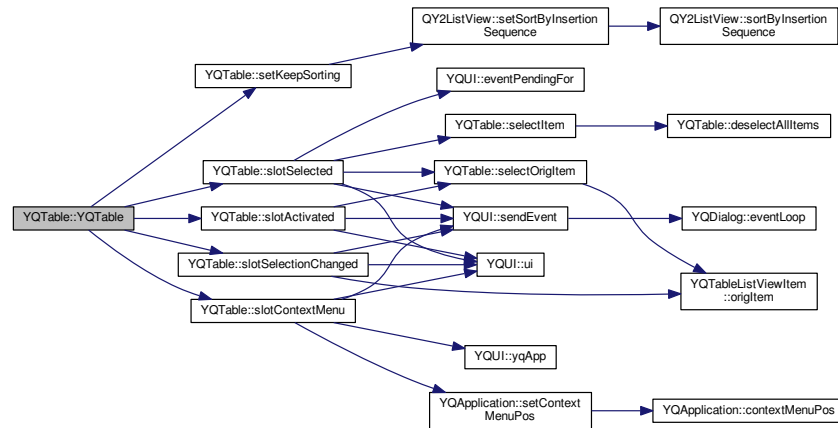
### 3.64.2 Constructor & Destructor Documentation

#### 3.64.2.1 YQTable::YQTable ( YWidget \* parent, YTableHeader \* header, bool multiSelection )

Constructor.

Definition at line 43 of file [YQTable.cc](#).

Here is the call graph for this function:



### 3.64.2.2 YQTable::~~YQTable ( ) [virtual]

Destructor.

Definition at line 109 of file [YQTable.cc](#).

## 3.64.3 Member Function Documentation

### 3.64.3.1 void YQTable::addItem ( YItem \* item ) [virtual]

Add an item.

Reimplemented from YSelectionWidget.

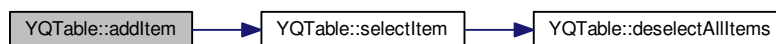
Definition at line 125 of file [YQTable.cc](#).

### 3.64.3.2 void YQTable::addItem ( YItem \* item, bool batchMode, bool resizeColumnsToContent ) [protected]

Internal [addItem\(\)](#) method that will not do expensive operations in batch mode.

Definition at line 134 of file [YQTable.cc](#).

Here is the call graph for this function:



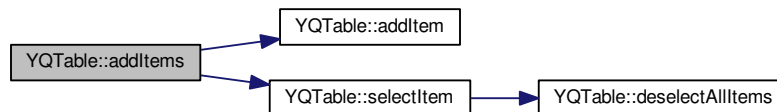
### 3.64.3.3 void YQTable::addItems ( const YItemCollection & *itemCollection* ) [virtual]

Add multiple items.

Reimplemented for efficiency from YSelectionWidget.

Definition at line 182 of file [YQTable.cc](#).

Here is the call graph for this function:



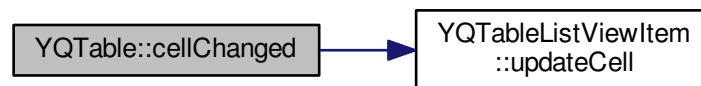
### 3.64.3.4 void YQTable::cellChanged ( const YTableCell \* *cell* ) [virtual]

Notification that a cell (its text and/or its icon) was changed from the outside. Applications are required to call this whenever a table cell is changed after adding the corresponding table item (the row) to the table widget.

Reimplemented from YTable.

Definition at line 254 of file [YQTable.cc](#).

Here is the call graph for this function:



### 3.64.3.5 void YQTable::deleteAllItems ( ) [virtual]

Delete all items.

Reimplemented from YSelectionWidget.

Definition at line 246 of file [YQTable.cc](#).

Here is the call graph for this function:



#### 3.64.3.6 void YQTable::deselectAllItems ( ) [virtual]

Deselect all items.

Reimplemented from `YSelectionWidget`.

Definition at line 236 of file `YQTable.cc`.

#### 3.64.3.7 int YQTable::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 374 of file `YQTable.cc`.

#### 3.64.3.8 int YQTable::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 364 of file `YQTable.cc`.

#### 3.64.3.9 void YQTable::selectItem ( YItem \* item, bool selected = true ) [virtual]

Select or deselect an item.

Reimplemented from `YSelectionWidget`.

Definition at line 209 of file `YQTable.cc`.

Here is the call graph for this function:

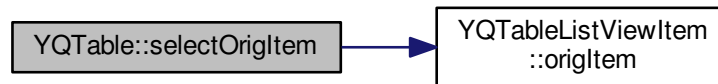


#### 3.64.3.10 void YQTable::selectOrigItem ( QTreeWidgetItem \* *listViewItem* ) [protected]

Select the original item (the YTableItem) that corresponds to the specified listViewItem.

Definition at line 267 of file [YQTable.cc](#).

Here is the call graph for this function:



#### 3.64.3.11 void YQTable::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 354 of file [YQTable.cc](#).

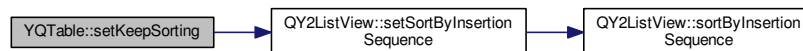
#### 3.64.3.12 void YQTable::setKeepSorting ( bool *keepSorting* ) [virtual]

Switch between sorting by item insertion order (`keepSorting`: true) or allowing the user to sort by an arbitrary column (by clicking on the column header).

Reimplemented from YTable.

Definition at line 116 of file [YQTable.cc](#).

Here is the call graph for this function:



#### 3.64.3.13 bool YQTable::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Reimplemented from YWidget.

Definition at line 391 of file [YQTable.cc](#).

### 3.64.3.14 void YQTable::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

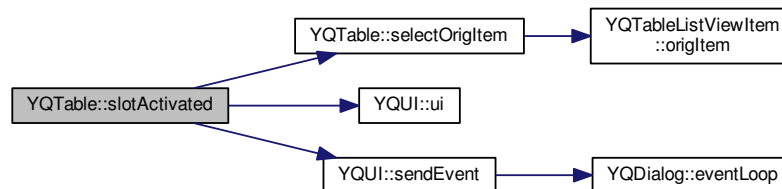
Definition at line 384 of file [YQTable.cc](#).

### 3.64.3.15 void YQTable::slotActivated ( QTreeWidgetItem \* *listViewItem* ) [protected],[slot]

Notification that an item is activated (double click or keyboard).

Definition at line 341 of file [YQTable.cc](#).

Here is the call graph for this function:



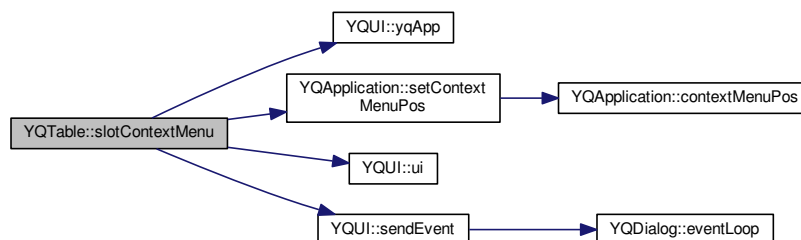
### 3.64.3.16 void YQTable::slotContextMenu ( const QPoint & *pos* ) [protected],[slot]

Propagate a context menu selection

This will trigger an 'ContextMenuActivated' event if 'notifyContextMenu' is set.

Definition at line 400 of file [YQTable.cc](#).

Here is the call graph for this function:



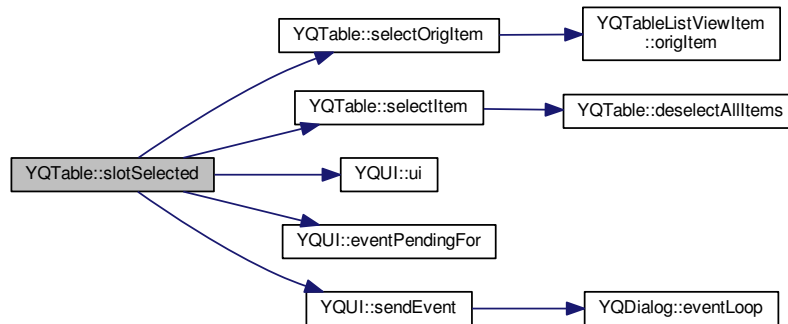


3.64.3.17 void YQTable::slotSelected ( QTreeWidgetItem \* *listViewItem* ) [protected],[slot]

Notification that an item is selected (single click or keyboard).

Definition at line 280 of file [YQTable.cc](#).

Here is the call graph for this function:

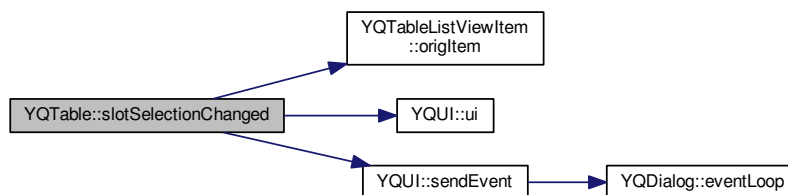


3.64.3.18 void YQTable::slotSelectionChanged ( ) [protected],[slot]

Notification that the item selection changed (relevant for multiSelection mode).

Definition at line 306 of file [YQTable.cc](#).

Here is the call graph for this function:



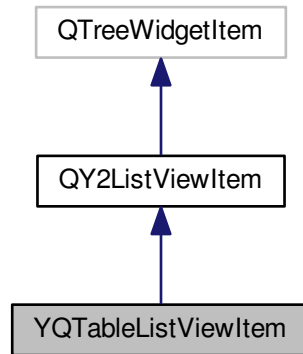
The documentation for this class was generated from the following files:

- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQTable.h`
- `/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQTable.cc`

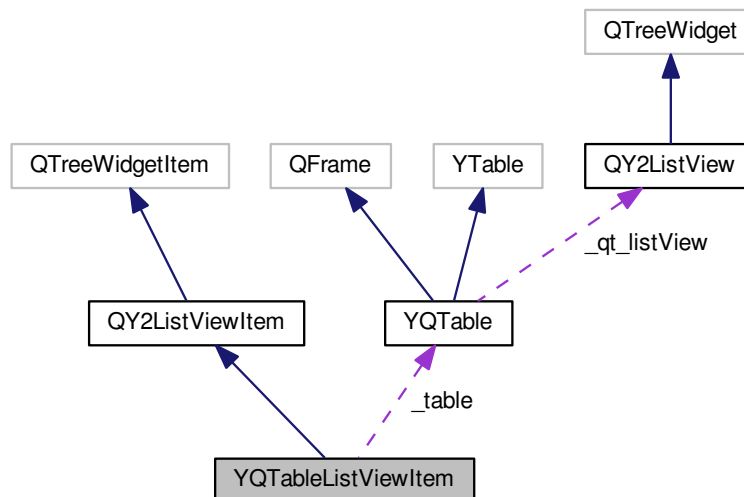
## 3.65 YQTableListViewItem Class Reference

```
#include <YQTable.h>
```

Inheritance diagram for YQTableListViewItem:



Collaboration diagram for YQTableListViewItem:



## Public Member Functions

- `YQTableListViewItem` (`YQTable *table`, `QY2ListView *parent`, `YTableWidgetItem *origItem`)
- `YQTable * table` () const
- `YTableWidgetItem * origItem` () const
- void `updateCell` (const `YTableCell *cell`)

## Protected Attributes

- [YQTable](#) \* **\_table**
- YTableItem \* **\_origItem**

### 3.65.1 Detailed Description

Visual representation of a YTableItem.

Definition at line 196 of file [YQTable.h](#).

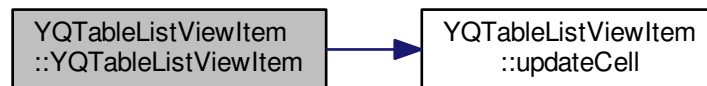
### 3.65.2 Constructor & Destructor Documentation

3.65.2.1 `YQTableListItem::YQTableListItem ( YQTable * table, QY2ListView * parent, YTableItem * origItem )`

Constructor.

Definition at line 414 of file [YQTable.cc](#).

Here is the call graph for this function:



### 3.65.3 Member Function Documentation

3.65.3.1 `YTableItem* YQTableListItem::origItem ( ) const` `[inline]`

Return the corresponding YTableItem.

Definition at line 215 of file [YQTable.h](#).

3.65.3.2 `YQTable* YQTableListItem::table ( ) const` `[inline]`

Return the parent table widget.

Definition at line 210 of file [YQTable.h](#).

3.65.3.3 `void YQTableListItem::updateCell ( const YTableCell * cell )`

Update this item's display with the content of 'cell'.

Definition at line 436 of file [YQTable.cc](#).

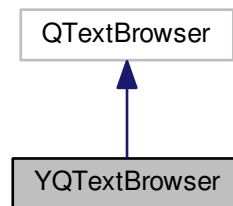
The documentation for this class was generated from the following files:

- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQTable.h`
- `/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQTable.cc`

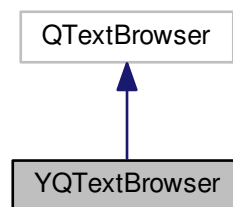
### 3.66 YQTextBrowser Class Reference

```
#include <YQRichText.h>
```

Inheritance diagram for YQTextBrowser:



Collaboration diagram for YQTextBrowser:



#### Public Slots

- virtual void [setSource](#) (const `QUrl` &name)

#### Public Member Functions

- [YQTextBrowser](#) (`QWidget` \*parent=0)

### 3.66.1 Detailed Description

Helper class - needed to have the benefits of both QVBox as the base class for [YQRichText](#) so uniform margins can be implemented (outside, not inside the scroll window as QTextBrowser normally does it) and QTextBrowser's features (enable hyperlinks) without removing the text each time the user clicks.

This class is required only to overwrite [setSource\(\)](#).

Definition at line 156 of file [YQRichText.h](#).

### 3.66.2 Constructor & Destructor Documentation

#### 3.66.2.1 YQTextBrowser::YQTextBrowser ( QWidget \* *parent* = 0 ) [inline]

Constructor

Definition at line 166 of file [YQRichText.h](#).

### 3.66.3 Member Function Documentation

#### 3.66.3.1 void YQTextBrowser::setSource ( const QUrl & *name* ) [virtual],[slot]

Get the document pointed to by a hyperlink.

Reimplemented from QTextBrowser to avoid having an empty text each time the user clicks on a hyperlink.

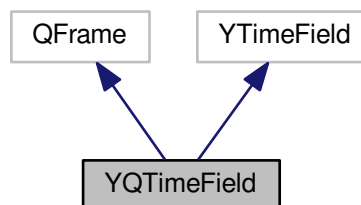
Definition at line 223 of file [YQRichText.cc](#).

The documentation for this class was generated from the following files:

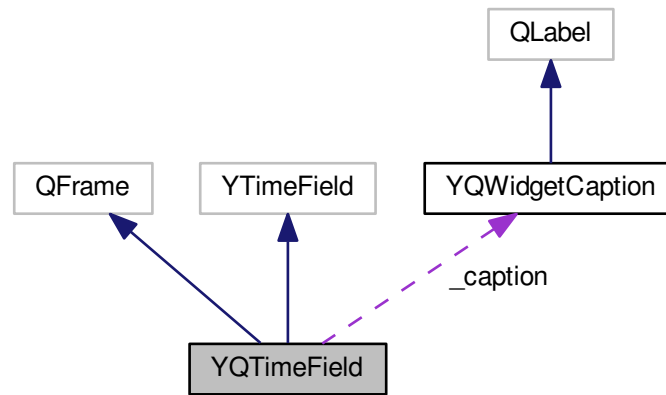
- /bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQRichText.h
- /bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQRichText.cc

## 3.67 YQTimeField Class Reference

Inheritance diagram for YQTimeField:



Collaboration diagram for YQTimeField:



## Public Member Functions

- [YQTimeField](#) (YWidget \*parent, const std::string &label)
- virtual [~YQTimeField](#) ()
- virtual std::string [value](#) ()
- virtual void [setValue](#) (const std::string &newValue)
- virtual void [setLabel](#) (const std::string &label)
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()

## Protected Attributes

- [YQWidgetCaption](#) \* [\\_caption](#)
- QTimeEdit \* [\\_qt\\_timeEdit](#)

### 3.67.1 Detailed Description

Definition at line 36 of file [YQTimeField.h](#).

### 3.67.2 Constructor & Destructor Documentation

#### 3.67.2.1 YQTimeField::YQTimeField ( YWidget \* parent, const std::string & label )

Constructor.

Definition at line 38 of file [YQTimeField.cc](#).

### 3.67.2.2 YQTimeField::~YQTimeField ( ) [virtual]

Destructor.

Definition at line 62 of file [YQTimeField.cc](#).

## 3.67.3 Member Function Documentation

### 3.67.3.1 int YQTimeField::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 100 of file [YQTimeField.cc](#).

### 3.67.3.2 int YQTimeField::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 94 of file [YQTimeField.cc](#).

### 3.67.3.3 void YQTimeField::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from YWidget.

Definition at line 87 of file [YQTimeField.cc](#).

### 3.67.3.4 bool YQTimeField::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Reimplemented from YWidget.

Definition at line 112 of file [YQTimeField.cc](#).

### 3.67.3.5 void YQTimeField::setLabel ( const std::string & *label* ) [virtual]

Set the label (the caption above the input field).

Reimplemented from YSimpleInputField.

Definition at line 80 of file [YQTimeField.cc](#).

Here is the call graph for this function:



#### 3.67.3.6 void YQTimeField::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 106 of file [YQTimeField.cc](#).

#### 3.67.3.7 void YQTimeField::setValue ( const std::string & *newValue* ) [virtual]

Set the current value (the text entered by the user or set from the outside) of this input field.

Implemented from YSimpleInputField.

Definition at line 74 of file [YQTimeField.cc](#).

#### 3.67.3.8 string YQTimeField::value ( ) [virtual]

Get the current value (the text entered by the user or set from the outside) of this input field.

Implemented from YSimpleInputField.

Definition at line 68 of file [YQTimeField.cc](#).

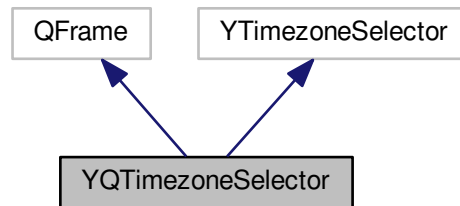
The documentation for this class was generated from the following files:

- [/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQTimeField.h](#)
- [/build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQTimeField.cc](#)

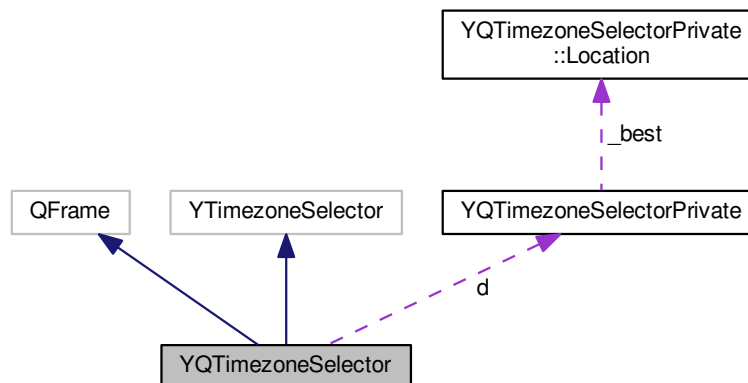


## 3.68 YQTimezoneSelector Class Reference

Inheritance diagram for YQTimezoneSelector:



Collaboration diagram for YQTimezoneSelector:



### Public Member Functions

- [YQTimezoneSelector](#) (YWidget \*parent, const std::string &pixmap, const std::map< std::string, std::string > &timezones)
- virtual [~YQTimezoneSelector](#) ()
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual void [paintEvent](#) (QPaintEvent \*event)
- virtual void [mousePressEvent](#) (QMouseEvent \*event)
- virtual bool [event](#) (QEvent \*event)

- virtual std::string [currentZone](#) () const
- virtual void [setCurrentZone](#) (const std::string &zone, bool zoom)

### Protected Slots

- void [slotBlink](#) ()

### Protected Attributes

- [YQTimezoneSelectorPrivate](#) \* **d**

## 3.68.1 Detailed Description

Definition at line [34](#) of file [YQTimezoneSelector.h](#).

## 3.68.2 Constructor & Destructor Documentation

**3.68.2.1** `YQTimezoneSelector::YQTimezoneSelector ( YWidget * parent, const std::string & pixmap, const std::map< std::string, std::string > & timezones )`

Constructor.

Definition at line [112](#) of file [YQTimezoneSelector.cc](#).

**3.68.2.2** `YQTimezoneSelector::~YQTimezoneSelector ( )` `[virtual]`

Destructor.

Definition at line [167](#) of file [YQTimezoneSelector.cc](#).

## 3.68.3 Member Function Documentation

**3.68.3.1** `std::string YQTimezoneSelector::currentZone ( )` `const` `[virtual]`

subclasses have to implement this to return value

Definition at line [331](#) of file [YQTimezoneSelector.cc](#).

**3.68.3.2** `int YQTimezoneSelector::preferredHeight ( )` `[virtual]`

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line [180](#) of file [YQTimezoneSelector.cc](#).

**3.68.3.3** `int YQTimezoneSelector::preferredWidth ( )` `[virtual]`

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 174 of file [YQTimezoneSelector.cc](#).

3.68.3.4 void YQTimezoneSelector::setCurrentZone ( const std::string & zone, bool zoom ) [virtual]

subclasses have to implement this to set value

Definition at line 349 of file [YQTimezoneSelector.cc](#).

3.68.3.5 void YQTimezoneSelector::setSize ( int newWidth, int newHeight ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

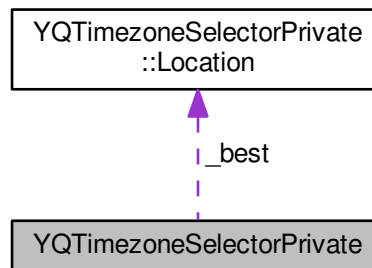
Definition at line 186 of file [YQTimezoneSelector.cc](#).

The documentation for this class was generated from the following files:

- /builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQTimezoneSelector.h
- /builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQTimezoneSelector.cc

## 3.69 YQTimezoneSelectorPrivate Class Reference

Collaboration diagram for YQTimezoneSelectorPrivate:



### Classes

- struct [Location](#)

### Public Member Functions

- **YQTimezoneSelectorPrivate** (QWidget \*p)
- [Location](#) **findBest** (const QPoint &pos) const

- QPoint **pixPosition** (const [Location](#) &pos) const
- QPoint **pixToWindow** (const QPoint &pos) const

### Public Attributes

- QImage **\_pix**
- QPoint **\_zoom**
- [Location](#) **\_best**
- QList< [Location](#) > **locations**
- QTimer \* **blink**
- int **highlight**
- QPixmap **cachePix**

### 3.69.1 Detailed Description

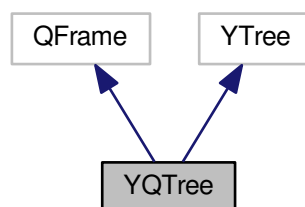
Definition at line 45 of file [YQTimezoneSelector.cc](#).

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

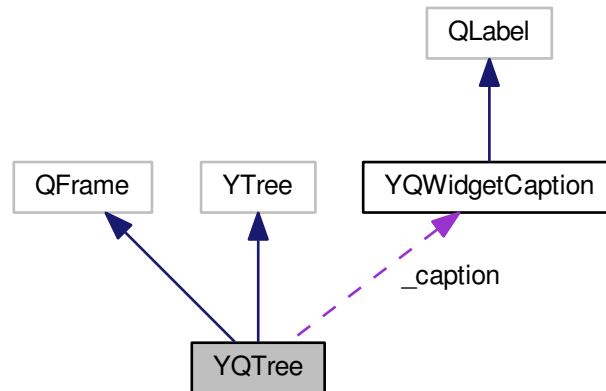
- /build/.../libyui-qt-master-2.43.5/src/YQTimezoneSelector.cc

## 3.70 YQTree Class Reference

Inheritance diagram for YQTree:



Collaboration diagram for YQTree:



## Public Member Functions

- [YQTree](#) (YWidget \*parent, const std::string &label, bool multiSelection, bool recursiveSelection)
- virtual [~YQTree](#) ()
- virtual void [setLabel](#) (const std::string &label)
- virtual void [rebuildTree](#) ()
- virtual void [selectItem](#) (YItem \*item, bool selected=true)
- virtual void [deselectAllItems](#) ()
- virtual void [deleteAllItems](#) ()
- virtual void [setEnabled](#) (bool enabled)
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- virtual bool [setKeyboardFocus](#) ()
- virtual YTreeItem \* [currentItem](#) ()

## Protected Slots

- void [slotSelectionChanged](#) ()
- void [slotItemChanged](#) (QTreeWidgetItem \*item)
- void [slotItemClicked](#) (QTreeWidgetItem \*item, int column)
- void [slotActivated](#) (QTreeWidgetItem \*item)
- void [slotItemExpanded](#) (QTreeWidgetItem \*item)
- void [slotItemCollapsed](#) (QTreeWidgetItem \*item)
- void [slotContextMenu](#) (const QPoint &pos)



### 3.70.3 Member Function Documentation

#### 3.70.3.1 void YQTree::buildDisplayTree ( YQTreeItem \* *parentItem*, YItemIterator *begin*, YItemIterator *end* ) [protected]

Build a tree of items that will be displayed (YQTreeItems) from the original items between iterators 'begin' and 'end' as child items of 'parentItem' (or as toplevel items if 'parentItem' is 0).

Definition at line 133 of file [YQTree.cc](#).

#### 3.70.3.2 YTreeItem \* YQTree::currentItem ( ) [virtual]

Return the the item that currently has the keyboard focus or 0 if no item currently has the keyboard focus.

Reimplemented from YMultiSelectionBox.

Definition at line 418 of file [YQTree.cc](#).

Here is the call graph for this function:



#### 3.70.3.3 void YQTree::deleteAllItems ( ) [virtual]

Delete all items.

Reimplemented from YSelectionWidget.

Definition at line 258 of file [YQTree.cc](#).

#### 3.70.3.4 void YQTree::deselectAllItems ( ) [virtual]

Deselect all items.

Reimplemented from YSelectionWidget.

Definition at line 232 of file [YQTree.cc](#).

Here is the call graph for this function:



### 3.70.3.5 void YQTree::openBranch ( YQTreeItem \* *item* ) [protected]

Open the branch of 'item' recursively to its toplevel item.

Definition at line 201 of file [YQTree.cc](#).

Here is the call graph for this function:



### 3.70.3.6 int YQTree::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 373 of file [YQTree.cc](#).

### 3.70.3.7 int YQTree::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

Definition at line 366 of file [YQTree.cc](#).

### 3.70.3.8 void YQTree::rebuildTree ( ) [virtual]

Rebuild the displayed tree from the internally stored YTreeItems.

The application should call this (once) after all items have been added with `addItem()`. `YTree::addItem()` calls this automatically.



Implemented from YTree.

Definition at line 123 of file [YQTree.cc](#).

Here is the call graph for this function:



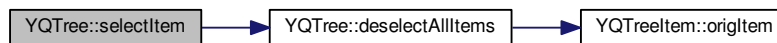
#### 3.70.3.9 void YQTree::selectItem ( YItem \* item, bool selected = true ) [virtual]

Select or deselect an item.

Reimplemented from YSelectionWidget.

Definition at line 155 of file [YQTree.cc](#).

Here is the call graph for this function:

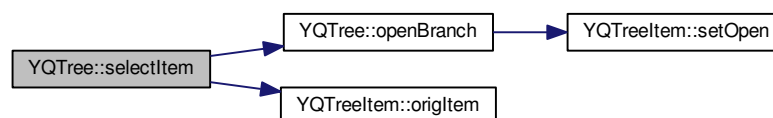


#### 3.70.3.10 void YQTree::selectItem ( YQTreeItem \* item ) [protected]

Select an item via the corresponding YQTreeItem.

Definition at line 178 of file [YQTree.cc](#).

Here is the call graph for this function:

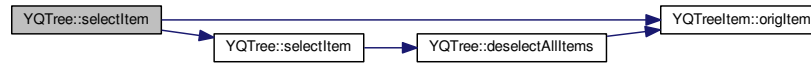


### 3.70.3.11 void YQTree::selectItem ( QTreeWidgetItem \* *item*, bool *selected*, bool *recursive* ) [protected]

Select or deselect an item, recursively

Definition at line 267 of file [YQTree.cc](#).

Here is the call graph for this function:



### 3.70.3.12 void YQTree::setEnabled ( bool *enabled* ) [virtual]

Set enabled/disabled state.

Reimplemented from `YWidget`.

Definition at line 390 of file [YQTree.cc](#).

### 3.70.3.13 bool YQTree::setKeyboardFocus ( ) [virtual]

Accept the keyboard focus.

Definition at line 398 of file [YQTree.cc](#).

### 3.70.3.14 void YQTree::setLabel ( const std::string & *label* ) [virtual]

Change the label text.

Reimplemented from `YSelectionWidget`.

Definition at line 116 of file [YQTree.cc](#).

Here is the call graph for this function:



### 3.70.3.15 void YQTree::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 384 of file [YQTree.cc](#).

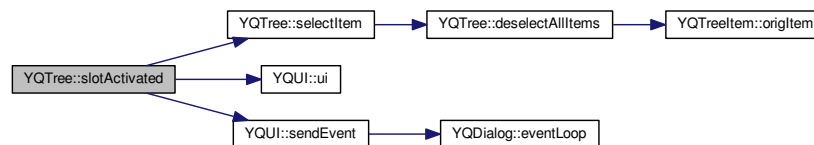
**3.70.3.16** void YQTree::slotActivated ( QTreeWidgetItem \* *item* ) [protected],[slot]

Propagate a double click or pressing the space key on a tree item.

This will trigger an 'Activated' event if 'notify' is set.

Definition at line 357 of file [YQTree.cc](#).

Here is the call graph for this function:



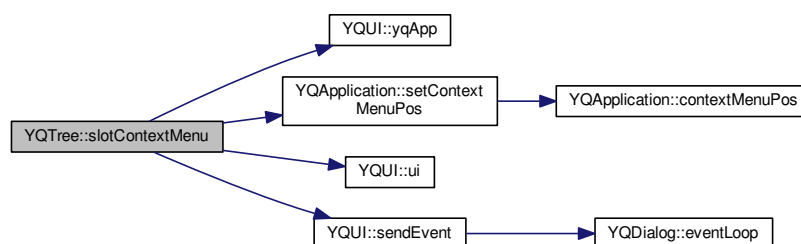
**3.70.3.17** void YQTree::slotContextMenu ( const QPoint & *pos* ) [protected],[slot]

Propagate a context menu selection

This will trigger an 'ContextMenuActivated' event if 'notifyContextMenu' is set.

Definition at line 406 of file [YQTree.cc](#).

Here is the call graph for this function:



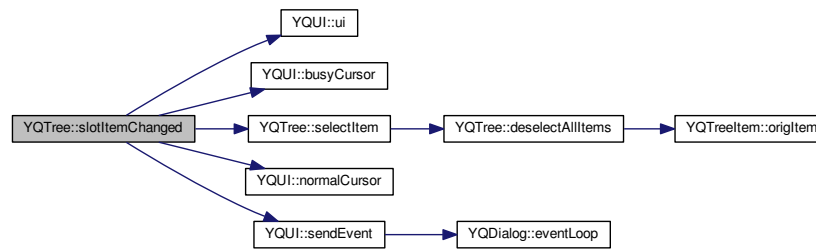
**3.70.3.18** void YQTree::slotItemChanged ( QTreeWidgetItem \* *item* ) [protected],[slot]

Propagate a tree item change.

This will trigger a 'ValueChanged' event if 'notify' is set.

Definition at line 290 of file [YQTree.cc](#).

Here is the call graph for this function:



### 3.70.3.19 void YQTree::slotItemCollapsed ( QTreeWidgetItem \* *item* ) [protected],[slot]

Propagate an "item collapsed" event to the underlying YTreeItem.

Definition at line 221 of file [YQTree.cc](#).

Here is the call graph for this function:

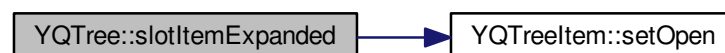


### 3.70.3.20 void YQTree::slotItemExpanded ( QTreeWidgetItem \* *item* ) [protected],[slot]

Propagate an "item expanded" event to the underlying YTreeItem.

Definition at line 210 of file [YQTree.cc](#).

Here is the call graph for this function:



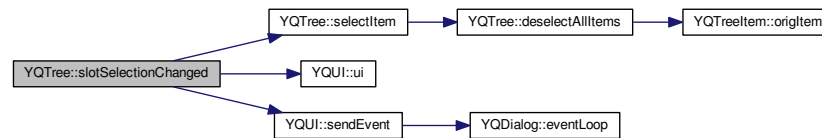
### 3.70.3.21 void YQTree::slotSelectionChanged ( ) [protected],[slot]

Propagate a tree item selection.

This will trigger a 'SelectionChanged' event if 'notify' is set.

Definition at line 341 of file [YQTree.cc](#).

Here is the call graph for this function:

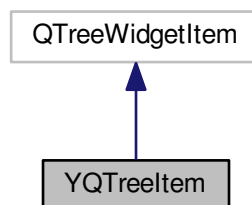


The documentation for this class was generated from the following files:

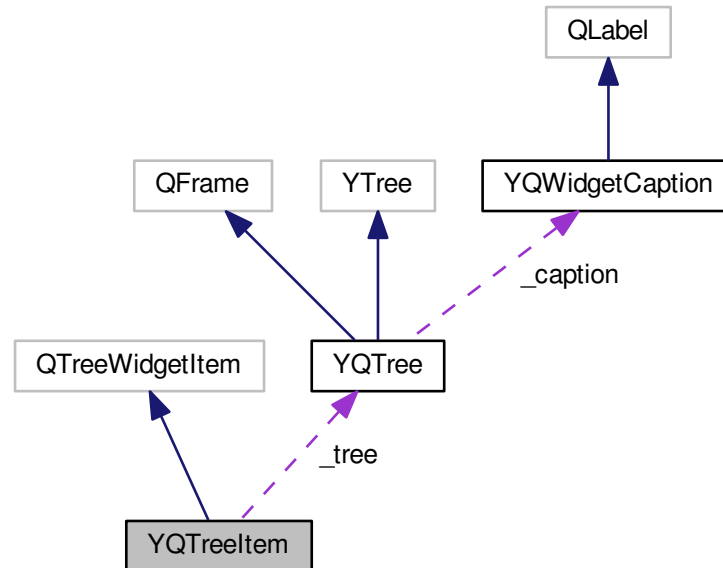
- `/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQTree.h`
- `/bulddir/build/BUILD/libyui-qt-master-2.43.5/src/YQTree.cc`

## 3.71 YQTreeItem Class Reference

Inheritance diagram for YQTreeItem:



Collaboration diagram for YQTreeWidgetItem:



### Public Member Functions

- `YTreeWidgetItem (YQTree *tree, QTreeWidgetItem *parent, YTreeWidgetItem *origItem, int serial)`
- `YTreeWidgetItem (YQTree *tree, YTreeWidgetItem *parent, YTreeWidgetItem *origItem, int serial)`
- `YTreeWidgetItem * origItem ()`
- virtual void `setOpen` (bool open)

### Protected Member Functions

- `QString key` (int column, bool ascending) const

### Protected Attributes

- `YQTree * _tree`
- `YTreeWidgetItem * _origItem`
- `int _serialNo`

### 3.71.1 Detailed Description

Definition at line 220 of file `YQTree.h`.

### 3.71.2 Constructor & Destructor Documentation

#### 3.71.2.1 YQTreeItem::YQTreeItem ( YQTree \* *tree*, QWidget \* *parent*, YTreeItem \* *origItem*, int *serial* )

Constructor for a top level item.

Definition at line 440 of file [YQTree.cc](#).

#### 3.71.2.2 YQTreeItem::YQTreeItem ( YQTree \* *tree*, YQTreeItem \* *parent*, YTreeItem \* *origItem*, int *serial* )

Constructor for a non-top level item.

Definition at line 455 of file [YQTree.cc](#).

Here is the call graph for this function:



### 3.71.3 Member Function Documentation

#### 3.71.3.1 QString YQTreeItem::key ( int *column*, bool *ascending* ) const [protected]

Sort key of this item.

Reimplemented from QWidgetItem.

Definition at line 516 of file [YQTree.cc](#).

#### 3.71.3.2 YTreeItem\* YQTreeItem::origItem ( ) [inline]

Returns the original YTreeItem of which this item is a clone.

Definition at line 243 of file [YQTree.h](#).

#### 3.71.3.3 void YQTreeItem::setOpen ( bool *open* ) [virtual]

Open this item.

Reimplemented from QWidgetItem.

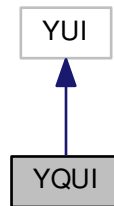
Definition at line 507 of file [YQTree.cc](#).

The documentation for this class was generated from the following files:

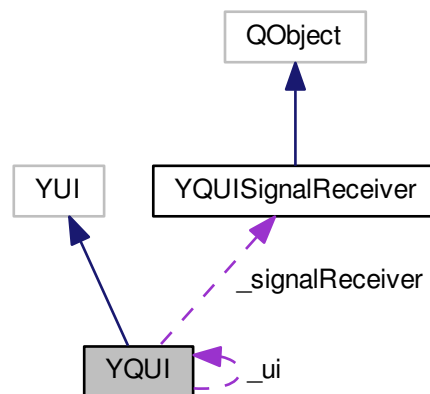
- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQTree.h](#)
- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQTree.cc](#)

### 3.72 YQUI Class Reference

Inheritance diagram for YQUI:



Collaboration diagram for YQUI:



#### Public Member Functions

- [YQUI](#) (bool withThreads)
- virtual [~YQUI](#) ()
- void [initUI](#) ()
- void [sendEvent](#) (YEvent \*event)
- bool [eventPendingFor](#) (YWidget \*widget) const
- YEvent \* [pendingEvent](#) () const
- YEvent \* [consumePendingEvent](#) ()
- virtual void [deleteNotify](#) (YWidget \*widget)



- bool [fullscreen](#) () const
- bool [noBorder](#) () const
- bool [fatalError](#) () const
- void [raiseFatalError](#) ()
- int [defaultSize](#) (YUIDimension dim) const
- void [makeScreenShot](#) (std::string filename)
- virtual YEvent \* [runPkgSelection](#) (YWidget \*packageSelector)
- void [toggleRecordMacro](#) ()
- void [askPlayMacro](#) ()
- virtual void [blockEvents](#) (bool block=true)
- virtual bool [eventsBlocked](#) () const
- void [forceUnblockEvents](#) ()
- void [busyCursor](#) ()
- void [normalCursor](#) ()
- void [timeoutBusyCursor](#) ()
- void [askSaveLogs](#) ()
- void [askConfigureLogging](#) ()
- QPalette [normalPalette](#) () const
- void [toggleVisionImpairedPalette](#) ()
- bool [usingVisionImpairedPalette](#) () const
- QString [applicationTitle](#) ()
- void [setApplicationTitle](#) (const QString &title)

### Static Public Member Functions

- static YQUI \* [ui](#) ()
- static YQApplication \* [yqApp](#) ()
- static void [setTextdomain](#) (const char \*domain)
- static QPalette [visionImpairedPalette](#) ()

### Protected Member Functions

- virtual YWidgetFactory \* [createWidgetFactory](#) ()
- virtual YOptionalWidgetFactory \* [createOptionalWidgetFactory](#) ()
- virtual YApplication \* [createApplication](#) ()
- void [processCommandLineArgs](#) (int argc, char \*\*argv)
- void [probeX11Display](#) (const YCommandLine &cmdLine)
- void [calcDefaultSize](#) ()
- virtual void [idleLoop](#) (int fd\_ycp)
- void [receivedYCPCCommand](#) ()
- bool [close](#) ()

### Protected Attributes

- QMap< QString, int > [screenShotNo](#)
- QString [screenShotNameTemplate](#)
- bool [\\_fullscreen](#)
- bool [\\_noborder](#)
- QSize [\\_defaultSize](#)

- bool **\_do\_exit\_loop**
- bool **\_received\_ycp\_command**
- bool **\_fatalError**
- QTimer \* **\_busyCursorTimer**
- YSimpleEventHandler **\_eventHandler**
- int **\_blockedLevel**
- QPalette **\_normalPalette**
- bool **\_usingVisionImpairedPalette**
- bool **\_leftHandedMouse**
- bool **\_askedForLeftHandedMouse**
- bool **\_uiInitialized**
- [YQUISignalReceiver](#) \* **\_signalReceiver**
- QString **\_applicationTitle**
- int **\_ui\_argc**

### Static Protected Attributes

- static [YQUI](#) \* **\_ui** = 0

### Friends

- class **YQUISignalReceiver**

### 3.72.1 Detailed Description

Definition at line 55 of file [YQUI.h](#).

### 3.72.2 Constructor & Destructor Documentation

#### 3.72.2.1 `YQUI::YQUI ( bool withThreads )`

Constructor.

Definition at line 91 of file [YQUI.cc](#).

#### 3.72.2.2 `YQUI::~~YQUI ( ) [virtual]`

Destructor.

Definition at line 339 of file [YQUI.cc](#).

### 3.72.3 Member Function Documentation

#### 3.72.3.1 `QString YQUI::applicationTitle ( ) [inline]`

Returns the application name for the window title (e.g. "YaST2@hostname")

Definition at line 291 of file [YQUI.h](#).

### 3.72.3.2 void YQUI::askConfigureLogging ( )

Open dialog to configure logging. (Shift-F7)

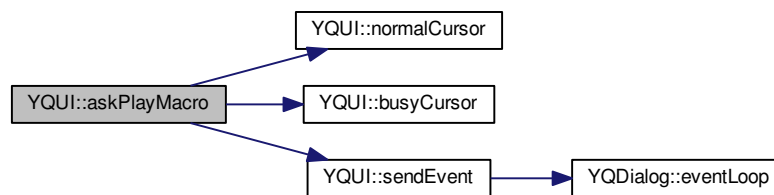
Definition at line 265 of file [YQUI\\_builtins.cc](#).

### 3.72.3.3 void YQUI::askPlayMacro ( )

Open file selection box and ask for a macro file to play (activated by Ctrl-Shift-Alt-P)

Definition at line 335 of file [YQUI\\_builtins.cc](#).

Here is the call graph for this function:

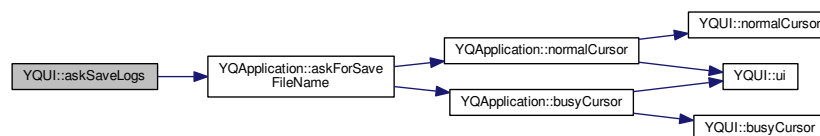


### 3.72.3.4 void YQUI::askSaveLogs ( )

Open file selection box and let the user save y2logs to that location. (Shift-F8)

Definition at line 206 of file [YQUI\\_builtins.cc](#).

Here is the call graph for this function:



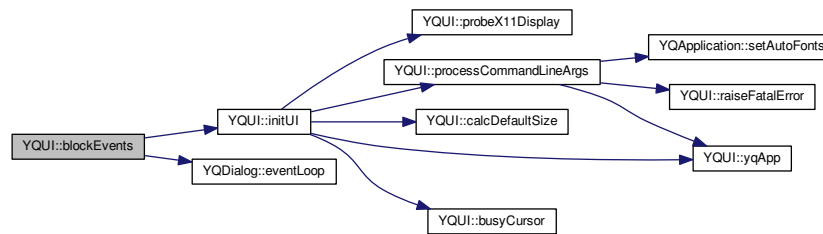
### 3.72.3.5 void YQUI::blockEvents ( bool *block* = true ) [virtual]

Block (or unblock) events. If events are blocked, any event sent should be ignored until events are unblocked again.

Reimplemented from YUI.

Definition at line 510 of file [YQUI.cc](#).

Here is the call graph for this function:



### 3.72.3.6 void YQUI::busyCursor ( )

Show mouse cursor indicating busy state.

Definition at line 558 of file [YQUI.cc](#).

### 3.72.3.7 void YQUI::calcDefaultSize ( ) [protected]

Calculate size of `opt (defaultsize)` dialogs

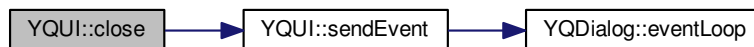
Definition at line 388 of file [YQUI.cc](#).

### 3.72.3.8 bool YQUI::close ( ) [protected]

Application shutdown

Definition at line 676 of file [YQUI.cc](#).

Here is the call graph for this function:



### 3.72.3.9 YEvent\* YQUI::consumePendingEvent ( ) [inline]

Return the pending event, if there is one, and mark it as "consumed".

This returns 0 if there is no pending event.

Definition at line 148 of file [YQUI.h](#).

**3.72.3.10** `YOptionalWidgetFactory * YQUI::createOptionalWidgetFactory ( )` `[protected]`, `[virtual]`

Create the widget factory that provides all the createXY() methods for optional ("special") widgets and the corresponding hasXYWidget() methods.

Reimplemented from YUI.

Definition at line 369 of file [YQUI.cc](#).

**3.72.3.11** `YWidgetFactory * YQUI::createWidgetFactory ( )` `[protected]`, `[virtual]`

Create the widget factory that provides all the createXY() methods for standard (mandatory, i.e. non-optional) widgets.

Reimplemented from YUI.

Definition at line 358 of file [YQUI.cc](#).

**3.72.3.12** `int YQUI::defaultSize ( YUIDimension dim )` `const`

Returns size for opt (defaultsize) dialogs (in one dimension).

Definition at line 583 of file [YQUI.cc](#).

**3.72.3.13** `void YQUI::deleteNotify ( YWidget * widget )` `[virtual]`

Notification that a widget is being deleted.

Reimplemented from YUI.

Definition at line 616 of file [YQUI.cc](#).

**3.72.3.14** `bool YQUI::eventPendingFor ( YWidget * widget )` `const` `[inline]`

Returns 'true' if there is any event pending for the specified widget.

Definition at line 133 of file [YQUI.h](#).

**3.72.3.15** `bool YQUI::eventsBlocked ( )` `const` `[virtual]`

Returns 'true' if events are currently blocked.

Reimplemented from YUI.

Definition at line 552 of file [YQUI.cc](#).

**3.72.3.16** `bool YQUI::fatalError ( )` `const` `[inline]`

Returns 'true' if the UI had a fatal error that requires the application to abort.

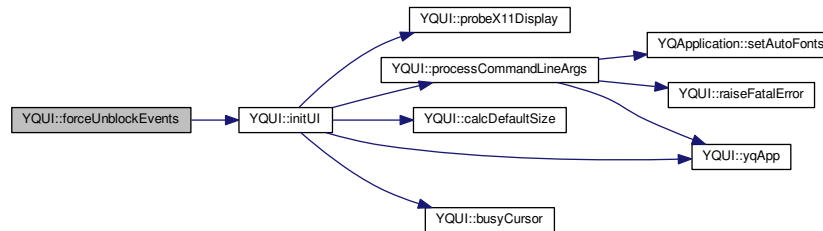
Definition at line 171 of file [YQUI.h](#).

**3.72.3.17** `void YQUI::forceUnblockEvents ( )`

Force unblocking all events, no matter how many times [blockEvents\(\)](#) has been called before. This returns 0 if there is no pending event.

Definition at line 544 of file [YQUI.cc](#).

Here is the call graph for this function:



### 3.72.3.18 `bool YQUI::fullscreen ( ) const [inline]`

Return 'true' if defaultsize windows should use the full screen.

Definition at line 160 of file [YQUI.h](#).

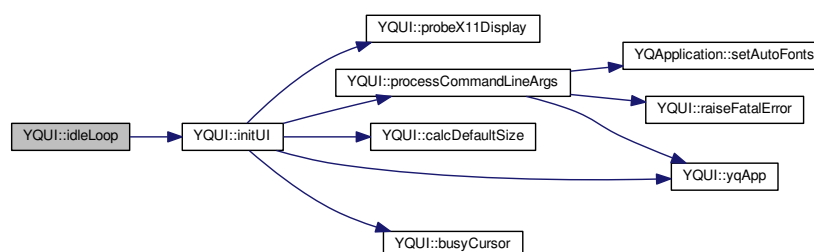
### 3.72.3.19 `void YQUI::idleLoop ( int fd_ycp ) [protected], [virtual]`

Idle around until fd\_ycp is readable and handle repaints. This is only used when a separate ui thread is running.

Reimplemented from YUI.

Definition at line 437 of file [YQUI.cc](#).

Here is the call graph for this function:

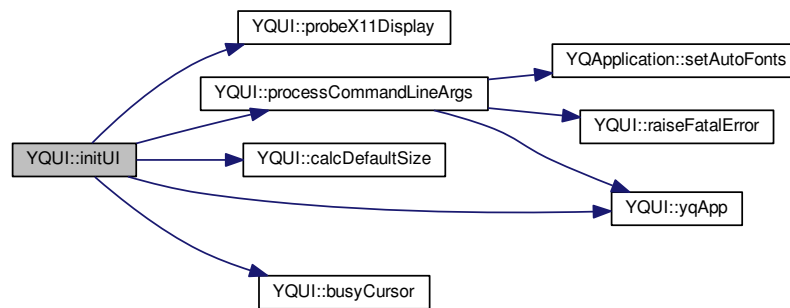


### 3.72.3.20 `void YQUI::initUI ( )`

Post-constructor initialization. If running with threads, this has to be called in the UI thread. Any subsequent calls will do nothing.

Definition at line 118 of file [YQUI.cc](#).

Here is the call graph for this function:

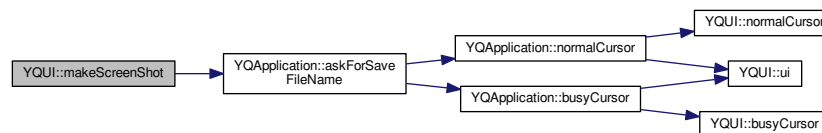


#### 3.72.3.21 void YQUI::makeScreenShot ( std::string filename )

Make a screen shot in .png format and save it to 'filename'. Opens a file selection box if 'filename' is empty.

Definition at line 92 of file [YQUI\\_builtins.cc](#).

Here is the call graph for this function:



#### 3.72.3.22 bool YQUI::noBorder ( ) const [inline]

Return 'true' if defaultsize windows should not get window manager borders / frames.

Definition at line 166 of file [YQUI.h](#).

#### 3.72.3.23 void YQUI::normalCursor ( )

Show normal mouse cursor not indicating busy status.

Definition at line 564 of file [YQUI.cc](#).

#### 3.72.3.24 QPalette YQUI::normalPalette ( ) const [inline]

Returns the normal color palette

Definition at line 275 of file [YQUI.h](#).

3.72.3.25 `YEvent* YQUI::pendingEvent ( ) const [inline]`

Returns the last event that isn't processed yet or 0 if there is none.

The Qt UI keeps track of only one single (the last one) event.

Definition at line 141 of file [YQUI.h](#).

3.72.3.26 `void YQUI::probeX11Display ( const YCommandLine & cmdLine ) [protected]`

Probe the X11 display. Throw exception upon failure. A "-display" command line argument is taken into account.

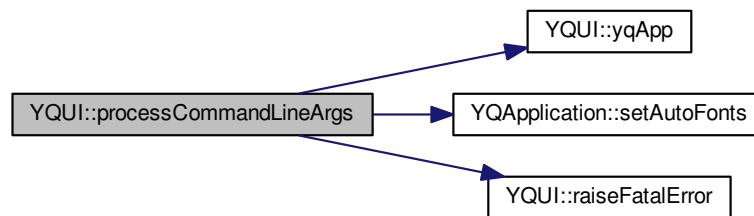
Definition at line 589 of file [YQUI.cc](#).

3.72.3.27 `void YQUI::processCommandLineArgs ( int argc, char ** argv ) [protected]`

Handle command line args

Definition at line 289 of file [YQUI.cc](#).

Here is the call graph for this function:



3.72.3.28 `void YQUI::raiseFatalError ( ) [inline]`

Raise a fatal UI error. It will be delivered when it is safe to do so. The caller should make sure it can continue for some time until the error is delivered.

Definition at line 178 of file [YQUI.h](#).

3.72.3.29 `void YQUI::receivedYCPCommand ( ) [protected]`

Notification that a YCP command has been received on `fd_ycp` to leave [idleLoop\(\)](#)

Definition at line 470 of file [YQUI.cc](#).

3.72.3.30 `YEvent * YQUI::runPkgSelection ( YWidget * packageSelector ) [virtual]`

UI-specific runPkgSelecion method: Start the package selection. This implementation does the same as `UserInput()`.



Reimplemented from YUI.

Definition at line 62 of file [YQUI\\_builtins.cc](#).

#### 3.72.3.31 void YQUI::sendEvent ( YEvent \* *event* )

Widget event handlers (slots) call this when an event occurred that should be the answer to a UserInput() / PollInput() (etc.) call.

The UI assumes ownership of the event object that 'event' points to. In particular, it takes care to delete that object.

It is an error to pass 0 for 'event'.

Definition at line 476 of file [YQUI.cc](#).

Here is the call graph for this function:



#### 3.72.3.32 void YQUI::setApplicationTitle ( const QString & *title* ) [inline]

Sets the application name for the window title

Definition at line 296 of file [YQUI.h](#).

#### 3.72.3.33 void YQUI::setTextdomain ( const char \* *domain* ) [static]

Initialize and set a textdomain for gettext()

Definition at line 496 of file [YQUI.cc](#).

#### 3.72.3.34 void YQUI::timeoutBusyCursor ( )

Show mouse cursor indicating busy state if the UI is unable to respond to user input for more than a predefined timeout (200 millisec).

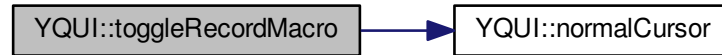
Definition at line 574 of file [YQUI.cc](#).

#### 3.72.3.35 void YQUI::toggleRecordMacro ( )

Toggle macro recording (activated by Ctrl-Shift-Alt-M): Stop macro recording if it is in progress, open a file selection box and ask for a macro file name to save to and start recording if no recording has been in progress.

Definition at line 293 of file [YQUI\\_builtins.cc](#).

Here is the call graph for this function:

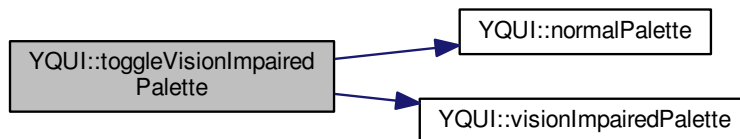


### 3.72.3.36 void YQUI::toggleVisionImpairedPalette ( )

Toggle between the vision impaired and the normal color palette.

Definition at line [622](#) of file [YQUI.cc](#).

Here is the call graph for this function:



### 3.72.3.37 static YQUI\* YQUI::ui ( ) [inline], [static]

Access the global Qt-UI.

Definition at line [74](#) of file [YQUI.h](#).

### 3.72.3.38 bool YQUI::usingVisionImpairedPalette ( ) const [inline]

Returns 'true' if high-contrast colors for vision impaired users is in use. This should be queried at other places before using custom colors.

Definition at line [286](#) of file [YQUI.h](#).

### 3.72.3.39 QPalette YQUI::visionImpairedPalette ( ) [static]

Returns a high-contrast color palette suitable for vision impaired users.

Definition at line [640](#) of file [YQUI.cc](#).

#### 3.72.3.40 YQApplication \* YQUI::yqApp ( ) [static]

Return the global YApplication object as [YQApplication](#).

This will create the Y(Q)Application upon the first call and return a pointer to the one and only (singleton) Y(Q)Application upon each subsequent call. This may throw exceptions if the Y(Q)Application cannot be created.

Definition at line 283 of file [YQUI.cc](#).

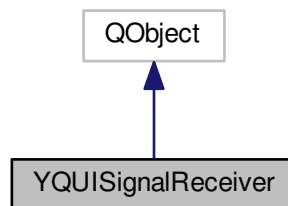
The documentation for this class was generated from the following files:

- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQUI.h
- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQUI.cc
- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQUI\_builtins.cc

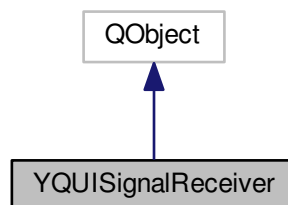
## 3.73 YQUISignalReceiver Class Reference

```
#include <YQUI.h>
```

Inheritance diagram for YQUISignalReceiver:



Collaboration diagram for YQUISignalReceiver:



## Public Slots

- void **slotBusyCursor** ()
- void **slotReceivedYCPCommand** ()

### 3.73.1 Detailed Description

Helper class that acts as a Qt signal receiver for [YQUI](#). [YQUI](#) itself cannot be a QObject to avoid problems with starting up the UI with multiple threads.

Definition at line [379](#) of file [YQUI.h](#).

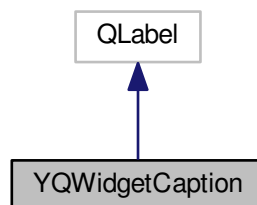
The documentation for this class was generated from the following files:

- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQUI.h
- /build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQUI.cc

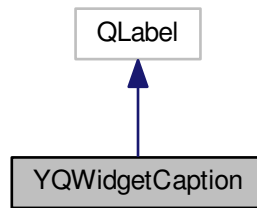
## 3.74 YQWidgetCaption Class Reference

```
#include <YQWidgetCaption.h>
```

Inheritance diagram for YQWidgetCaption:



Collaboration diagram for YQWidgetCaption:



### Public Member Functions

- [YQWidgetCaption](#) (`QWidget *parent`, `const std::string &text`)
- **YQWidgetCaption** (`QWidget *parent`, `const QString &text`)
- virtual [~YQWidgetCaption](#) ()
- virtual void [setText](#) (`const std::string &newText`)
- virtual void **setText** (`const QString &newText`)

#### 3.74.1 Detailed Description

Helper class for captions (labels) above a widget: Takes care of hiding itself when its text is empty and showing when its text becomes non-empty.

Definition at line 38 of file [YQWidgetCaption.h](#).

#### 3.74.2 Constructor & Destructor Documentation

##### 3.74.2.1 YQWidgetCaption::YQWidgetCaption ( QWidget \* parent, const std::string & text )

Constructors.

If the text is empty, the widget will be created, but hidden right away. It can later be made visible again with [setText\(\)](#) with a non-empty text.

Definition at line 33 of file [YQWidgetCaption.cc](#).

##### 3.74.2.2 YQWidgetCaption::~~YQWidgetCaption ( ) [virtual]

Destructor.

Definition at line 50 of file [YQWidgetCaption.cc](#).

#### 3.74.3 Member Function Documentation

### 3.74.3.1 void YQWidgetCaption::setText ( const std::string & newText ) [virtual]

Change the text and handle visibility: If the new text is empty, hide this widget. If the new text is non-empty, show this widget.

Definition at line 56 of file [YQWidgetCaption.cc](#).

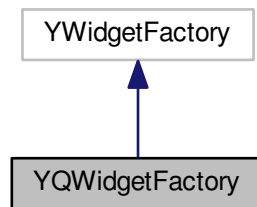
The documentation for this class was generated from the following files:

- /build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQWidgetCaption.h
- /build/buildd/build/BUILD/libyui-qt-master-2.43.5/src/YQWidgetCaption.cc

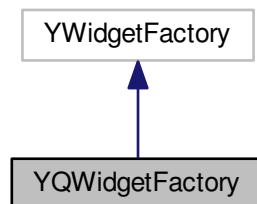
## 3.75 YQWidgetFactory Class Reference

```
#include <YQWidgetFactory.h>
```

Inheritance diagram for YQWidgetFactory:



Collaboration diagram for YQWidgetFactory:



### Public Member Functions

- virtual [YQDialog](#) \* **createDialog** (YDialogType dialogType, YDialogColorMode colorMode=YDialogNormalColor)

- virtual [YQLayoutBox](#) \* **createLayoutBox** (YWidget \*parent, YUIDimension dim)
- virtual [YQButtonBox](#) \* **createButtonBox** (YWidget \*parent)
- virtual [YQPushButton](#) \* **createPushButton** (YWidget \*parent, const std::string &label)
- virtual [YQLabel](#) \* **createLabel** (YWidget \*parent, const std::string &text, bool isHeading=false, bool isOutputField=false)
- virtual [YQInputField](#) \* **createInputField** (YWidget \*parent, const std::string &label, bool passwordMode=false)
- virtual [YQCheckBox](#) \* **createCheckBox** (YWidget \*parent, const std::string &label, bool isChecked=false)
- virtual [YQRadioButton](#) \* **createRadioButton** (YWidget \*parent, const std::string &label, bool isChecked=false)
- virtual [YQComboBox](#) \* **createComboBox** (YWidget \*parent, const std::string &label, bool editable=false)
- virtual [YQSelectionBox](#) \* **createSelectionBox** (YWidget \*parent, const std::string &label)
- virtual [YQTree](#) \* **createTree** (YWidget \*parent, const std::string &label, bool multiselection=false, bool recursive-selection=false)
- virtual [YQTable](#) \* **createTable** (YWidget \*parent, YTableHeader \*header, bool multiSelection=false)
- virtual [YQProgressBar](#) \* **createProgressBar** (YWidget \*parent, const std::string &label, int maxValue=100)
- virtual [YQRichText](#) \* **createRichText** (YWidget \*parent, const std::string &text=std::string(), bool plainTextMode=false)
- virtual [YQIntField](#) \* **createIntField** (YWidget \*parent, const std::string &label, int minVal, int maxVal, int initialVal)
- virtual [YQMenuButton](#) \* **createMenuButton** (YWidget \*parent, const std::string &label)
- virtual [YQMultiLineEdit](#) \* **createMultiLineEdit** (YWidget \*parent, const std::string &label)
- virtual [YQImage](#) \* **createImage** (YWidget \*parent, const std::string &imageFileName, bool animated=false)
- virtual [YQLogView](#) \* **createLogView** (YWidget \*parent, const std::string &label, int visibleLines, int storedLines=0)
- virtual [YQMultiSelectionBox](#) \* **createMultiSelectionBox** (YWidget \*parent, const std::string &label)
- virtual [YQBusyIndicator](#) \* **createBusyIndicator** (YWidget \*parent, const std::string &label, int maxValue=100)
- virtual YPackageSelector \* **createPackageSelector** (YWidget \*parent, long modeFlags=0)
- virtual YWidget \* **createPkgSpecial** (YWidget \*parent, const std::string &name)
- virtual [YQSpacing](#) \* **createSpacing** (YWidget \*parent, YUIDimension dim, bool stretchable=false, YLayoutSize\_t size=0.0)
- virtual [YQEmpty](#) \* **createEmpty** (YWidget \*parent)
- virtual [YQAlignment](#) \* **createAlignment** (YWidget \*parent, YAlignmentType horAlignment, YAlignmentType vertAlignment)
- virtual [YQSquash](#) \* **createSquash** (YWidget \*parent, bool horSquash, bool vertSquash)
- virtual [YQFrame](#) \* **createFrame** (YWidget \*parent, const std::string &label)
- virtual [YQCheckBoxFrame](#) \* **createCheckBoxFrame** (YWidget \*parent, const std::string &label, bool checked)
- virtual [YQRadioButtonGroup](#) \* **createRadioButtonGroup** (YWidget \*parent)
- virtual [YQReplacePoint](#) \* **createReplacePoint** (YWidget \*parent)

### Protected Member Functions

- [YQWidgetFactory](#) ()
- virtual [~YQWidgetFactory](#) ()

### Friends

- class **YQUI**

### 3.75.1 Detailed Description

Concrete widget factory for mandatory widgets.

Definition at line 68 of file [YQWidgetFactory.h](#).

### 3.75.2 Constructor & Destructor Documentation

#### 3.75.2.1 YQWidgetFactory::YQWidgetFactory ( ) [protected]

Constructor.

Use `YUI::widgetFactory()` to get the singleton for this class.

Definition at line 40 of file [YQWidgetFactory.cc](#).

#### 3.75.2.2 YQWidgetFactory::~YQWidgetFactory ( ) [protected], [virtual]

Destructor.

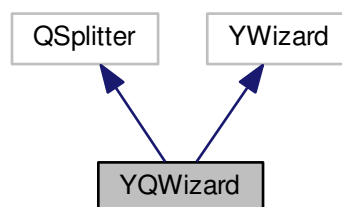
Definition at line 47 of file [YQWidgetFactory.cc](#).

The documentation for this class was generated from the following files:

- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQWidgetFactory.h](#)
- [/build/buildd/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQWidgetFactory.cc](#)

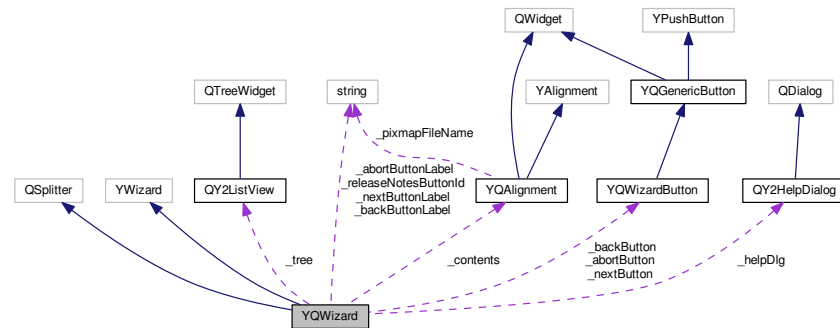
## 3.76 YQWizard Class Reference

Inheritance diagram for YQWizard:





Collaboration diagram for YQWizard:



## Classes

- class [Step](#)
- class [StepHeading](#)
- class [TreeItem](#)

## Public Types

- enum **Direction** { **Forward**, **Backward** }

## Public Slots

- void [resizeClientArea](#) ()
- void [showHelp](#) ()
- void [showSteps](#) ()
- void [showTree](#) ()

## Signals

- void [backClicked](#) ()
- void [abortClicked](#) ()
- void [nextClicked](#) ()

## Public Member Functions

- [YQWizard](#) (YWidget \*parent, const std::string &backButtonLabel, const std::string &abortButtonLabel, const std::string &nextButtonLabel, YWizardMode wizardMode=YWizardMode\_Standard)
- virtual [~YQWizard](#) ()
- virtual std::string [debugLabel](#) () const
- Direction [direction](#) () const
- virtual [YQWizardButton](#) \* [backButton](#) () const
- virtual [YQWizardButton](#) \* [abortButton](#) () const

- virtual [YQWizardButton](#) \* **nextButton** () const
- virtual [YReplacePoint](#) \* **contentsReplacePoint** () const
- virtual void [setButtonLabel](#) ([YPushButton](#) \*button, const std::string &newLabel)
- virtual void [setHelpText](#) (const std::string &helpText)
- virtual void [setDialogIcon](#) (const std::string &iconName)
- virtual void [setDialogTitle](#) (const std::string &titleText)
- virtual void [setDialogHeading](#) (const std::string &headingText)
- virtual void [addStep](#) (const std::string &text, const std::string &id)
- virtual void [addStepHeading](#) (const std::string &text)
- [QList](#)< [YQWizard::Step](#) \* > **stepsList** ()
- void [copySteps](#) ([YQWizard](#) \*wizard)
- virtual void [deleteSteps](#) ()
- virtual void [setCurrentStep](#) (const std::string &id)
- [QString](#) **currentStep** ()
- virtual void [updateSteps](#) ()
- virtual void [addTreeItem](#) (const std::string &parentID, const std::string &text, const std::string &id)
- virtual void [selectTreeItem](#) (const std::string &id)
- virtual std::string **currentTreeSelection** ()
- virtual void [deleteTreeItems](#) ()
- virtual void [addMenu](#) (const std::string &text, const std::string &id)
- virtual void [addSubMenu](#) (const std::string &parentMenuID, const std::string &text, const std::string &id)
- virtual void [addMenuEntry](#) (const std::string &parentMenuID, const std::string &text, const std::string &id)
- virtual void [addMenuSeparator](#) (const std::string &parentMenuID)
- virtual void [deleteMenus](#) ()
- virtual void [showReleaseNotesButton](#) (const std::string &label, const std::string &id)
- virtual void [hideReleaseNotesButton](#) ()
- virtual void [retranslateInternalButtons](#) ()
- virtual bool [eventFilter](#) ([QObject](#) \*obj, [QEvent](#) \*ev)
- [QWidget](#) \* **workArea** () const
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int newWidth, int newHeight)
- bool **isSecondary** () const

## Protected Slots

- void [slotBackClicked](#) ()
- void [slotAbortClicked](#) ()
- void [slotNextClicked](#) ()
- void [releaseNotesClicked](#) ()
- void [sendTreeEvent](#) ([QTreeWidgetItem](#) \*item)
- void [treeSelectionChanged](#) ()
- void [sendMenuEvent](#) ([QAction](#) \*action)

## Protected Member Functions

- void **layoutTitleBar** (QWidget \*parent)
- QLayout \* **layoutSideBar** (QWidget \*parent)
- void **layoutSideBarButtonBox** (QWidget \*parent, QPushButton \*button)
- void **layoutStepsPanel** ()
- void **layoutTreePanel** ()
- QWidget \* **layoutWorkArea** (QWidget \*parent)
- void **layoutClientArea** (QWidget \*parent)
- QLayout \* **layoutButtonBox** (QWidget \*parent)
- void **destroyButtons** ()
- void **updateStepStates** ()
- void **sendEvent** (const std::string &id)
- void **connectNotify** (const char \*signal)
- void **disconnectNotify** (const char \*signal)
- void **setButtonLabel** (YQWizardButton \*button, const QString &newLabel)
- void **enableButton** (YQWizardButton \*button, bool enabled)
- void **setButtonFocus** (YQWizardButton \*button)
- YQWizard::Step \* **findStep** (const QString &id)
- YQWizard::TreeItem \* **findTreeItem** (const std::string &id)

## Protected Attributes

- std::string **\_backButtonLabel**
- std::string **\_abortButtonLabel**
- std::string **\_nextButtonLabel**
- bool **\_stepsEnabled**
- bool **\_stepsRegistered**
- bool **\_treeEnabled**
- bool **\_protectNextButton**
- bool **\_stepsDirty**
- bool **\_sendButtonEvents**
- Direction **\_direction**
- QString **\_currentStepID**
- QString **\_qHelpText**
- QY2HelpDialog \* **\_helpDlg**
- QStackedWidget \* **\_sideBar**
- QWidget \* **\_stepsPanel**
- QPushButton \* **\_releaseNotesButton**
- std::string **\_releaseNotesButtonId**
- QPushButton \* **\_helpButton**
- QPushButton \* **\_stepsButton**
- QPushButton \* **\_treeButton**
- QFrame \* **\_treePanel**
- QY2ListView \* **\_tree**
- QFrame \* **\_workArea**
- QWidget \* **\_clientArea**
- QMenuBar \* **\_menuBar**
- QLabel \* **\_dialogIcon**
- QLabel \* **\_dialogHeading**

- [YQAlignment](#) \* `_contents`
- [YQWizardButton](#) \* `_backButton`
- [YQWizardButton](#) \* `_abortButton`
- [YQWizardButton](#) \* `_nextButton`
- [YReplacePoint](#) \* `_contentsReplacePoint`
- [QList](#)< [YQWizard::Step](#) \* > `_stepsList`
- [QHash](#)< [QString](#), [YQWizard::Step](#) \* > `_stepsIDs`
- [QHash](#)< [QString](#),  
[YQWizard::TreeItem](#) \* > `_treeIDs`
- [QHash](#)< [QString](#), [QMenu](#) \* > `_menuIDs`
- [QHash](#)< [QAction](#) \*, [std::string](#) > `_menuEntryIDs`
- [QIcon](#) `_previousWindowIcon`

### 3.76.1 Detailed Description

Definition at line 62 of file [YQWizard.h](#).

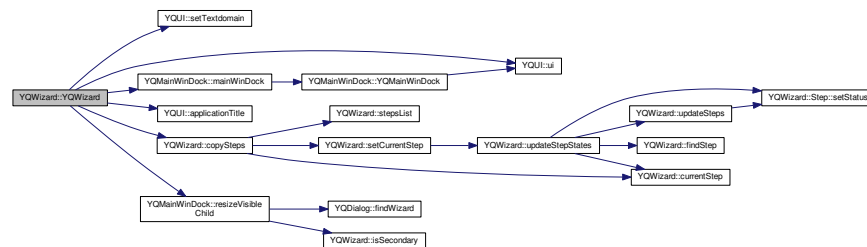
### 3.76.2 Constructor & Destructor Documentation

3.76.2.1 [YQWizard::YQWizard](#) ( [YWidget](#) \* *parent*, const [std::string](#) & *backButtonLabel*, const [std::string](#) & *abortButtonLabel*, const [std::string](#) & *nextButtonLabel*, [YWizardMode](#) *wizardMode* = [YWizardMode\\_Standard](#) )

Constructor.

Definition at line 86 of file [YQWizard.cc](#).

Here is the call graph for this function:



3.76.2.2 [YQWizard::~~YQWizard](#) ( ) [virtual]

Destructor.

Definition at line 178 of file [YQWizard.cc](#).

Here is the call graph for this function:



### 3.76.3 Member Function Documentation

#### 3.76.3.1 void YQWizard::abortClicked ( ) [signal]

Emitted when the "Abort" button is clicked.

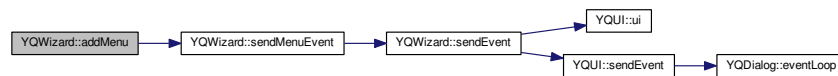
#### 3.76.3.2 void YQWizard::addMenu ( const std::string & text, const std::string & id ) [virtual]

Add a menu to the menu bar. If the menu bar is not visible yet, it will be made visible. 'text' is the user-visible text for the menu bar (including keyboard shortcuts marked with '&'), 'id' is the menu ID for later [addMenuEntry\(\)](#) etc. calls.

Implemented from YWizard.

Definition at line 1056 of file [YQWizard.cc](#).

Here is the call graph for this function:



#### 3.76.3.3 void YQWizard::addMenuEntry ( const std::string & parentMenuID, const std::string & text, const std::string & id ) [virtual]

Add a menu entry to the menu with ID 'parentMenuID'. 'id' is what will be returned by UI::UserInput() etc. when a user activates this menu entry.

Implemented from YWizard.

Definition at line 1100 of file [YQWizard.cc](#).

#### 3.76.3.4 void YQWizard::addMenuSeparator ( const std::string & parentMenuID ) [virtual]

Add a menu separator to a menu.

Implemented from YWizard.

Definition at line 1123 of file [YQWizard.cc](#).

### 3.76.3.5 void YQWizard::addStep ( const std::string & *text*, const std::string & *id* ) [virtual]

Add a step for the steps panel on the side bar. This only adds the step to the internal list of steps. The display is only updated upon calling [updateSteps\(\)](#).

Implemented from YWizard.

Definition at line [294](#) of file [YQWizard.cc](#).

### 3.76.3.6 void YQWizard::addStepHeading ( const std::string & *text* ) [virtual]

Add a step heading for the steps panel on the side bar. This only adds the heading to the internal list of steps. The display is only updated upon calling [updateSteps\(\)](#).

Implemented from YWizard.

Definition at line [330](#) of file [YQWizard.cc](#).

### 3.76.3.7 void YQWizard::addSubMenu ( const std::string & *parentMenuID*, const std::string & *text*, const std::string & *id* ) [virtual]

Add a submenu to the menu with ID 'parentMenuID'.

Implemented from YWizard.

Definition at line [1076](#) of file [YQWizard.cc](#).

Here is the call graph for this function:



### 3.76.3.8 void YQWizard::addTreeItem ( const std::string & *parentID*, const std::string & *text*, const std::string & *id* ) [virtual]

Add a tree item. If "parentID" is an empty std::string, it will be a root item. 'text' is the text that will be displayed in the tree, 'id' the ID with which this newly created item can be referenced - and that will be returned when the user clicks on a tree item.

Implemented from YWizard.

Definition at line [585](#) of file [YQWizard.cc](#).

Here is the call graph for this function:



**3.76.3.9** `virtual YQWizardButton* YQWizard::backButton ( ) const` `[inline], [virtual]`

Return internal widgets.

Implemented from YWizard.

Definition at line 110 of file [YQWizard.h](#).

**3.76.3.10** `void YQWizard::backClicked ( )` `[signal]`

Emitted when the "Back" or "Cancel" button is clicked.

**3.76.3.11** `void YQWizard::connectNotify ( const char * signal )` `[protected]`

Notification that a signal is being connected.

Reimplemented from QObject.

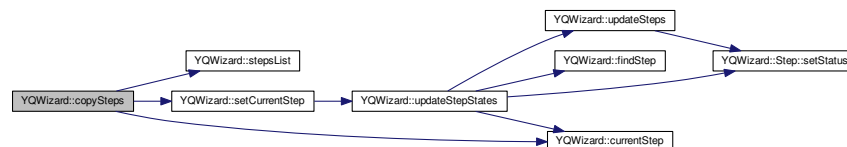
Definition at line 889 of file [YQWizard.cc](#).

**3.76.3.12** `void YQWizard::copySteps ( YQWizard * wizard )`

Create a copy of given wizard's steps set (names & IDs) Populates `_stepsList` structure of current wizard

Definition at line 497 of file [YQWizard.cc](#).

Here is the call graph for this function:



**3.76.3.13** `QString YQWizard::currentStep ( )` `[inline]`

Return QString ID of currently active step

Definition at line 210 of file [YQWizard.h](#).

#### 3.76.3.14 `string YQWizard::currentTreeSelection ( ) [virtual]`

Returns the current tree selection or an empty `std::string` if nothing is selected or there is no tree.

Implemented from YWizard.

Definition at line 675 of file [YQWizard.cc](#).

#### 3.76.3.15 `string YQWizard::debugLabel ( ) const [virtual]`

Returns a descriptive label of this dialog instance for debugging.

Reimplemented from YWidget.

Definition at line 956 of file [YQWizard.cc](#).

#### 3.76.3.16 `void YQWizard::deleteMenus ( ) [virtual]`

Delete all menus and hide the menu bar.

Implemented from YWizard.

Definition at line 1138 of file [YQWizard.cc](#).

#### 3.76.3.17 `void YQWizard::deleteSteps ( ) [virtual]`

Delete all steps and step headings from the internal lists. The display is only updated upon calling [updateSteps\(\)](#).

Implemented from YWizard.

Definition at line 529 of file [YQWizard.cc](#).

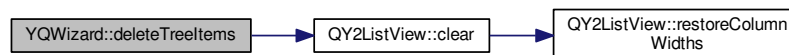
#### 3.76.3.18 `void YQWizard::deleteTreeItems ( ) [virtual]`

Delete all tree items.

Implemented from YWizard.

Definition at line 620 of file [YQWizard.cc](#).

Here is the call graph for this function:



#### 3.76.3.19 `void YQWizard::destroyButtons ( ) [protected]`

Destroy the button box's buttons



Definition at line 876 of file [YQWizard.cc](#).

### 3.76.3.20 Direction YQWizard::direction ( ) const [inline]

Returns the current direction of wizard operations - going forward or going backward. This can be used to maintain a consistent direction when assigning default buttons to a dialog.

Definition at line 99 of file [YQWizard.h](#).

### 3.76.3.21 void YQWizard::disconnectNotify ( const char \* *signal* ) [protected]

Notification that a signal is being disconnected.

Reimplemented from QObject.

Definition at line 899 of file [YQWizard.cc](#).

### 3.76.3.22 void YQWizard::enableButton ( YQWizardButton \* *button*, bool *enabled* ) [protected]

Enable or disable a button.

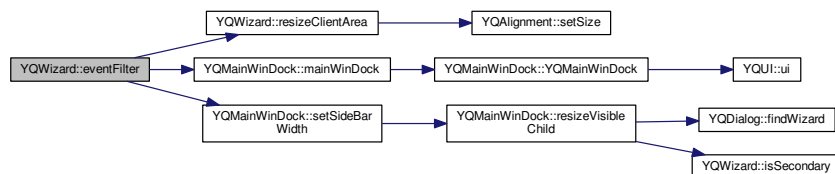
### 3.76.3.23 bool YQWizard::eventFilter ( QObject \* *obj*, QEvent \* *ev* ) [virtual]

Event filter.

Reimplemented from QWidget.

Definition at line 1193 of file [YQWizard.cc](#).

Here is the call graph for this function:



### 3.76.3.24 YQWizard::Step \* YQWizard::findStep ( const QString & *id* ) [protected]

Find a step with the specified ID. Returns 0 if there is no such step.

Definition at line 544 of file [YQWizard.cc](#).

### 3.76.3.25 YQWizard::TreeItem \* YQWizard::findTreeItem ( const std::string & *id* ) [protected]

Find a tree item with the specified ID. Tree items without IDs cannot be found at all. Returns the item or 0 if no such item found.

Definition at line 630 of file [YQWizard.cc](#).

### 3.76.3.26 void YQWizard::hideReleaseNotesButton ( ) [virtual]

Hide an existing "Release Notes" button.

Implemented from YWizard.

Definition at line 1250 of file [YQWizard.cc](#).

### 3.76.3.27 bool YQWizard::isSecondary ( ) const

Returns true if the wizard should follow the first wizard with steps

Definition at line 198 of file [YQWizard.cc](#).

### 3.76.3.28 void YQWizard::nextClicked ( ) [signal]

Emitted when the "Next" or "OK" button is clicked.

Notice: As long as this signal is connected, the wizard will no longer send button events to the UI. Rather, the connected QObject has to take care to propagate those events. This is used in YQPatternSelector, for example.

### 3.76.3.29 int YQWizard::preferredHeight ( ) [virtual]

Preferred height of the widget.

Reimplemented from YWidget.

Definition at line 1175 of file [YQWizard.cc](#).

### 3.76.3.30 int YQWizard::preferredWidth ( ) [virtual]

Preferred width of the widget.

Reimplemented from YWidget.

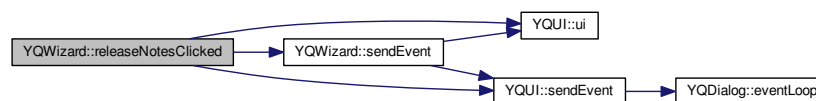
Definition at line 1169 of file [YQWizard.cc](#).

### 3.76.3.31 void YQWizard::releaseNotesClicked ( ) [protected],[slot]

Propagate button clicked event of release notes button to the application.

Definition at line 1026 of file [YQWizard.cc](#).

Here is the call graph for this function:



**3.76.3.32** void YQWizard::resizeClientArea ( ) [slot]

Adapt the size of the client area (the ReplacePoint(id (contents))) to fit in its current space.

Definition at line 1187 of file [YQWizard.cc](#).

Here is the call graph for this function:

**3.76.3.33** void YQWizard::retranslateInternalButtons ( ) [virtual]

Retranslate internal buttons that are not accessible from the outside:

- [Help]
- [Steps]
- [Tree]

Implemented from YWizard.

Definition at line 1257 of file [YQWizard.cc](#).

Here is the call graph for this function:

**3.76.3.34** void YQWizard::selectTreeItem ( const std::string & id ) [virtual]

Select the tree item with the specified ID, if such an item exists.

Implemented from YWizard.

Definition at line 639 of file [YQWizard.cc](#).

Here is the call graph for this function:

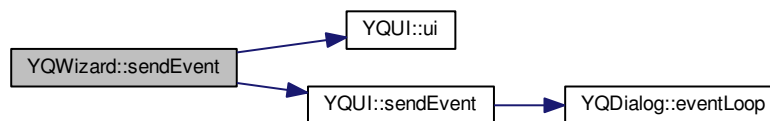


### 3.76.3.35 void YQWizard::sendEvent ( const std::string & id ) [protected]

Send a wizard event with the specified ID.

Definition at line 1163 of file [YQWizard.cc](#).

Here is the call graph for this function:

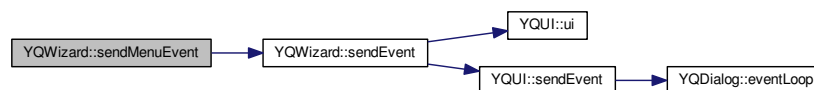


### 3.76.3.36 void YQWizard::sendMenuEvent ( QAction \* action ) [protected], [slot]

Internal notification that a menu item with numeric ID 'numID' has been activated.

Definition at line 1150 of file [YQWizard.cc](#).

Here is the call graph for this function:

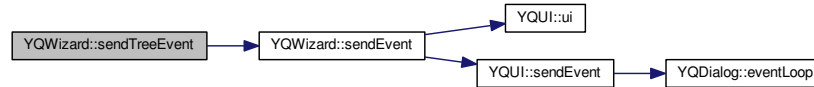


### 3.76.3.37 void YQWizard::sendTreeEvent ( QTreeWidgetItem \* item ) [protected], [slot]

Internal notification that [Space] or [Return] has been pressed on a tree item. If the item has an ID, that ID will be returned to `UI::UserInput()`.

Definition at line 656 of file [YQWizard.cc](#).

Here is the call graph for this function:



**3.76.3.38** `void YQWizard::setButtonFocus ( YQWizardButton * button )` [protected]

Set the keyboard focus to a button.

**3.76.3.39** `void YQWizard::setButtonLabel ( YPushButton * button, const std::string & newLabel )` [virtual]

Set the label of one of the wizard buttons ([backButton\(\)](#), [abortButton\(\)](#), [nextButton\(\)](#) ) if that button is non-null.

Implemented from YWizard.

Definition at line 1211 of file [YQWizard.cc](#).

Here is the call graph for this function:



**3.76.3.40** `void YQWizard::setButtonLabel ( YQWizardButton * button, const QString & newLabel )` [protected]

Set a button's label.

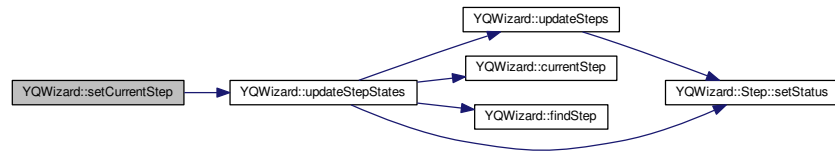
**3.76.3.41** `void YQWizard::setCurrentStep ( const std::string & id )` [virtual]

Set the current step. This also triggers [updateSteps\(\)](#) if necessary.

Implemented from YWizard.

Definition at line 489 of file [YQWizard.cc](#).

Here is the call graph for this function:



#### 3.76.3.42 void YQWizard::setDialogHeading ( const std::string & headingText ) [virtual]

Set the dialog heading.

Implemented from YWizard.

Definition at line 945 of file [YQWizard.cc](#).

#### 3.76.3.43 void YQWizard::setDialogIcon ( const std::string & iconName ) [virtual]

Set the dialog icon. An empty icon name clears the current icon.

Implemented from YWizard.

Definition at line 909 of file [YQWizard.cc](#).

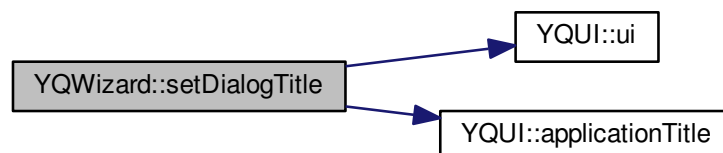
#### 3.76.3.44 void YQWizard::setDialogTitle ( const std::string & titleText ) [virtual]

Set the dialog title shown in window manager's title bar. An empty std::string clears the current text.

Implemented from YWizard.

Definition at line 934 of file [YQWizard.cc](#).

Here is the call graph for this function:



3.76.3.45 void YQWizard::setHelpText ( const std::string & *helpText* ) [virtual]

Set the help text.

Implemented from YWizard.

Definition at line 971 of file [YQWizard.cc](#).

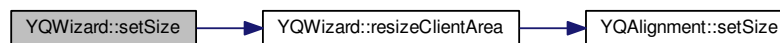
3.76.3.46 void YQWizard::setSize ( int *newWidth*, int *newHeight* ) [virtual]

Set the new size of the widget.

Reimplemented from YWidget.

Definition at line 1181 of file [YQWizard.cc](#).

Here is the call graph for this function:



3.76.3.47 void YQWizard::showHelp ( ) [slot]

Show the current help text.

This is useful only if it is obscured by any wizard steps, but it can safely be called at any time.

Definition at line 1009 of file [YQWizard.cc](#).

3.76.3.48 void YQWizard::showReleaseNotesButton ( const std::string & *label*, const std::string & *id* ) [virtual]

Show a "Release Notes" button above the "Help" button in the steps panel with the specified label that will return the specified id to UI::UserInput() when clicked.

The button (or the wizard) will assume ownership of the id and delete it in the destructor.

Implemented from YWizard.

Definition at line 1228 of file [YQWizard.cc](#).

3.76.3.49 void YQWizard::showSteps ( ) [slot]

Show the current wizard steps, if there are any. If there are none, nothing happens.

Definition at line 1038 of file [YQWizard.cc](#).

3.76.3.50 void YQWizard::showTree ( ) [slot]

Show the current selection tree in the side panel, if there is any. If there is none, nothing happens.

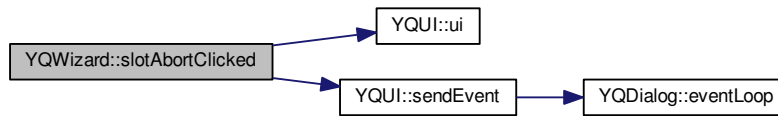
Definition at line 1047 of file [YQWizard.cc](#).

### 3.76.3.51 void YQWizard::slotAbortClicked ( ) [protected],[slot]

Internal notification that the "Abort" button has been clicked.

Definition at line 989 of file [YQWizard.cc](#).

Here is the call graph for this function:

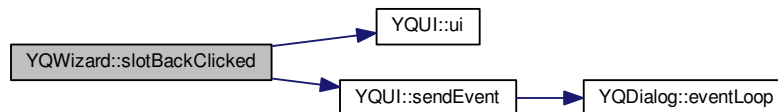


### 3.76.3.52 void YQWizard::slotBackClicked ( ) [protected],[slot]

Internal notification that the "Back" button has been clicked.

Definition at line 978 of file [YQWizard.cc](#).

Here is the call graph for this function:

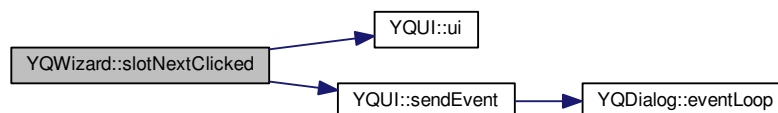


### 3.76.3.53 void YQWizard::slotNextClicked ( ) [protected],[slot]

Internal notification that the "Next" button has been clicked.

Definition at line 998 of file [YQWizard.cc](#).

Here is the call graph for this function:





### 3.76.3.54 `QList<YQWizard::Step*> YQWizard::stepsList ( ) [inline]`

Return list of pointers to steps. Not needed outside `copySteps()` function

Definition at line 182 of file `YQWizard.h`.

### 3.76.3.55 `void YQWizard::treeSelectionChanged ( ) [protected],[slot]`

Internal notification that the tree selection has changed.

If the currently selected item has an ID, that ID will be returned to `UI::UserInput()`.

Definition at line 668 of file `YQWizard.cc`.

Here is the call graph for this function:



### 3.76.3.56 `void YQWizard::updateSteps ( ) [virtual]`

Update the steps display: Reflect the internal steps and heading lists in the layout.

Implemented from `YWizard`.

Definition at line 337 of file `YQWizard.cc`.

Here is the call graph for this function:

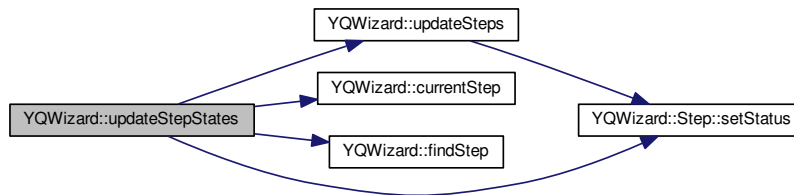


### 3.76.3.57 `void YQWizard::updateStepStates ( ) [protected]`

Update all step - use appropriate icons and colors

Definition at line 446 of file `YQWizard.cc`.

Here is the call graph for this function:



### 3.76.3.58 QWidget\* YQWizard::workArea ( ) const [inline]

Return this wizard's work area (the pane right of the side bar). This should not be needed outside of [YQMainWinDock](#).

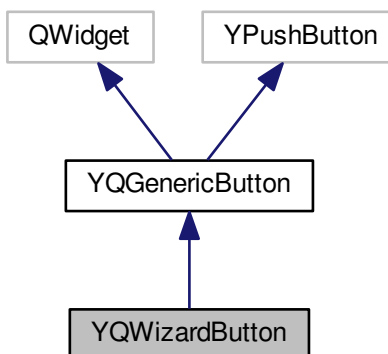
Definition at line 354 of file [YQWizard.h](#).

The documentation for this class was generated from the following files:

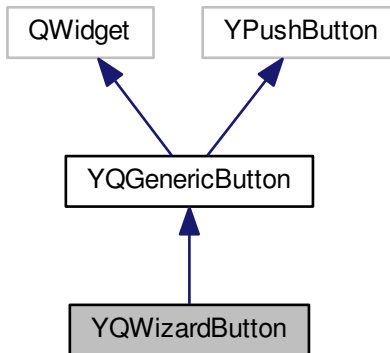
- `/build/builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQWizard.h`
- `/build/builddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQWizard.cc`

## 3.77 YQWizardButton Class Reference

Inheritance diagram for YQWizardButton:



Collaboration diagram for YQWizardButton:



## Signals

- void [clicked](#) ()

## Public Member Functions

- [YQWizardButton](#) ([YQWizard](#) \*[wizard](#), QWidget \*[buttonParent](#), const std::string &[label](#))
- virtual [~YQWizardButton](#) ()
- virtual const char \* [widgetClass](#) () const
- void [hide](#) ()
- void [show](#) ()
- bool [isShown](#) () const
- bool [isHidden](#) () const
- virtual int [preferredWidth](#) ()
- virtual int [preferredHeight](#) ()
- virtual void [setSize](#) (int [newWidth](#), int [newHeight](#))
- [YQWizard](#) \* [wizard](#) () const

## Additional Inherited Members

### 3.77.1 Detailed Description

Definition at line 37 of file [YQWizardButton.h](#).

### 3.77.2 Constructor & Destructor Documentation

### 3.77.2.1 YQWizardButton::YQWizardButton ( YQWizard \* wizard, QWidget \* buttonParent, const std::string & label )

Constructor.

Definition at line 37 of file [YQWizardButton.cc](#).

Here is the call graph for this function:



### 3.77.2.2 YQWizardButton::~~YQWizardButton ( ) [virtual]

Destructor.

Definition at line 59 of file [YQWizardButton.cc](#).

## 3.77.3 Member Function Documentation

### 3.77.3.1 void YQWizardButton::clicked ( ) [signal]

Emitted when the button is clicked or otherwise activated.

### 3.77.3.2 void YQWizardButton::hide ( )

Hide the associated QPushButton.

Definition at line 66 of file [YQWizardButton.cc](#).

Here is the call graph for this function:

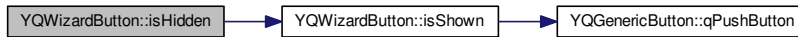


### 3.77.3.3 bool YQWizardButton::isHidden ( ) const

Returns 'true' if the associated QPushButton (!) is hidden.

Definition at line 89 of file [YQWizardButton.cc](#).

Here is the call graph for this function:



#### 3.77.3.4 `bool YQWizardButton::isShown ( ) const`

Returns 'true' if the associated QPushButton (!) is shown.

Definition at line 80 of file [YQWizardButton.cc](#).

Here is the call graph for this function:



#### 3.77.3.5 `int YQWizardButton::preferredHeight ( ) [virtual]`

Preferred height of the widget.

Reimplemented from `YWidget`.

Definition at line 104 of file [YQWizardButton.cc](#).

#### 3.77.3.6 `int YQWizardButton::preferredWidth ( ) [virtual]`

Preferred width of the widget.

Reimplemented from `YWidget`.

Definition at line 95 of file [YQWizardButton.cc](#).

#### 3.77.3.7 `void YQWizardButton::setSize ( int newWidth, int newHeight ) [virtual]`

Set the new size of the widget.

Reimplemented from `YWidget`.

Definition at line 113 of file [YQWizardButton.cc](#).

### 3.77.3.8 void YQWizardButton::show ( )

Show the associated QPushButton - not this widget itself (!). This widget itself will never become visible.

Definition at line 73 of file [YQWizardButton.cc](#).

Here is the call graph for this function:



### 3.77.3.9 virtual const char\* YQWizardButton::widgetClass ( ) const [inline], [virtual]

Returns a descriptive name of this widget class for logging, debugging etc.

Definition at line 58 of file [YQWizardButton.h](#).

### 3.77.3.10 YQWizard\* YQWizardButton::wizard ( ) const [inline]

Returns the wizard this wizard button belongs to.

Definition at line 105 of file [YQWizardButton.h](#).

The documentation for this class was generated from the following files:

- `/bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQWizardButton.h`
- `/bulddir/build/BUILD/libyui-qt-libyui-qt-master-2.43.5/src/YQWizardButton.cc`

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