Valid Widget parameters for MyGUI

These are items that can be included directly in the <Widget > line in a MyGUI file.

Type = “ “ defines the type of window, valid values are:

* Imagebox – uses a graphics file as the fill for the window
* Window – General use type
* Textbox – contains text, used for labels that do not need to be altered by the user.
* Button – used for button type controls
* HyperTextBox – used to include formatted text for instructions etc, not user changeable.

Skin= “ “defines the skin code segment used to predefine the parameters. These are defined in the *name*skins.xml file.

Position= “ “ or position\_real= defines the relative or absolute screen position. Four numbers define location and size in pixels as follows: position=”10 50 200 300”, where 10=X position of the top left of the window, 50= the Y position of the top left of the window, 200= the horizontal size of the window and 300= the vertical size of the window.

Align= “ “ defines the alignment of the window, valid values are:

* Stretch – fills the parent window
* HCenter – centered horizontally
* VCenter- centered vertically
* Top – set at the top
* Bottom – set at the bottom

Layer= “ “ defines the layer class of this window. The properties of the layers are defined in the file *name\_*Layer.xml

Style= **“ “**defines the style used by this window. The properties of the style are defined in the ?? file.

Name=” “ defines text to be used in the window title directly. This will use the default text font only.