

Civ4StratOverlay
1.0b

Generated by Doxygen 1.5.7.1

Wed Oct 29 20:00:41 2008

Contents

1	Todo List	1
2	Class Documentation	1
2.1	CvOverlayScreen.CvOverlayScreen Class Reference	1
2.1.1	Detailed Description	4
2.1.2	Member Function Documentation	4
2.1.3	Member Data Documentation	9
2.2	CvOverlayScreenUtils.CvOverlayScreenUtils Class Reference	14
2.2.1	Detailed Description	14
2.2.2	Member Function Documentation	14
2.2.3	Member Data Documentation	15
2.3	OverlayLayout.ImgCheckBox Class Reference	15
2.3.1	Detailed Description	16
2.3.2	Member Function Documentation	16
2.4	OverlayLayout.ImgGridPanel Class Reference	18
2.4.1	Detailed Description	19
2.4.2	Member Function Documentation	20

1 Todo List

Member [OverlayLayout::ImgGridPanel.dumpToLog](#) clean this up some

2 Class Documentation

2.1 CvOverlayScreen.CvOverlayScreen Class Reference

Public Member Functions

- def [__init__](#)
- def [getName](#)
- def [initVars](#)
- def [isOpen](#)
- def [getScreen](#)
- def [hideScreen](#)
- def [update](#)
- def [handleInput](#)
- def [interfaceScreen](#)
- def [addColorControls](#)
- def [updateColorControls](#)
- def [addDotMapperControls](#)

- def updateDotMapperControls
- def addSignControls
- def updateSignControls
- def onMainDotButton
- def onMainSignButton
- def onColorButton
- def onPlaceCityButton
- def onRemoveCityButton
- def onPlaceSignButton
- def onRemoveSignButton
- def onExitButton
- def onLeftMouseDown
- def onMouseOverPlot
- def drawDotMap
- def eraseDotMap
- def clearDots
- def clearLayer
- def clearAllLayers
- def redrawDotMap
- def saveSign
- def removeSigns
- def addAllSigns
- def saveDefaultSigns
- def restoreDefaultSigns
- def loadVars
- def saveVars
- def add_globe_test_controls
- def update_globe_test_controls
- def updategc
- def onGlobeButton

Public Attributes

- screenID
- SCREEN_NAME
- PREFIX
- MAIN_PANEL_ID
- COLOR_PANEL_ID
- LINE_PANEL_ID
- SIGN_PANEL_ID
- DOT_PANEL_ID
- HEADER_ID
- EXIT_ID
- BACKGROUND_ID
- MOD_SAVE_ID
- CITY_SAVE_ID
- SIGN_SAVE_ID
- MAIN_TITLE_ID
- MAIN_DOT_BUTTON_ID
- MAIN_SIGN_BUTTON_ID

- PANEL_MARGIN
- TITLE_HEIGHT
- TEXT_HEIGHT
- TXT_SPACING
- MAIN_PANEL_X
- MAIN_PANEL_Y
- MAIN_PANEL_W
- MAIN_PANEL_H
- MAIN_TXT_X
- MAIN_TXT_Y
- MAIN_TITLE_X
- MAIN_TITLE_Y
- EXIT_TXT_X
- EXIT_TXT_Y
- PANEL_SPACING
- Z_TXT
- Z_CONTROL
- COLOR_KEYS
- COLOR_TEXT
- COLOR_WIDGET_PREFIX
- COLOR_WIDGET_IDS
- COLOR_PANEL_HEADER_H
- COLOR_PANEL_X
- COLOR_PANEL_Y
- COLOR_PANEL_TXT_X
- COLOR_PANEL_TXT_Y
- COLOR_PANEL_W
- COLOR_PANEL_H
- DOT_PLACE_BUTTON_ID
- DOT_REMOVE_BUTTON_ID
- DOT_PANEL_Y
- DOT_PANEL_W
- DOT_PANEL_TXT_Y
- DOT_PANEL_TXT_SPACING
- DOT_PANEL_H
- SIGN_WIDGETS
- SIGN_PLACE_ID
- SIGN_REMOVE_ID
- SIGN_PANEL_Y
- SIGN_PANEL_W
- SIGN_PANEL_TXT_X
- SIGN_PANEL_TXT_Y
- SIGN_PANEL_H
- currentColor
- bDotMapper
- bSign
- bDotPlacing
- bDotRemoving
- bSignPlacing
- bSignRemoving

- `bLeftMouseDown`
- `bInitPos`
- `currentPlot`
- `currentPlotX`
- `currentPlotY`
- `currentLayer`
- `globeOption`
- `oldGlobeLayer`
- `oldGlobeOption`
- `PLOT_LAYER`
- `DOT_STYLE`
- `DOT_ALPHA`
- `GLOBE_BUTTON`
- `inputMap`
- `MAIN_DOT_TXT`
- `MAIN_TITLE_TXT`
- `DOT_TITLE_TXT`
- `DOT_PLACE_BUTTON_TXT`
- `DOT_REMOVE_BUTTON_TXT`
- `EXIT_TXT`
- `MAIN_SIGN_TXT`
- `SIGN_PLACE_TXT`
- `SIGN_REMOVE_TXT`
- `DOT_PANEL_X`
- `DOT_PANEL_TITLE_X`
- `DOT_PANEL_TXT_X`
- `SIGN_PANEL_X`
- `defaultSignCount`
- `defaultSigns`
- `cityData`
- `signData`

2.1.1 Detailed Description

Screen for the strategy overlay

2.1.2 Member Function Documentation

2.1.2.1 `def CvOverlayScreen.CvOverlayScreen.__init__ (self, screenID)`

2.1.2.2 `def CvOverlayScreen.CvOverlayScreen.getName (self)`

2.1.2.3 `def CvOverlayScreen.CvOverlayScreen.initVars (self)`

Initializes the variables for the screen

2.1.2.4 def CvOverlayScreen.CvOverlayScreen.isOpen (self)

Public accessor to check if screen is open or not

2.1.2.5 def CvOverlayScreen.CvOverlayScreen.getScreen (self)

Gets the CyGInterfaceScreen Object for this screen

2.1.2.6 def CvOverlayScreen.CvOverlayScreen.hideScreen (self)

Hides the Screen

Saves all values, hides the overlay graphics and restores the default signs then closes the screen.

2.1.2.7 def CvOverlayScreen.CvOverlayScreen.update (self, fDelta)

Called each update cycle,

Checks for globe view and closes screen when it is up

Checks for Left mouse button clicks when screen is up

Checks for adding signs from other interface methods and passes it to internal handler instead of default ui one.

2.1.2.8 def CvOverlayScreen.CvOverlayScreen.handleInput (self, inputClass)

Handles screens widget input

Maps widget IDs to functions according to InputMap and calls the appropriate function

2.1.2.9 def CvOverlayScreen.CvOverlayScreen.interfaceScreen (self)

Initializes and shows the screen

2.1.2.10 def CvOverlayScreen.CvOverlayScreen.addColorControls (self)

Adds the color selection texts to the color selection panel

2.1.2.11 def CvOverlayScreen.CvOverlayScreen.updateColorControls (self, selectedColorIndex)

Highlights the passed in color index and dehighlights the old one

2.1.2.12 def CvOverlayScreen.CvOverlayScreen.addDotMapperControls (self)

Adds the place/remove buttons and text to the dot mapper panel

2.1.2.13 def CvOverlayScreen.CvOverlayScreen.updateDotMapperControls (self)

Updates the dot mapper controls based on selection
Shows or hides the controls based on main panel selection
Highlights or unhilights the dot mapper controls based on selection

2.1.2.14 def CvOverlayScreen.CvOverlayScreen.addSignControls (self)

Adds the place/remove buttons to the sign panel

2.1.2.15 def CvOverlayScreen.CvOverlayScreen.updateSignControls (self)

Updates the Sign Controls based on selection
Shows or hides sign panel based on main panel selection
Highlights or unhilights the sign controls based on selection

2.1.2.16 def CvOverlayScreen.CvOverlayScreen.onMainDotButton (self, inputClass)

Called on Main dot mapper button input
Shows or hides the dot mapper panel
Highlights or unhilights the dot mapper text on the main panel

2.1.2.17 def CvOverlayScreen.CvOverlayScreen.onMainSignButton (self, inputClass)

Called on main sign button input
Shows or hides the sign panel
Highlights or unhilights the sign text on the main panel

2.1.2.18 def CvOverlayScreen.CvOverlayScreen.onColorButton (self, inputClass)

Called on Color Button input
Updates the current color selection

2.1.2.19 def CvOverlayScreen.CvOverlayScreen.onPlaceCityButton (self, inputClass)

Called on Place City button input
Sets interface mode based on control selection
Sets control flags for updateDotMapperControls

2.1.2.20 def CvOverlayScreen.CvOverlayScreen.onRemoveCityButton (self, inputClass)

Called on Remove City button input
Sets interface mode based on control selection
Sets control flags for updateDotMapperControls

2.1.2.21 def CvOverlayScreen.CvOverlayScreen.onPlaceSignButton (*self*, *inputClass*)

Called on Place Sign button input
Sets interface mode based on selection
Sets control flags for updateSignControls()

2.1.2.22 def CvOverlayScreen.CvOverlayScreen.onRemoveSignButton (*self*, *inputClass*)

Called on Remove Sign button input
Sets interface mode based on selection
Sets control flags for updateSignControls()

2.1.2.23 def CvOverlayScreen.CvOverlayScreen.onExitButton (*self*, *inputClass*)

Called on exit button input
Calls hideScreen to close the screen

2.1.2.24 def CvOverlayScreen.CvOverlayScreen.onLeftMouseDown (*self*)

Called on left mouse click on the main ui while the screen is up
Checks state variables and takes the appropriate action based on the UI selections
Also keeps the interface mode in picking or not based on the UI

2.1.2.25 def CvOverlayScreen.CvOverlayScreen.onMouseOverPlot (*self*, *argsList*)

Called from CvOverlayScreenUtils when mousing over a plot when the screen is active
Updates the current plot and its x/y location

2.1.2.26 def CvOverlayScreen.CvOverlayScreen.drawDotMap (*self*, *x*, *y*)

Draws a dot map at a location x,y

2.1.2.27 def CvOverlayScreen.CvOverlayScreen.eraseDotMap (*self*, *x*, *y*)

Erases a dot map at a location x,y

2.1.2.28 def CvOverlayScreen.CvOverlayScreen.clearDots (*self*)

Clears all the dots from screen

2.1.2.29 def CvOverlayScreen.CvOverlayScreen.clearLayer (*self*, *index*)

Clears the indexed border layer

2.1.2.30 def CvOverlayScreen.CvOverlayScreen.clearAllLayers (self)

Clears all the layers and dots

2.1.2.31 def CvOverlayScreen.CvOverlayScreen.redrawDotMap (self)

Redraws the dot map from the current cityData

2.1.2.32 def CvOverlayScreen.CvOverlayScreen.saveSign (self, x, y, signText, player)

Adds a sign to the current list of signs on the overlay

2.1.2.33 def CvOverlayScreen.CvOverlayScreen.removeSigns (self)

Removes a sign from the overlay

2.1.2.34 def CvOverlayScreen.CvOverlayScreen.addAllSigns (self)

Adds all the signs current in the overlay list to the Screen

2.1.2.35 def CvOverlayScreen.CvOverlayScreen.saveDefaultSigns (self)

Saves all the signs in the default ui

2.1.2.36 def CvOverlayScreen.CvOverlayScreen.restoreDefaultSigns (self)

Restores the default signs

2.1.2.37 def CvOverlayScreen.CvOverlayScreen.loadVars (self)

Loads saved variables

Dictionary structures:

```
cityData = {(x,y) = (color, layer)}  
signData = {(x,y) = (text, playerID)}
```

2.1.2.38 def CvOverlayScreen.CvOverlayScreen.saveVars (self)

Saves Variables on closing of screen

Dictionary structures:

```
cityData = {(x,y) = (color, layer)}  
signData = {(x,y) = (text, playerID)}
```

2.1.2.39 def CvOverlayScreen.CvOverlayScreen.add_globe_test_controls (self)

Test for using globe layer widgets when not at the globe view

2.1.2.40 def CvOverlayScreen.CvOverlayScreen.update_globe_test_controls (self, inputClass)

Update the test controls

2.1.2.41 def CvOverlayScreen.CvOverlayScreen.updategc (self)**2.1.2.42 def CvOverlayScreen.CvOverlayScreen.onGlobeButton (self, inputClass)****2.1.3 Member Data Documentation****2.1.3.1 CvOverlayScreen.CvOverlayScreen.screenID****2.1.3.2 CvOverlayScreen.CvOverlayScreen.SCREEN_NAME****2.1.3.3 CvOverlayScreen.CvOverlayScreen.PREFIX****2.1.3.4 CvOverlayScreen.CvOverlayScreen.MAIN_PANEL_ID****2.1.3.5 CvOverlayScreen.CvOverlayScreen.COLOR_PANEL_ID****2.1.3.6 CvOverlayScreen.CvOverlayScreen.LINE_PANEL_ID****2.1.3.7 CvOverlayScreen.CvOverlayScreen.SIGN_PANEL_ID****2.1.3.8 CvOverlayScreen.CvOverlayScreen.DOT_PANEL_ID****2.1.3.9 CvOverlayScreen.CvOverlayScreen.HEADER_ID****2.1.3.10 CvOverlayScreen.CvOverlayScreen.EXIT_ID****2.1.3.11 CvOverlayScreen.CvOverlayScreen.BACKGROUND_ID****2.1.3.12 CvOverlayScreen.CvOverlayScreen.MOD_SAVE_ID****2.1.3.13 CvOverlayScreen.CvOverlayScreen.CITY_SAVE_ID****2.1.3.14 CvOverlayScreen.CvOverlayScreen.SIGN_SAVE_ID**

- 2.1.3.15 CvOverlayScreen.CvOverlayScreen.MAIN_TITLE_ID
- 2.1.3.16 CvOverlayScreen.CvOverlayScreen.MAIN_DOT_BUTTON_ID
- 2.1.3.17 CvOverlayScreen.CvOverlayScreen.MAIN_SIGN_BUTTON_ID
- 2.1.3.18 CvOverlayScreen.CvOverlayScreen.PANEL_MARGIN
- 2.1.3.19 CvOverlayScreen.CvOverlayScreen.TITLE_HEIGHT
- 2.1.3.20 CvOverlayScreen.CvOverlayScreen.TEXT_HEIGHT
- 2.1.3.21 CvOverlayScreen.CvOverlayScreen.TXT_SPACING
- 2.1.3.22 CvOverlayScreen.CvOverlayScreen.MAIN_PANEL_X
- 2.1.3.23 CvOverlayScreen.CvOverlayScreen.MAIN_PANEL_Y
- 2.1.3.24 CvOverlayScreen.CvOverlayScreen.MAIN_PANEL_W
- 2.1.3.25 CvOverlayScreen.CvOverlayScreen.MAIN_PANEL_H
- 2.1.3.26 CvOverlayScreen.CvOverlayScreen.MAIN_TXT_X
- 2.1.3.27 CvOverlayScreen.CvOverlayScreen.MAIN_TXT_Y
- 2.1.3.28 CvOverlayScreen.CvOverlayScreen.MAIN_TITLE_X
- 2.1.3.29 CvOverlayScreen.CvOverlayScreen.MAIN_TITLE_Y
- 2.1.3.30 CvOverlayScreen.CvOverlayScreen.EXIT_TXT_X
- 2.1.3.31 CvOverlayScreen.CvOverlayScreen.EXIT_TXT_Y
- 2.1.3.32 CvOverlayScreen.CvOverlayScreen.PANEL_SPACING
- 2.1.3.33 CvOverlayScreen.CvOverlayScreen.Z_TXT
- 2.1.3.34 CvOverlayScreen.CvOverlayScreen.Z_CONTROL

- 2.1.3.35 CvOverlayScreen.CvOverlayScreen.COLOR_KEYS
- 2.1.3.36 CvOverlayScreen.CvOverlayScreen.COLOR_TEXT
- 2.1.3.37 CvOverlayScreen.CvOverlayScreen.COLOR_WIDGET_PREFIX
- 2.1.3.38 CvOverlayScreen.CvOverlayScreen.COLOR_WIDGET_IDS
- 2.1.3.39 CvOverlayScreen.CvOverlayScreen.COLOR_PANEL_HEADER_H
- 2.1.3.40 CvOverlayScreen.CvOverlayScreen.COLOR_PANEL_X
- 2.1.3.41 CvOverlayScreen.CvOverlayScreen.COLOR_PANEL_Y
- 2.1.3.42 CvOverlayScreen.CvOverlayScreen.COLOR_PANEL_TXT_X
- 2.1.3.43 CvOverlayScreen.CvOverlayScreen.COLOR_PANEL_TXT_Y
- 2.1.3.44 CvOverlayScreen.CvOverlayScreen.COLOR_PANEL_W
- 2.1.3.45 CvOverlayScreen.CvOverlayScreen.COLOR_PANEL_H
- 2.1.3.46 CvOverlayScreen.CvOverlayScreen.DOT_PLACE_BUTTON_ID
- 2.1.3.47 CvOverlayScreen.CvOverlayScreen.DOT_REMOVE_BUTTON_ID
- 2.1.3.48 CvOverlayScreen.CvOverlayScreen.DOT_PANEL_Y
- 2.1.3.49 CvOverlayScreen.CvOverlayScreen.DOT_PANEL_W
- 2.1.3.50 CvOverlayScreen.CvOverlayScreen.DOT_PANEL_TXT_Y
- 2.1.3.51 CvOverlayScreen.CvOverlayScreen.DOT_PANEL_TXT_SPACING
- 2.1.3.52 CvOverlayScreen.CvOverlayScreen.DOT_PANEL_H
- 2.1.3.53 CvOverlayScreen.CvOverlayScreen.SIGN_WIDGETS
- 2.1.3.54 CvOverlayScreen.CvOverlayScreen.SIGN_PLACE_ID

- 2.1.3.55 CvOverlayScreen.CvOverlayScreen.SIGN_REMOVE_ID
- 2.1.3.56 CvOverlayScreen.CvOverlayScreen.SIGN_PANEL_Y
- 2.1.3.57 CvOverlayScreen.CvOverlayScreen.SIGN_PANEL_W
- 2.1.3.58 CvOverlayScreen.CvOverlayScreen.SIGN_PANEL_TXT_X
- 2.1.3.59 CvOverlayScreen.CvOverlayScreen.SIGN_PANEL_TXT_Y
- 2.1.3.60 CvOverlayScreen.CvOverlayScreen.SIGN_PANEL_H
- 2.1.3.61 CvOverlayScreen.CvOverlayScreen.currentColor
- 2.1.3.62 CvOverlayScreen.CvOverlayScreen.bDotMapper
- 2.1.3.63 CvOverlayScreen.CvOverlayScreen.bSign
- 2.1.3.64 CvOverlayScreen.CvOverlayScreen.bDotPlacing
- 2.1.3.65 CvOverlayScreen.CvOverlayScreen.bDotRemoving
- 2.1.3.66 CvOverlayScreen.CvOverlayScreen.bSignPlacing
- 2.1.3.67 CvOverlayScreen.CvOverlayScreen.bSignRemoving
- 2.1.3.68 CvOverlayScreen.CvOverlayScreen.bLeftMouseDown
- 2.1.3.69 CvOverlayScreen.CvOverlayScreen.bInitPos
- 2.1.3.70 CvOverlayScreen.CvOverlayScreen.currentPlot
- 2.1.3.71 CvOverlayScreen.CvOverlayScreen.currentPlotX
- 2.1.3.72 CvOverlayScreen.CvOverlayScreen.currentPlotY
- 2.1.3.73 CvOverlayScreen.CvOverlayScreen.currentLayer
- 2.1.3.74 CvOverlayScreen.CvOverlayScreen.globeOption

- 2.1.3.75 CvOverlayScreen.CvOverlayScreen.oldGlobeLayer
- 2.1.3.76 CvOverlayScreen.CvOverlayScreen.oldGlobeOption
- 2.1.3.77 CvOverlayScreen.CvOverlayScreen.PLOT_LAYER
- 2.1.3.78 CvOverlayScreen.CvOverlayScreen.DOT_STYLE
- 2.1.3.79 CvOverlayScreen.CvOverlayScreen.DOT_ALPHA
- 2.1.3.80 CvOverlayScreen.CvOverlayScreen.GLOBE_BUTTON
- 2.1.3.81 CvOverlayScreen.CvOverlayScreen.inputMap
- 2.1.3.82 CvOverlayScreen.CvOverlayScreen.MAIN_DOT_TXT
- 2.1.3.83 CvOverlayScreen.CvOverlayScreen.MAIN_TITLE_TXT
- 2.1.3.84 CvOverlayScreen.CvOverlayScreen.DOT_TITLE_TXT
- 2.1.3.85 CvOverlayScreen.CvOverlayScreen.DOT_PLACE_BUTTON_TXT
- 2.1.3.86 CvOverlayScreen.CvOverlayScreen.DOT_REMOVE_BUTTON_TXT
- 2.1.3.87 CvOverlayScreen.CvOverlayScreen.EXIT_TXT
- 2.1.3.88 CvOverlayScreen.CvOverlayScreen.MAIN_SIGN_TXT
- 2.1.3.89 CvOverlayScreen.CvOverlayScreen.SIGN_PLACE_TXT
- 2.1.3.90 CvOverlayScreen.CvOverlayScreen.SIGN_REMOVE_TXT
- 2.1.3.91 CvOverlayScreen.CvOverlayScreen.DOT_PANEL_X
- 2.1.3.92 CvOverlayScreen.CvOverlayScreen.DOT_PANEL_TITLE_X
- 2.1.3.93 CvOverlayScreen.CvOverlayScreen.DOT_PANEL_TXT_X
- 2.1.3.94 CvOverlayScreen.CvOverlayScreen.SIGN_PANEL_X

2.1.3.95 CvOverlayScreen.CvOverlayScreen.defaultSignCount

2.1.3.96 CvOverlayScreen.CvOverlayScreen.defaultSigns

2.1.3.97 CvOverlayScreen.CvOverlayScreen.cityData

2.1.3.98 CvOverlayScreen.CvOverlayScreen.signData

2.2 CvOverlayScreenUtils.CvOverlayScreenUtils Class Reference

Class derived from CvScreenUtils for handling custom screen interface.

Public Member Functions

- def [mouseOverPlot](#)
Passes off to screen when a plot is moused over.
- def [update](#)
Updates a screen, called about every 250ms.
- def [handleInput](#)
Handles input for screens, passes off to screen based on input mapping.
- def [drawGrid](#)
Draws a grid on the screen.

Static Public Attributes

- dictionary [HandleInputMap](#)
Maps screen enumeration to the screen for passing off input handling.

2.2.1 Detailed Description

Class derived from CvScreenUtils for handling custom screen interface.

2.2.2 Member Function Documentation

2.2.2.1 def CvOverlayScreenUtils.CvOverlayScreenUtils.mouseOverPlot (*self*, *argsList*)

Passes off to screen when a plot is moused over.

Parameters:

argsList contains the screen enum of the screen

2.2.2.2 `def CvOverlayScreenUtils.CvOverlayScreenUtils.update (self, argsList)`

Updates a screen, called about every 250ms.

Parameters:

argsList contains screen enum of the screen

2.2.2.3 `def CvOverlayScreenUtils.CvOverlayScreenUtils.handleInput (self, argsList)`

Handles input for screens, passes off to screen based on input mapping.

2.2.2.4 `def CvOverlayScreenUtils.CvOverlayScreenUtils.drawGrid (self, screenName, screenEnum, spacing)`

Draws a grid on the screen.

Parameters:

spacing Amount of spacing between each line

2.2.3 Member Data Documentation**2.2.3.1** dictionary `CvOverlayScreenUtils.CvOverlayScreenUtils.HandleInputMap` [static]**Initial value:**

```
{
    STRATEGY_OVERLAY_SCREEN : overlayScreen,
    TEST_SCREEN_ENUM : testScreen,
}
```

Maps screen enumeration to the screen for passing off input handling.

2.3 OverlayLayout.ImgCheckBox Class Reference

Defines an Image check box button widget.

Public Member Functions

- `def __init__`
Constructor.
- `def draw`
Draws the button on the screen.
- `def show`
Shows the widget.
- `def hide`
Hides the widget.

- def `setState`
Sets the buttons state.
- def `getState`
Gets the buttons state.
- def `setPosition`
Sets the buttons position.
- def `getPosition`
Gets the buttons position.
- def `setSize`
Sets the buttons size.
- def `getSize`
Gets the buttons size.
- def `setImagePath`
Sets the buttons image file path.
- def `getImagePath`
Gets the current button image file path.
- def `setHilite`
Sets the current button hilite texture path.
- def `getHilite`
Gets the current button hilite texture path.
- def `dumpToLog`
Dumps the widgets data to the log.

2.3.1 Detailed Description

Defines an Image check box button widget.

2.3.2 Member Function Documentation

2.3.2.1 def OverlayLayout.ImgCheckBox.__init__ (*self*, *ID*, *panelID*, *screenID*, *screenEnum*)

Constructor.

Parameters:

- ID*** Text id of the widget
- panelID*** Text ID of the panel to put this widget on
- screenName*** Name of the screen to put this widget on
- screenEnum*** Enum ID of the screen to put this widget on

2.3.2.2 def OverlayLayout.ImgCheckBox.draw (*self*)

Draws the button on the screen.

2.3.2.3 def OverlayLayout.ImgCheckBox.show (*self*)

Shows the widget.

2.3.2.4 def OverlayLayout.ImgCheckBox.hide (*self*)

Hides the widget.

2.3.2.5 def OverlayLayout.ImgCheckBox.setState (*self*, *state*)

Sets the buttons state.

Parameters:

state The new button state(True/False)

2.3.2.6 def OverlayLayout.ImgCheckBox.getState (*self*)

Gets the buttons state.

Returns:

The buttons state(True/False)

2.3.2.7 def OverlayLayout.ImgCheckBox.setPosition (*self*, *x*, *y*)

Sets the buttons position.

Parameters:

x New X Position

y New Y Position

2.3.2.8 def OverlayLayout.ImgCheckBox.getPositon (*self*)

Gets the buttons position.

Returns:

Tuple of the position (x,y)

2.3.2.9 def OverlayLayout.ImgCheckBox.setSize (*self*, *height*, *width*)

Sets the buttons size.

Parameters:

height Buttons height

width Buttons width

2.3.2.10 def OverlayLayout.ImgCheckBox.getSize (*self*)

Gets the buttons size.

Returns:

Tuple of the buttons size (height, width)

2.3.2.11 def OverlayLayout.ImgCheckBox.setImagePath (*self*, *path*)

Sets the buttons image file path.

Parameters:

path The path to the image file

2.3.2.12 def OverlayLayout.ImgCheckBox.getImagePath (*self*)

Gets the current button image file path.

Returns:

Current path to the buttons image file

2.3.2.13 def OverlayLayout.ImgCheckBox.setHilite (*self*, *path*)

Sets the current button hilite texture path.

Parameters:

path The path to the hilite texture

2.3.2.14 def OverlayLayout.ImgCheckBox.getHilite (*self*)

Gets the current button hilite texture path.

Returns:

The path to the current hilite texture

2.3.2.15 def OverlayLayout.ImgCheckBox.dumpToLog (*self*)

Dumps the widgets data to the log.

2.4 OverlayLayout.ImgGridPanel Class Reference

The main panel class.

Public Member Functions

- def [__init__](#)
Initializes the panel and default values.
- def [setTitle](#)
Sets the panels title.
- def [setPos](#)
Sets the position of the panel.
- def [setSpacing](#)
Sets the margin between widgets.
- def [setColumns](#)
Sets the number of widget colums for this panel and resizes it for the current widget size.
- def [setWidgetSize](#)
Sets the size of the widgets.
- def [getWidgetHandlerName](#)
Gets the name of the widgets for mapping input.
- def [show](#)
Shows the panel on the screen.
- def [hide](#)
Hides the panel on the screen.
- def [move](#)
Moves the panel to a new location.
- def [resize](#)
Resizes the panel.
- def [draw](#)
Draws the panel on the screen.
- def [showHelpText](#)
Shows the help text for a widget.
- def [hideHelpText](#)
Hides the help text for a widget.
- def [addWidget](#)
Adds a widget to this panel.
- def [dumpToLog](#)
Prints out the current variables of the class to the debug log.

2.4.1 Detailed Description

The main panel class.

2.4.2 Member Function Documentation

2.4.2.1 def OverlayLayout.ImgGridPanel.__init__ (*self*, *panelId*, *screenEnum*, *screenID*, *x* = 0, *y* = 0)

Initializes the panel and default values.

Defaults:

- *x* = 0
- *y* = 0
- *height* = 0
- *width* = 0
- *title* = u""
- *help text* = u""
- *vertical layout* = False
- *scrollable* = False
- *widget size* = 32

Parameters:

panelId String id of the panel

screenEnum The enum of the screen to put this panel on

screenID The Text ID of the screen to put the panel on

x X position of the panel (Default 0)

y Y position of the panel (Default 0)

2.4.2.2 def OverlayLayout.ImgGridPanel.setTitle (*self*, *title*, *titleHeight* = 12)

Sets the panels title.

Parameters:

title The new title

titleHeight Height of the title in pixels

2.4.2.3 def OverlayLayout.ImgGridPanel.setPos (*self*, *xPos*, *yPos*)

Sets the position of the panel.

Parameters:

xPos X position to set

yPos Y position to set

2.4.2.4 def OverlayLayout.ImgGridPanel.setSpacing (*self*, *spacing*)

Sets the margin between widgets.

Parameters:

margin The spacing in pixels

2.4.2.5 def OverlayLayout.ImgGridPanel.setColumns (*self*, *numCols*)

Sets the number of widget columns for this panel and resizes it for the current widget size.

Parameters:

numCols The number of columns

2.4.2.6 def OverlayLayout.ImgGridPanel.setWidgetSize (*self*, *size*)

Sets the size of the widgets.

Parameters:

size The size of the widgets in pixels

2.4.2.7 def OverlayLayout.ImgGridPanel.getWidgetHandlerName (*self*)

Gets the name of the widgets for mapping input.

Returns:

Name of the widgets minus the ending digits

2.4.2.8 def OverlayLayout.ImgGridPanel.show (*self*)

Shows the panel on the screen.

2.4.2.9 def OverlayLayout.ImgGridPanel.hide (*self*)

Hides the panel on the screen.

2.4.2.10 def OverlayLayout.ImgGridPanel.move (*self*, *x*, *y*)

Moves the panel to a new location.

Parameters:

x New x location of the panel

y New y location of the panel

2.4.2.11 def OverlayLayout.ImgGridPanel.resize (self, width, height)

Resizes the panel.

Parameters:

height New panel height

width New panel width

2.4.2.12 def OverlayLayout.ImgGridPanel.draw (self)

Draws the panel on the screen.

2.4.2.13 def OverlayLayout.ImgGridPanel.showHelpText (self, idNum)

Shows the help text for a widget.

Parameters:

idNum The id number of the widget given by inputClass.getID()

2.4.2.14 def OverlayLayout.ImgGridPanel.hideHelpText (self, idNum)

Hides the help text for a widget.

Parameters:

idNum The id number of the widget given by inputClass.getID()

2.4.2.15 def OverlayLayout.ImgGridPanel.addWidget (self, imgPath, helpText)

Adds a widget to this panel.

Parameters:

imgPath The path to the widgets image

Returns:

the id of the widget

2.4.2.16 def OverlayLayout.ImgGridPanel.dumpToLog (self, headerText = "")

Prints out the current variables of the class to the debug log.

Todo

clean this up some

Parameters:

headerText Text to print before the dump

Index

- `__init__`
 - `CvOverlayScreen::CvOverlayScreen`, 4
 - `OverlayLayout::ImgCheckBox`, 16
 - `OverlayLayout::ImgGridPanel`, 20
- `add_globe_test_controls`
 - `CvOverlayScreen::CvOverlayScreen`, 8
- `addAllSigns`
 - `CvOverlayScreen::CvOverlayScreen`, 8
- `addColorControls`
 - `CvOverlayScreen::CvOverlayScreen`, 5
- `addDotMapperControls`
 - `CvOverlayScreen::CvOverlayScreen`, 5
- `addSignControls`
 - `CvOverlayScreen::CvOverlayScreen`, 5
- `addWidget`
 - `OverlayLayout::ImgGridPanel`, 22
- `BACKGROUND_ID`
 - `CvOverlayScreen::CvOverlayScreen`, 9
- `bDotMapper`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `bDotPlacing`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `bDotRemoving`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `bInitPos`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `bLeftMouseDown`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `bSign`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `bSignPlacing`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `bSignRemoving`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `CITY_SAVE_ID`
 - `CvOverlayScreen::CvOverlayScreen`, 9
- `cityData`
 - `CvOverlayScreen::CvOverlayScreen`, 13
- `clearAllLayers`
 - `CvOverlayScreen::CvOverlayScreen`, 7
- `clearDots`
 - `CvOverlayScreen::CvOverlayScreen`, 7
- `clearLayer`
 - `CvOverlayScreen::CvOverlayScreen`, 7
- `COLOR_KEYS`
 - `CvOverlayScreen::CvOverlayScreen`, 10
- `COLOR_PANEL_H`
 - `CvOverlayScreen::CvOverlayScreen`, 11
- `COLOR_PANEL_HEADER_H`
 - `CvOverlayScreen::CvOverlayScreen`, 11
- `COLOR_PANEL_ID`
 - `CvOverlayScreen::CvOverlayScreen`, 9
- `COLOR_PANEL_TXT_X`
 - `CvOverlayScreen::CvOverlayScreen`, 11
- `COLOR_PANEL_TXT_Y`
 - `CvOverlayScreen::CvOverlayScreen`, 11
- `COLOR_PANEL_W`
 - `CvOverlayScreen::CvOverlayScreen`, 11
- `COLOR_PANEL_X`
 - `CvOverlayScreen::CvOverlayScreen`, 11
- `COLOR_PANEL_Y`
 - `CvOverlayScreen::CvOverlayScreen`, 11
- `COLOR_TEXT`
 - `CvOverlayScreen::CvOverlayScreen`, 10
- `COLOR_WIDGET_IDS`
 - `CvOverlayScreen::CvOverlayScreen`, 11
- `COLOR_WIDGET_PREFIX`
 - `CvOverlayScreen::CvOverlayScreen`, 10
- `currentColor`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `currentLayer`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `currentPlot`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `currentPlotX`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `currentPlotY`
 - `CvOverlayScreen::CvOverlayScreen`, 12
- `CvOverlayScreen::CvOverlayScreen`, 1
 - `__init__`, 4
 - `add_globe_test_controls`, 8
 - `addAllSigns`, 8
 - `addColorControls`, 5
 - `addDotMapperControls`, 5
 - `addSignControls`, 5
 - `BACKGROUND_ID`, 9
 - `bDotMapper`, 12
 - `bDotPlacing`, 12
 - `bDotRemoving`, 12
 - `bInitPos`, 12
 - `bLeftMouseDown`, 12
 - `bSign`, 12
 - `bSignPlacing`, 12
 - `bSignRemoving`, 12
 - `CITY_SAVE_ID`, 9
 - `cityData`, 13
 - `clearAllLayers`, 7
 - `clearDots`, 7

clearLayer, 7
COLOR_KEYS, 10
COLOR_PANEL_H, 11
COLOR_PANEL_HEADER_H, 11
COLOR_PANEL_ID, 9
COLOR_PANEL_TXT_X, 11
COLOR_PANEL_TXT_Y, 11
COLOR_PANEL_W, 11
COLOR_PANEL_X, 11
COLOR_PANEL_Y, 11
COLOR_TEXT, 10
COLOR_WIDGET_IDS, 11
COLOR_WIDGET_PREFIX, 10
currentColor, 12
currentLayer, 12
currentPlot, 12
currentPlotX, 12
currentPlotY, 12
defaultSignCount, 13
defaultSigns, 13
DOT_ALPHA, 13
DOT_PANEL_H, 11
DOT_PANEL_ID, 9
DOT_PANEL_TITLE_X, 13
DOT_PANEL_TXT_SPACING, 11
DOT_PANEL_TXT_X, 13
DOT_PANEL_TXT_Y, 11
DOT_PANEL_W, 11
DOT_PANEL_X, 13
DOT_PANEL_Y, 11
DOT_PLACE_BUTTON_ID, 11
DOT_PLACE_BUTTON_TXT, 13
DOT_REMOVE_BUTTON_ID, 11
DOT_REMOVE_BUTTON_TXT, 13
DOT_STYLE, 13
DOT_TITLE_TXT, 13
drawDotMap, 7
eraseDotMap, 7
EXIT_ID, 9
EXIT_TXT, 13
EXIT_TXT_X, 10
EXIT_TXT_Y, 10
getName, 4
getScreen, 4
GLOBE_BUTTON, 13
globeOption, 12
handleInput, 5
HEADER_ID, 9
hideScreen, 5
initVars, 4
inputMap, 13
interfaceScreen, 5
isOpen, 4
LINE_PANEL_ID, 9
loadVars, 8
MAIN_DOT_BUTTON_ID, 9
MAIN_DOT_TXT, 13
MAIN_PANEL_H, 10
MAIN_PANEL_ID, 9
MAIN_PANEL_W, 10
MAIN_PANEL_X, 10
MAIN_PANEL_Y, 10
MAIN_SIGN_BUTTON_ID, 9
MAIN_SIGN_TXT, 13
MAIN_TITLE_ID, 9
MAIN_TITLE_TXT, 13
MAIN_TITLE_X, 10
MAIN_TITLE_Y, 10
MAIN_TXT_X, 10
MAIN_TXT_Y, 10
MOD_SAVE_ID, 9
oldGlobeLayer, 12
oldGlobeOption, 12
onColorButton, 6
onExitButton, 7
onGlobeButton, 9
onLeftMouseDown, 7
onMainDotButton, 6
onMainSignButton, 6
onMouseOverPlot, 7
onPlaceCityButton, 6
onPlaceSignButton, 6
onRemoveCityButton, 6
onRemoveSignButton, 6
PANEL_MARGIN, 10
PANEL_SPACING, 10
PLOT_LAYER, 12
PREFIX, 9
redrawDotMap, 7
removeSigns, 8
restoreDefaultSigns, 8
saveDefaultSigns, 8
saveSign, 8
saveVars, 8
SCREEN_NAME, 9
screenID, 9
SIGN_PANEL_H, 12
SIGN_PANEL_ID, 9
SIGN_PANEL_TXT_X, 12
SIGN_PANEL_TXT_Y, 12
SIGN_PANEL_W, 11
SIGN_PANEL_X, 13
SIGN_PANEL_Y, 11
SIGN_PLACE_ID, 11
SIGN_PLACE_TXT, 13
SIGN_REMOVE_ID, 11
SIGN_REMOVE_TXT, 13
SIGN_SAVE_ID, 9

- SIGN_WIDGETS, 11
 - signData, 14
 - TEXT_HEIGHT, 10
 - TITLE_HEIGHT, 10
 - TXT_SPACING, 10
 - update, 5
 - update_globe_test_controls, 8
 - updateColorControls, 5
 - updateDotMapperControls, 5
 - updategc, 9
 - updateSignControls, 6
 - Z_CONTROL, 10
 - Z_TXT, 10
- CvOverlayScreenUtils::CvOverlayScreenUtils, 14
 - drawGrid, 15
 - handleInput, 14
 - HandleInputMap, 15
 - mouseOverPlot, 14
 - update, 14
- defaultSignCount
 - CvOverlayScreen::CvOverlayScreen, 13
- defaultSigns
 - CvOverlayScreen::CvOverlayScreen, 13
- DOT_ALPHA
 - CvOverlayScreen::CvOverlayScreen, 13
- DOT_PANEL_H
 - CvOverlayScreen::CvOverlayScreen, 11
- DOT_PANEL_ID
 - CvOverlayScreen::CvOverlayScreen, 9
- DOT_PANEL_TITLE_X
 - CvOverlayScreen::CvOverlayScreen, 13
- DOT_PANEL_TXT_SPACING
 - CvOverlayScreen::CvOverlayScreen, 11
- DOT_PANEL_TXT_X
 - CvOverlayScreen::CvOverlayScreen, 13
- DOT_PANEL_TXT_Y
 - CvOverlayScreen::CvOverlayScreen, 11
- DOT_PANEL_W
 - CvOverlayScreen::CvOverlayScreen, 11
- DOT_PANEL_X
 - CvOverlayScreen::CvOverlayScreen, 13
- DOT_PANEL_Y
 - CvOverlayScreen::CvOverlayScreen, 11
- DOT_PLACE_BUTTON_ID
 - CvOverlayScreen::CvOverlayScreen, 11
- DOT_PLACE_BUTTON_TXT
 - CvOverlayScreen::CvOverlayScreen, 13
- DOT_REMOVE_BUTTON_ID
 - CvOverlayScreen::CvOverlayScreen, 11
- DOT_REMOVE_BUTTON_TXT
 - CvOverlayScreen::CvOverlayScreen, 13
- DOT_STYLE
 - CvOverlayScreen::CvOverlayScreen, 13
- DOT_TITLE_TXT
 - CvOverlayScreen::CvOverlayScreen, 13
- draw
 - OverlayLayout::ImgCheckBox, 16
 - OverlayLayout::ImgGridPanel, 22
- drawDotMap
 - CvOverlayScreen::CvOverlayScreen, 7
- drawGrid
 - CvOverlayScreenU-
 - tils::CvOverlayScreenUtils, 15
- dumpToLog
 - OverlayLayout::ImgCheckBox, 18
 - OverlayLayout::ImgGridPanel, 22
- eraseDotMap
 - CvOverlayScreen::CvOverlayScreen, 7
- EXIT_ID
 - CvOverlayScreen::CvOverlayScreen, 9
- EXIT_TXT
 - CvOverlayScreen::CvOverlayScreen, 13
- EXIT_TXT_X
 - CvOverlayScreen::CvOverlayScreen, 10
- EXIT_TXT_Y
 - CvOverlayScreen::CvOverlayScreen, 10
- getHilite
 - OverlayLayout::ImgCheckBox, 18
- getImagePath
 - OverlayLayout::ImgCheckBox, 18
- getName
 - CvOverlayScreen::CvOverlayScreen, 4
- getPosition
 - OverlayLayout::ImgCheckBox, 17
- getScreen
 - CvOverlayScreen::CvOverlayScreen, 4
- getSize
 - OverlayLayout::ImgCheckBox, 17
- getState
 - OverlayLayout::ImgCheckBox, 17
- getWidgetHandlerName
 - OverlayLayout::ImgGridPanel, 21
- GLOBE_BUTTON
 - CvOverlayScreen::CvOverlayScreen, 13
- globeOption
 - CvOverlayScreen::CvOverlayScreen, 12
- handleInput
 - CvOverlayScreen::CvOverlayScreen, 5
 - CvOverlayScreenU-
 - tils::CvOverlayScreenUtils, 14
- HandleInputMap
 - CvOverlayScreenU-
 - tils::CvOverlayScreenUtils, 15
- HEADER_ID

- CvOverlayScreen::CvOverlayScreen, 9
- hide
 - OverlayLayout::ImgCheckBox, 16
 - OverlayLayout::ImgGridPanel, 21
- hideHelpText
 - OverlayLayout::ImgGridPanel, 22
- hideScreen
 - CvOverlayScreen::CvOverlayScreen, 5
- initVars
 - CvOverlayScreen::CvOverlayScreen, 4
- inputMap
 - CvOverlayScreen::CvOverlayScreen, 13
- interfaceScreen
 - CvOverlayScreen::CvOverlayScreen, 5
- isOpen
 - CvOverlayScreen::CvOverlayScreen, 4
- LINE_PANEL_ID
 - CvOverlayScreen::CvOverlayScreen, 9
- loadVars
 - CvOverlayScreen::CvOverlayScreen, 8
- MAIN_DOT_BUTTON_ID
 - CvOverlayScreen::CvOverlayScreen, 9
- MAIN_DOT_TXT
 - CvOverlayScreen::CvOverlayScreen, 13
- MAIN_PANEL_H
 - CvOverlayScreen::CvOverlayScreen, 10
- MAIN_PANEL_ID
 - CvOverlayScreen::CvOverlayScreen, 9
- MAIN_PANEL_W
 - CvOverlayScreen::CvOverlayScreen, 10
- MAIN_PANEL_X
 - CvOverlayScreen::CvOverlayScreen, 10
- MAIN_PANEL_Y
 - CvOverlayScreen::CvOverlayScreen, 10
- MAIN_SIGN_BUTTON_ID
 - CvOverlayScreen::CvOverlayScreen, 9
- MAIN_SIGN_TXT
 - CvOverlayScreen::CvOverlayScreen, 13
- MAIN_TITLE_ID
 - CvOverlayScreen::CvOverlayScreen, 9
- MAIN_TITLE_TXT
 - CvOverlayScreen::CvOverlayScreen, 13
- MAIN_TITLE_X
 - CvOverlayScreen::CvOverlayScreen, 10
- MAIN_TITLE_Y
 - CvOverlayScreen::CvOverlayScreen, 10
- MAIN_TXT_X
 - CvOverlayScreen::CvOverlayScreen, 10
- MAIN_TXT_Y
 - CvOverlayScreen::CvOverlayScreen, 10
- MOD_SAVE_ID
 - CvOverlayScreen::CvOverlayScreen, 9
- mouseOverPlot
 - CvOverlayScreenU-
 - tils::CvOverlayScreenUtils, 14
- move
 - OverlayLayout::ImgGridPanel, 21
- oldGlobeLayer
 - CvOverlayScreen::CvOverlayScreen, 12
- oldGlobeOption
 - CvOverlayScreen::CvOverlayScreen, 12
- onColorButton
 - CvOverlayScreen::CvOverlayScreen, 6
- onExitButton
 - CvOverlayScreen::CvOverlayScreen, 7
- onGlobeButton
 - CvOverlayScreen::CvOverlayScreen, 9
- onLeftMouseDown
 - CvOverlayScreen::CvOverlayScreen, 7
- onMainDotButton
 - CvOverlayScreen::CvOverlayScreen, 6
- onMainSignButton
 - CvOverlayScreen::CvOverlayScreen, 6
- onMouseOverPlot
 - CvOverlayScreen::CvOverlayScreen, 7
- onPlaceCityButton
 - CvOverlayScreen::CvOverlayScreen, 6
- onPlaceSignButton
 - CvOverlayScreen::CvOverlayScreen, 6
- onRemoveCityButton
 - CvOverlayScreen::CvOverlayScreen, 6
- onRemoveSignButton
 - CvOverlayScreen::CvOverlayScreen, 6
- OverlayLayout::ImgCheckBox, 15
 - __init__, 16
 - draw, 16
 - dumpToLog, 18
 - getHilite, 18
 - getImagePath, 18
 - getPosition, 17
 - getSize, 17
 - getState, 17
 - hide, 16
 - setHilite, 18
 - setImagePath, 17
 - setPosition, 17
 - setSize, 17
 - setState, 17
 - show, 16
- OverlayLayout::ImgGridPanel, 18
 - __init__, 20
 - addWidget, 22
 - draw, 22
 - dumpToLog, 22

- getWidgetHandlerName, 21
- hide, 21
- hideHelpText, 22
- move, 21
- resize, 21
- setColumns, 21
- setPos, 20
- setSpacing, 20
- setTitle, 20
- setWidgetSize, 21
- show, 21
- showHelpText, 22
- PANEL_MARGIN
 - CvOverlayScreen::CvOverlayScreen, 10
- PANEL_SPACING
 - CvOverlayScreen::CvOverlayScreen, 10
- PLOT_LAYER
 - CvOverlayScreen::CvOverlayScreen, 12
- PREFIX
 - CvOverlayScreen::CvOverlayScreen, 9
- redrawDotMap
 - CvOverlayScreen::CvOverlayScreen, 7
- removeSigns
 - CvOverlayScreen::CvOverlayScreen, 8
- resize
 - OverlayLayout::ImgGridPanel, 21
- restoreDefaultSigns
 - CvOverlayScreen::CvOverlayScreen, 8
- saveDefaultSigns
 - CvOverlayScreen::CvOverlayScreen, 8
- saveSign
 - CvOverlayScreen::CvOverlayScreen, 8
- saveVars
 - CvOverlayScreen::CvOverlayScreen, 8
- SCREEN_NAME
 - CvOverlayScreen::CvOverlayScreen, 9
- screenID
 - CvOverlayScreen::CvOverlayScreen, 9
- setColumns
 - OverlayLayout::ImgGridPanel, 21
- setHilite
 - OverlayLayout::ImgCheckBox, 18
- setImagePath
 - OverlayLayout::ImgCheckBox, 17
- setPos
 - OverlayLayout::ImgGridPanel, 20
- setPosition
 - OverlayLayout::ImgCheckBox, 17
- setSize
 - OverlayLayout::ImgCheckBox, 17
- setSpacing
 - OverlayLayout::ImgGridPanel, 20
 - OverlayLayout::ImgCheckBox, 17
- setTitle
 - OverlayLayout::ImgGridPanel, 20
- setWidgetSize
 - OverlayLayout::ImgGridPanel, 21
- show
 - OverlayLayout::ImgCheckBox, 16
 - OverlayLayout::ImgGridPanel, 21
- showHelpText
 - OverlayLayout::ImgGridPanel, 22
- SIGN_PANEL_H
 - CvOverlayScreen::CvOverlayScreen, 12
- SIGN_PANEL_ID
 - CvOverlayScreen::CvOverlayScreen, 9
- SIGN_PANEL_TXT_X
 - CvOverlayScreen::CvOverlayScreen, 12
- SIGN_PANEL_TXT_Y
 - CvOverlayScreen::CvOverlayScreen, 12
- SIGN_PANEL_W
 - CvOverlayScreen::CvOverlayScreen, 11
- SIGN_PANEL_X
 - CvOverlayScreen::CvOverlayScreen, 13
- SIGN_PANEL_Y
 - CvOverlayScreen::CvOverlayScreen, 11
- SIGN_PLACE_ID
 - CvOverlayScreen::CvOverlayScreen, 11
- SIGN_PLACE_TXT
 - CvOverlayScreen::CvOverlayScreen, 13
- SIGN_REMOVE_ID
 - CvOverlayScreen::CvOverlayScreen, 11
- SIGN_REMOVE_TXT
 - CvOverlayScreen::CvOverlayScreen, 13
- SIGN_SAVE_ID
 - CvOverlayScreen::CvOverlayScreen, 9
- SIGN_WIDGETS
 - CvOverlayScreen::CvOverlayScreen, 11
- signData
 - CvOverlayScreen::CvOverlayScreen, 14
- TEXT_HEIGHT
 - CvOverlayScreen::CvOverlayScreen, 10
- TITLE_HEIGHT
 - CvOverlayScreen::CvOverlayScreen, 10
- TXT_SPACING
 - CvOverlayScreen::CvOverlayScreen, 10
- update
 - CvOverlayScreen::CvOverlayScreen, 5
 - CvOverlayScreenU-tils::CvOverlayScreenUtils, 14
- update_globe_test_controls
 - CvOverlayScreen::CvOverlayScreen, 8

updateColorControls
 CvOverlayScreen::CvOverlayScreen, 5

updateDotMapperControls
 CvOverlayScreen::CvOverlayScreen, 5

updategc
 CvOverlayScreen::CvOverlayScreen, 9

updateSignControls
 CvOverlayScreen::CvOverlayScreen, 6

Z_CONTROL
 CvOverlayScreen::CvOverlayScreen, 10

Z_TXT
 CvOverlayScreen::CvOverlayScreen, 10