

## Setup

<code>from rwbatools import gui</code>	Import the gui class from the RWBA tools library
<code>win = gui ( "name", "widthxheight" )</code>	Create a GUI, with the specified name and geometry
<code>.go ( )</code> <code>.stop ( )</code>	Start / Stop the GUI
<code>.setGeom ( "widthxheight" )</code>	Change the GUI's geometry, eg. "400x200" or "fullscreen"
<code>.exitFullscreen ( )</code>	Take the GUI out of fullscreen, returns to previous geometry
<code>.setResizable ( True )</code>	Set the GUI to be resizable (True or False)
<code>.setTitle ( title )</code>	Set a new title for the GUI
<code>.setIcon ( image )</code>	Set an icon for the GUI
<code>.setPadX ( x )</code> <code>.setPady ( y )</code>	Change the x/y padding (must be done before adding widgets)
<code>.setTransparency ( )</code>	Stes the transparency of the window, between 0 and 1

## Labels & Message Boxes

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

## Buttons & Links

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

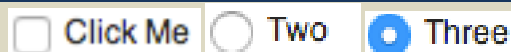
## Entries

		Age <input type="text"/>
<code>.addEntry ( title, RCS )</code>	Adds an entry box	
<code>.addSecretEntry ( title, RCS )</code>	Adds a 'password' entry box	
<code>.setEntry ( title, text )</code>	Changes the text of the specified entry box	
<code>.getEntry ( title )</code>	Gets the text of the specified entry box	
<code>.clearEntry ( title )</code>	Clears the specified entry box	
<code>.clearAllEntries ( )</code>	Clears all entry boxes in the GUI	
<code>.addLabelEntry ( title, RC )</code>	Adds an entry box with a label before it	
<code>.addSecretLabelEntry ( title, RC )</code>	Adds a 'password' style entry box with a label before it	
<code>.setFocus ( title )</code>	Gives focus to the specified entry box	
<code>.setEntryFunc ( title, func, name )</code>	Binds the specified function to the specified entry box	

## List Boxes

<code>.addListBox ( title, items, RCS )</code>	Adds a single-select list box with the specified items
<code>.addListItem ( title, item )</code>	Adds an item to the specified list box
<code>.getListItems ( title )</code>	Gets the selected items from the specified list box
<code>.clearListBox ( title )</code>	Clears the items from the specified list box
<code>.setListSingle ( title, True )</code>	Sets the specified list box to be single (True) or multi (False)

## Check Boxes & Radio Buttons



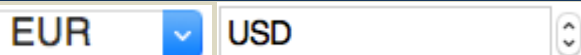
<code>.addCheckBox ( title, RCS )</code>	Adds a check box
<code>.getCheckBox ( title )</code>	Returns the state of the specified check box (True or False)
<code>.setCheckBox ( title, True )</code>	Sets the state of the specified check box (True or False)
<code>.addRadioButton ( title, value, RCS )</code>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

## Scales & Meters



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

## OptionBoxes & SpinBoxes



<code>.addOptionBox ( title, options, RCS )</code>	Adds an option box, with the specified values (a list)
<code>.addLabelOptionBox ( title, options, RCS )</code>	Adds an option box, with a label before it
<code>.changeOptionBox ( title, options )</code>	Changes the options in the specified option box
<code>.setOptionBox ( title, position )</code>	Selects the option at the specified position in the list
<code>.getOptionBox ( title )</code>	Gets the currently selected option box item
<code>.addSpinBox ( title, vals, RCS )</code>	Adds a spin box, with the specified values (a list)
<code>.addSpinBoxRange ( title, from, to, RCS )</code>	Adds a spin box, with the specified range of values
<code>.addLabelSpinBox ( title, vals, RCS )</code>	Adds a spin box, with a label before it
<code>.getSpinBox ( title )</code>	Gets the currently selected spin box item

## TextAreas

<code>.addTextArea ( title, RCS )</code>	Adds a text area
<code>.addScrolledTextArea ( title, RCS )</code>	Adds a text area with a vertical scroll bar
<code>.setTextArea ( title, text )</code>	Changes the text of the specified text area
<code>.getTextArea ( title )</code>	Gets the text of the specified text area
<code>.clearTextArea ( title )</code>	Clears the specified text area

## Images & Sounds

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

## Extras

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

## Advanced

<code>.registerEvent ( func )</code>	Cause the specified function to be repeatedly called
<code>.setPollTime ( time )</code>	Sets number of seconds to wait before firing events
<code>.setStopFunction ( function )</code>	Set a function to call when user closes GUI, must return True/False

## Dialog Boxes

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

Formatting	
<b>.increaseButtonFont ( )</b>	Increases the font size of all buttons
<b>.decreaseButtonFont ( )</b>	Decreases the font size of all buttons
<b>.setButtonFont ( size, family )</b>	Sets the font size of all buttons
<b>.increaseLabelFont ( )</b>	Increases the font size of all text (labels, entry boxes, etc)
<b>.decreaseLabelFont ( )</b>	Decreases the font size of all text (labels, entry boxes, etc)
<b>.setLabelFont ( size, family )</b>	Sets the font size of all text (labels, entry boxes, etc)
<b>.increaseFont ( )</b>	Increase the font size of everything
<b>.decreaseFont ( )</b>	Decrease the font size of everything
<b>.setFont ( size, family )</b>	Set the font size of everything
<b>.setBg ( )</b>	Set the BG colour of everything
<b>.setXXXBg ( title, col )</b>	Set the BG colour of the widget
<b>.setXXXFg ( title, col )</b>	Set the FG colour of the widget
<b>.setXXXDisabledFg ( title, col )</b>	Set the disabled FG colour of the widget
<b>.setXXXWidth ( title, width )</b>	Set the width of the widget
<b>.setXXXHeight ( title, height )</b>	Set the height of the widget
<b>.setXXXRelief ( title, relief )</b>	Set relief of the widget (SUNKEN,RAISED,GROOVE,RIDGE,FLAT)
<b>.setXXXAlign ( title, align )</b>	Set alignment of the widget (N,NE,E,SE,S,SW,W,NW,CENTER)
<b>setXXXAnchor ( title, pos )</b>	
<b>.setXXXCommand ( title, func )</b>	Set a new function for the widget
<b>.setXXXCursor ( title, cursor )</b>	Set a new cursor for the widget
<b>.setXXXTooltip ( title, tip )</b>	Set a tooltip for the widget
<b>.setXXXFocus ( title )</b>	
<b>.setXXXSticky (title, pos )</b>	Sets the appearance in the row: left, tight, both
<b>.enableXXX ( title )</b>	Enable the widget
<b>.disableXXX ( title )</b>	Disable the widget
<b>.hideXXX ( title )</b>	Temporarily hide the widget
<b>.showXXX ( title )</b>	Reveal a hidden widget
<b>.removeXXX ( title )</b>	Permanently delete a widget
<b>.removeAllWidgets ( )</b>	Permanently delete all widgets in the GUI
<b>.setXXXWidths (titles, width )</b>	Sets the width of the specified widgets
<b>.setXXXHeights (titles, height )</b>	Sets the height of the specified widgets
<b>.setAllXXXWidths ( width )</b>	Sets the width of all widgets
<b>.setAllXXXHeights ( height )</b>	Sets the height of all widgets