

HP Views Designer Assistant

1.0.0

Generated by Doxygen 1.8.13

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Chapter 2

Class Index

2.1 Class List

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Chapter 3

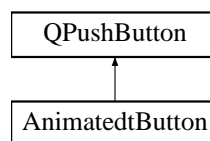
Class Documentation

3.1 AnimatedtButton Class Reference

The [AnimatedtButton](#) class.

```
#include <animatedtbutton.h>
```

Inheritance diagram for AnimatedtButton:



Signals

- void [backExit](#) ()
backExit Signal emitted when the cursor leaves the button.

Public Member Functions

- [AnimatedtButton](#) (QWidget *parent=0)
AnimatedtButton constructor.

Protected Member Functions

- void [enterEvent](#) (QEvent *e)
enterEvent Mouse enter button event.
- void [leaveEvent](#) (QEvent *e)
leaveEvent Mouse leave button event.

Private Slots

- void [resetStyle](#) ()
resetStyle Restore the default button stylesheet.

3.1.1 Detailed Description

The [AnimatedtButton](#) class.

3.1.2 Constructor & Destructor Documentation

3.1.2.1 AnimatedtButton()

```
AnimatedtButton::AnimatedtButton (  
    QWidget * parent = 0 )
```

[AnimatedtButton](#) constructor.

Parameters

<i>parent</i>	Parent's widget of the button.
---------------	--------------------------------

3.1.3 Member Function Documentation

3.1.3.1 enterEvent()

```
void AnimatedtButton::enterEvent (  
    QEvent * e ) [protected]
```

`enterEvent` Mouse enter button event.

Parameters

<i>e</i>	Event.
----------	--------

3.1.3.2 leaveEvent()

```
void AnimatedtButton::leaveEvent (  
    QEvent * e ) [protected]
```

leaveEvent Mouse leave button event.

Parameters

e	Event.
---	--------

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

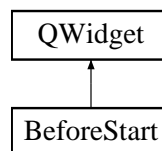
- D:/Documentos/ViewDesignerAssistant/animatedtbutton.h
- D:/Documentos/ViewDesignerAssistant/animatedtbutton.cpp

3.2 BeforeStart Class Reference

The [BeforeStart](#) class.

```
#include <beforestart.h>
```

Inheritance diagram for BeforeStart:



Signals

- void [startMainWindow](#) ()
startMainWindow The signal is emitted when the user clicked start button.

Public Member Functions

- [BeforeStart](#) (QWidget *mainWindow, QWidget *parent=0)
BeforeStart constructor.
- void [show](#) (QSize size, QPoint pos)
show Shows before start window.

Private Slots

- void [on_nextBtn_clicked](#) ()
on_nextBtn_clicked This slot is executed when the user clicked next button.
- void [on_prevBtn_clicked](#) ()
on_prevBtn_clicked This slot is executed when the user clicked previous button.
- void [on_firstPageRadio_clicked](#) ()
on_firstPageRadio_clicked This slot is executed when the user clicked first radio button.
- void [on_secondPageRadio_clicked](#) ()
on_secondPageRadio_clicked This slot is executed when the user clicked second radio button.
- void [on_thirdPageRadio_clicked](#) ()
on_thirdPageRadio_clicked This slot is executed when the user clicked third radio button.
- void [on_startBtn_clicked](#) ()
on_startBtn_clicked This slot is executed when the user clicked start button.
- void [on_fourthPageRadio_clicked](#) ()
on_fourthPageRadio_clicked This slot is executed when the user clicked fourth radio button.
- void [on_initTipsCheck_clicked](#) (bool checked)
on_initTipsCheck_clicked This slot is executed when the user clicked dont show again check box.

Private Member Functions

- void [setNormalState](#) ()
setNormalState Restores the before start state to normal.
- void [initElements](#) ()
initElements Initialices before start elements.
- void [setInfo](#) (QString imagePath, QString text, QString leftImage="", QString rightImage="")
setInfo Sets the information into before start screen.
- void [nextScreenInfo](#) (int index)
nextScreenInfo Changes the information to show.

Private Attributes

- Ui::BeforeStart * [ui](#)
ui
- QWidget * [mainwindow](#)
mainwindow

3.2.1 Detailed Description

The [BeforeStart](#) class.

3.2.2 Constructor & Destructor Documentation

3.2.2.1 BeforeStart()

```
BeforeStart::BeforeStart (
    QWidget * mainWindow,
    QWidget * parent = 0 ) [explicit]
```

[BeforeStart](#) constructor.

Parameters

<i>mainWindow</i>	Main window.
<i>parent</i>	Parent of before start view.

3.2.3 Member Function Documentation

3.2.3.1 nextScreenInfo()

```
void BeforeStart::nextScreenInfo (
    int index ) [private]
```

nextScreenInfo Changes the information to show.

Parameters

<i>index</i>	Before start page index.
--------------	--------------------------

3.2.3.2 on_initTipsCheck_clicked

```
void BeforeStart::on_initTipsCheck_clicked (
    bool checked ) [private], [slot]
```

on_initTipsCheck_clicked This slot is executed when the user clicked dont show again check box.

Parameters

<i>checked</i>	
----------------	--

3.2.3.3 setInfo()

```
void BeforeStart::setInfo (
    QString imagePath,
    QString text,
    QString leftImage = "",
    QString rightImage = "" ) [private]
```

setInfo Sets the information into before start screen.

Parameters

<i>imagePath</i>	Image path to show.
<i>text</i>	Text to show.
<i>leftImage</i>	Left image to show.
<i>rightImage</i>	Right image to show.

3.2.3.4 show()

```
void BeforeStart::show (
```

```

    QSize size,
    QPoint pos )

```

show Shows before start window.

Parameters

<i>size</i>	Size of the main window.
<i>pos</i>	Position of the main window.

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

- D:/Documentos/ViewDesignerAssistant/View/beforestart.h
- D:/Documentos/ViewDesignerAssistant/View/beforestart.cpp

3.3 Card Class Reference

The card class. Represents the elements in information screens.

```
#include <card.h>
```

Public Member Functions

- [Card](#) ()
Card constructor.
- void [addProperty](#) (QString name, QString value)
addProperty Adds card property.
- void [editProperty](#) (int index, QString name, QString value)
editProperty Modifies card property.
- void [removeProperty](#) (int indexProperty)
removeProperty Removes card property.
- QStringList [getProperty](#) (int indexProperty)
getProperty Returns the property at the specified position.
- QStringList [takeProperty](#) (int indexProperty)
takeProperty Returns and remove the property at the specified position.
- int [getNumberOfProperties](#) ()
getNumberOfProperties Returns the number of properties.
- QString [getIconImage](#) () const
getIconImage Returns the image path of the card icon.
- void [setIconImage](#) (const QString &value)
setIconImage Replaces the card icon image.
- QString [getTitle](#) () const
getTitle Returns the title of the card.
- void [setTitle](#) (const QString &value)
setTitle Replaces the title of the card.

Private Attributes

- QString [iconImage](#)
iconImage Path to the card icon image.
- QString [title](#)
title Title of the card.
- QStringList [propertyNames](#)
propertyNames Names of the properties.
- QStringList [propertyValues](#)
propertyValues Value of the properties.

3.3.1 Detailed Description

The card class. Represents the elements in information screens.

3.3.2 Member Function Documentation

3.3.2.1 `addProperty()`

```
void Card::addProperty (
    QString name,
    QString value )
```

`addProperty` Adds card property.

Parameters

<i>name</i>	<i>name</i> of the property.
<i>value</i>	<i>value</i> of the property.

3.3.2.2 `editProperty()`

```
void Card::editProperty (
    int index,
    QString name,
    QString value )
```

`editProperty` Modifies card property.

Parameters

<i>index</i>	Property <i>index</i> .
<i>name</i>	Property <i>name</i> .
<i>value</i>	Property <i>value</i> .

3.3.2.3 `getIconImage()`

```
QString Card::getIconImage ( ) const
```

`getIconImage` Returns the image path of the card icon.

Returns

Path of the image.

3.3.2.4 `getNumberOfProperties()`

```
int Card::getNumberOfProperties ( )
```

`getNumberOfProperties` Returns the number of properties.

Returns

Number of properties.

3.3.2.5 `getProperty()`

```
QStringList Card::getProperty (
    int indexProperty )
```

`getProperty` Returns the property at the specified position.

Parameters

<i>indexProperty</i>	Index of the element to return.
----------------------	---------------------------------

Returns

List with property name and property value.

3.3.2.6 `getTitle()`

```
QString Card::getTitle ( ) const
```

`getTitle` Returns the title of the card.

Returns

Title of the card.

3.3.2.7 removeProperty()

```
void Card::removeProperty (
    int indexProperty )
```

removeProperty Removes card property.

Parameters

<i>indexProperty</i>	The <i>indexProperty</i> to be removed.
----------------------	---

3.3.2.8 setIconImage()

```
void Card::setIconImage (
    const QString & value )
```

setIconImage Replaces the card icon image.

Parameters

<i>value</i>	Path to the image.
--------------	--------------------

3.3.2.9 setTitle()

```
void Card::setTitle (
    const QString & value )
```

setTitle Replaces the title of the card.

Parameters

<i>value</i>	Title of the card.
--------------	--------------------

3.3.2.10 takeProperty()

```
QStringList Card::takeProperty (
```

```
int indexProperty )
```

takeProperty Returns and remove the property at the specified position.

Parameters

<i>indexProperty</i>	Index of the element to return.
----------------------	---------------------------------

Returns

List with property name and property value.

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

- D:/Documentos/ViewDesignerAssistant/Model/card.h
- D:/Documentos/ViewDesignerAssistant/Model/card.cpp

3.4 Constants Class Reference

The [Constants](#) class.

```
#include <constants.h>
```

Classes

- class [General](#)
The [General](#) class.
- class [Parser](#)
The [Parser](#) class.
- class [Settings](#)
The [Settings](#) class.

3.4.1 Detailed Description

The [Constants](#) class.

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

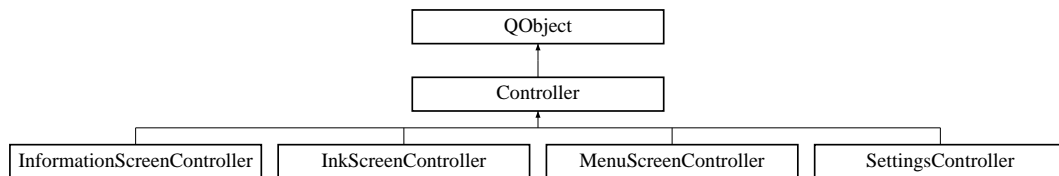
- D:/Documentos/ViewDesignerAssistant/Common/constants.h

3.5 Controller Class Reference

The [Controller](#) class.

```
#include <controller.h>
```

Inheritance diagram for Controller:



Public Member Functions

- [Controller](#) ()
Controller constructor.
- void [on_homeBtn_clicked](#) (bool ask=true)
on_homeBtn_clicked.
- void [on_settingsBtn_clicked](#) ()
on_settingsBtn_clicked.
- void [on_helpBtn_clicked](#) (QString path, QPoint position)
on_helpBtn_clicked.

Protected Member Functions

- bool [confirmExit](#) ()
confirmExit ask the user for exit confirmation.
- void [showPreview](#) (QString path)
showPreview show graphic preview of QML file.
- QString [getLongSavePath](#) ()
getLongSavePath ask the user the location to save the file.
- void [switchToOptionsView](#) ()
switchToOptionsView change the current view to the secondary view.

Protected Attributes

- [View](#) * [generalView](#)
generalView primary view.
- [View](#) * [optionsView](#)
optionsView secondary view.
- [Interfaz](#) * [interfaz](#)
interfaz interface.

3.5.1 Detailed Description

The [Controller](#) class.

3.5.2 Member Function Documentation

3.5.2.1 confirmExit()

```
bool Controller::confirmExit ( ) [protected]
```

confirmExit ask the user for exit confirmation.

Returns

true if the user confirm, false otherwise.

3.5.2.2 getLongSavePath()

```
QString Controller::getLongSavePath ( ) [protected]
```

getLongSavePath ask the user the location to save the file.

Returns

the selected path.

3.5.2.3 on_helpBtn_clicked()

```
void Controller::on_helpBtn_clicked (
    QString path,
    QPoint position )
```

on_helpBtn_clicked.

Parameters

<i>path</i>	help file <i>path</i> .
<i>position</i>	current widget screen <i>position</i> .

3.5.2.4 on_homeBtn_clicked()

```
void Controller::on_homeBtn_clicked (
    bool ask = true )
```


on_homeBtn_clicked.

Parameters

<i>ask</i>	whether confirmation from the user is required.
------------	---

3.5.2.5 showPreview()

```
void Controller::showPreview (
    QString path ) [protected]
```

showPreview show graphic preview of QML file.

Parameters

<i>path</i>	QML file <i>path</i> to preview.
-------------	----------------------------------

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

- D:/Documentos/ViewDesignerAssistant/Controller/controller.h
- D:/Documentos/ViewDesignerAssistant/Controller/controller.cpp

3.6 Editor Class Reference

The [Editor](#) class. Creates app inteface models by QML files.

```
#include <editor.h>
```

Static Public Member Functions

- static [Interfaz](#) * [edit](#) (QString file)
edit Constructs an interface model by the path of QML file.
- static int [getType](#) ()
getType Returns the interface type.
- static QStringList * [getErrorList](#) ()
getErrorList Returns the list errors of the last operation.

Static Private Member Functions

- static [Interfaz](#) * [edit](#) (QObject *interfaz)
edit Constructs an interface model by the object of QML file.
- static int [getType](#) (QObject *myobject)
getType Obtains the type of the QML interface represented by myobject
- static void [getBackground](#) ([Interfaz](#) *interfaz, QQuickItem *objectLoaded)
getBackground Obtains background options of the interface.
- static void [ink](#) ([Interfaz](#) *interfaz, QQuickItem *ink)

- *ink Constructs an ink interface by the ink item.*
- static void [menu](#) ([Interfaz](#) *interfaz, QQuickItem *menu)
menu Constructs an menu interface by the menu item.
- static void [information](#) ([Interfaz](#) *interfaz, QQuickItem *information)
information Constructs an information interface by the information item.
- static bool [fileExist](#) (const QString path)
fileExist Checks if the file exist in the system.

Static Private Attributes

- static QStringList * [errorList](#)
errorList Errors found during the process.
- static int [type](#)
type Type of the interface.

3.6.1 Detailed Description

The [Editor](#) class. Creates app interface models by QML files.

3.6.2 Member Function Documentation

3.6.2.1 [edit\(\)](#) [1/2]

```
Interfaz * Editor::edit (
    QString file ) [static]
```

[edit](#) Constructs an interface model by the path of QML file.

Parameters

<i>interfaz</i>	QML file path which contains the interface.
-----------------	---

Returns

The created interface if the data was right, nullptr otherwise.

3.6.2.2 [edit\(\)](#) [2/2]

```
Interfaz * Editor::edit (
    QObject * interfaz ) [static], [private]
```

[edit](#) Constructs an interface model by the object of QML file.

Parameters

<i>interfaz</i>	Object represents the file QML who contains the <i>interfaz</i> .
-----------------	---

Returns

The created interface if the data was right, nullptr otherwise.

3.6.2.3 fileExist()

```
bool Editor::fileExist (
    const QString path ) [static], [private]
```

fileExist Checks if the file exist in the system.

Parameters

<i>path</i>	To be checked.
-------------	----------------

Returns

True if the file exist in the system, false otherwise.

3.6.2.4 getBackground()

```
void Editor::getBackground (
    Interfaz * interfaz,
    QQuickItem * objectLoaded ) [static], [private]
```

getBackground Obtains background options of the interface.

Parameters

<i>interfaz</i>	Interface to set the background option.
<i>objectLoaded</i>	Item which represents the QML file.

3.6.2.5 getErrorList()

```
QStringList * Editor::getErrorList ( ) [static]
```

getErrorList Returns the list errors of the last operation.

Returns

Error list.

3.6.2.6 getType() [1/2]

```
int Editor::getType ( ) [static]
```

getType Returns the interface type.

Returns

Type of the interface.

3.6.2.7 getType() [2/2]

```
int Editor::getType (
    QObject * myobject ) [static], [private]
```

getType Obtains the type of the QML interface represented by *myobject*

Parameters

<i>myobject</i>	Object of the QML file.
-----------------	-------------------------

Returns

Type of the interface.

3.6.2.8 information()

```
void Editor::information (
    Interfaz * interfaz,
    QObject * information ) [static], [private]
```

information Constructs an information interface by the *information* item.

Parameters

<i>interfazInterface</i>	to set information screen values.
<i>information</i>	Item which represents the QML file.

3.6.2.9 ink()

```
void Editor::ink (
    Interfaz * interfaz,
    QQuickItem * ink ) [static], [private]
```

ink Contracts an ink interface by the *ink* item.

Parameters

<i>interfaz</i>	Interface to set ink screen values.
<i>ink</i>	Item which represents the QML file.

3.6.2.10 menu()

```
void Editor::menu (
    Interfaz * interfaz,
    QQuickItem * menu ) [static], [private]
```

menu Contracts an menu interface by the *menu* item.

Parameters

<i>interfaz</i>	Interface to set information screen values.
<i>menu</i>	Item which represents the QML file.

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

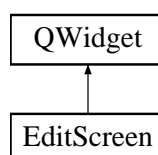
- D:/Documentos/ViewDesignerAssistant/Services/editor.h
- D:/Documentos/ViewDesignerAssistant/Services/editor.cpp

3.7 EditScreen Class Reference

The [EditScreen](#) class.

```
#include <editScreen.h>
```

Inheritance diagram for EditScreen:



Public Member Functions

- [EditScreen](#) (QWidget *parent=0)
EditScreen constructor.
- void [setController](#) ([MainWindowController](#) *controller)
setController Specifies the edit screen controller.

Private Slots

- void [on_browseBtn_clicked](#) ()
on_browseBtn_clicked This slot is executed when the browse button is clicked.
- void [dragEnterEvent](#) (QDragEnterEvent *event)
dragEnterEvent This slot is executed when the file enter into the screen.
- void [dropEvent](#) (QDropEvent *event)
dropEvent This slot is executed when the file is drop into the screen.

Private Member Functions

- void [enableDragAndDrop](#) ()
enableDragAndDrop Enables drag and drop into the screen.
- void [showDragError](#) ()
showDragError Shows error image.
- void [showImageAnimation](#) (int start, int end)
showImageAnimation Shows an image animation.

Private Attributes

- Ui::EditScreen * [ui](#)
ui
- [MainWindowController](#) * [controller](#)
controller Edit screen controller.

3.7.1 Detailed Description

The [EditScreen](#) class.

3.7.2 Constructor & Destructor Documentation

3.7.2.1 EditScreen()

```

EditScreen::EditScreen (
    QWidget * parent = 0 ) [explicit]

```

[EditScreen](#) constructor.

Parameters

<i>parent</i>	Edit screen parent widget.
---------------	----------------------------

3.7.3 Member Function Documentation

3.7.3.1 dragEnterEvent

```
void EditScreen::dragEnterEvent (
    QDragEnterEvent * event ) [private], [slot]
```

dragEnterEvent This slot is executed when the file enter into the screen.

Parameters

<i>event</i>	Drag enter event.
--------------	-------------------

3.7.3.2 dropEvent

```
void EditScreen::dropEvent (
    QDropEvent * event ) [private], [slot]
```

dropEvent This slot is executed when the file is drop into the screen.

Parameters

<i>event</i>	Drop event.
--------------	-------------

3.7.3.3 setController()

```
void EditScreen::setController (
    MainWindowController * controller )
```

setController Specifies the edit screen controller.

Parameters

<i>controller</i>	Edit screen controller.
-------------------	-------------------------

3.7.3.4 showImageAnimation()

```
void EditScreen::showImageAnimation (
    int start,
    int end ) [private]
```

showImageAnimation Shows an image animation.

Parameters

<i>start</i>	Start animation value.
<i>end</i>	End animation value.

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

- D:/Documentos/ViewDesignerAssistant/View/editscreen.h
- D:/Documentos/ViewDesignerAssistant/View/editscreen.cpp

3.8 Constants::General Class Reference

The [General](#) class.

```
#include <constants.h>
```

Static Public Attributes

- static const int [MAX_SCREEN_WIDTH](#) = 10000
MAX_SCREEN_WIDTH interfaces width maximum value.
- static const int [MAX_SCREEN_HEIGHT](#) = 10000
MAX_SCREEN_HEIGHT interfaces height maximum value.
- static const int [MIN_SCREEN_WIDTH](#) = 0
MIN_SCREEN_WIDTH interfaces width minimum value.
- static const int [MIN_SCREEN_HEIGHT](#) = 0
MIN_SCREEN_HEIGHT interfaces width minimum value.
- static const int [MAX_NUM_ELEMENTS](#) = 99
MAX_NUM_ELEMENTS interfaces number of elements maximum value.
- static const int [MIN_NUM_ELEMENTS](#) = 0
MIN_NUM_ELEMENTS interfaces number of elements minimum value.
- static const int [MAX_COLS](#) = 10000
MAX_COLS interfaces columns maximum value.
- static const int [MAX_ROWS](#) = 10000
MAX_ROWS interfaces rows maximum value.
- static const int [COLS_LIST](#) = 1
COLS_LIST number of columns on list option.
- static const int [ROWS_LINE](#) = 1
ROWS_LINE number of rows on line option.

3.8.1 Detailed Description

The [General](#) class.

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

- D:/Documentos/ViewDesignerAssistant/Common/constants.h
- D:/Documentos/ViewDesignerAssistant/Common/constants.cpp

3.9 Icon Class Reference

The icon class. Represents icon element in menu screens.

```
#include <icon.h>
```

Public Member Functions

- [Icon](#) ()
Icon constructor.
- QString [getPath](#) () const
getPath Returns the path of the icon image.
- void [setPath](#) (const QString value)
setPath Replaces the path of the icon image.
- QString [getTitle](#) () const
getTitle Returns the icon title.
- void [setTitle](#) (const QString &value)
setTitle Replaces the icon title.
- int [getTopMargin](#) () const
getTopMargin Returns icon top margin.
- void [setTopMargin](#) (int value)
setTopMargin Replaces icon top margin.
- int [getBottomMargin](#) () const
getBottomMargin Replaces icon bottom margin.
- void [setBottomMargin](#) (int value)
setBottomMargin Replaces icon bottom margin.
- int [getLeftMargin](#) () const
getLeftMargin Returns icon left margin.
- void [setLeftMargin](#) (int value)
setLeftMargin Replaces icon left margin.
- int [getRightMargin](#) () const
getRightMargin Returns icon right margin.
- void [setRightMargin](#) (int value)
setRightMargin Replaces icon right margin.

Private Attributes

- QString [path](#)
path Image path of the icon.
- QString [title](#)
title Title of the icon.
- int [topMargin](#)
topMargin Top margin of the icon.
- int [bottomMargin](#)
bottomMargin Bottom margin of the icon.
- int [leftMargin](#)
leftMargin Left margin of the icon.
- int [rightMargin](#)
rightMargin Right margin of the icon.

3.9.1 Detailed Description

The icon class. Represents icon element in menu screens.

3.9.2 Member Function Documentation

3.9.2.1 `getBottomMargin()`

```
int Icon::getBottomMargin ( ) const
```

`getBottomMargin` Replaces icon bottom margin.

Returns

Bottom margin.

3.9.2.2 `getLeftMargin()`

```
int Icon::getLeftMargin ( ) const
```

`getLeftMargin` Returns icon left margin.

Returns

Left margin.

3.9.2.3 getPath()

```
QString Icon::getPath ( ) const
```

getPath Returns the path of the icon image.

Returns

Path of the image.

3.9.2.4 getRightMargin()

```
int Icon::getRightMargin ( ) const
```

getRightMargin Returns icon right margin.

Returns

Right margin.

3.9.2.5 getTitle()

```
QString Icon::getTitle ( ) const
```

getTitle Returns the icon title.

Returns

Title of the icon.

3.9.2.6 getTopMargin()

```
int Icon::getTopMargin ( ) const
```

getTopMargin Returns icon top margin.

Returns

Top margin.

3.9.2.7 setBottomMargin()

```
void Icon::setBottomMargin (
    int value )
```

setBottomMargin Replaces icon bottom margin.

Parameters

<i>value</i>	Bottom margin <i>value</i> .
--------------	------------------------------

3.9.2.8 setLeftMargin()

```
void Icon::setLeftMargin (
    int value )
```

setLeftMargin Replaces icon left margin.

Parameters

<i>value</i>	Left margin <i>value</i> .
--------------	----------------------------

3.9.2.9 setPath()

```
void Icon::setPath (
    const QString value )
```

setPath Replaces the path of the icon image.

Parameters

<i>value</i>	Path of the image.
--------------	--------------------

3.9.2.10 setRightMargin()

```
void Icon::setRightMargin (
    int value )
```

setRightMargin Replaces icon right margin.

Parameters

<i>value</i>	Right margin <i>value</i> .
--------------	-----------------------------

3.9.2.11 setTitle()

```
void Icon::setTitle (
    const QString & value )
```

setTitle Replaces the icon title.

Parameters

<i>value</i>	Title of the icon.
--------------	--------------------

3.9.2.12 setTopMargin()

```
void Icon::setTopMargin (
    int value )
```

setTopMargin Replaces icon top margin.

Parameters

<i>value</i>	Top margin <i>value</i> .
--------------	---------------------------

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

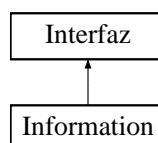
- D:/Documentos/ViewDesignerAssistant/Model/icon.h
- D:/Documentos/ViewDesignerAssistant/Model/icon.cpp

3.10 Information Class Reference

The [Information](#) class. Represents [Information](#) screens.

```
#include <information.h>
```

Inheritance diagram for Information:



Public Member Functions

- [Information](#) ()
Information constructor.
- [QVector< Card * > * getCards](#) ()
getCards Returns list of the information screen cards.
- void [setCards](#) (QVector< [Card](#) *> *value)
setCards Replaces information screen cards.
- void [createCards](#) ()
createCards Creates a list of empty cards. The size of the list is determined by the numberOfElements value of the [Interfaz](#).
- void [addProperty](#) (int card, QString property, QString value)
addProperty Adds new property to the specified card.
- void [addProperty](#) (int card, int propertyIndex, QString property, QString value)
addProperty Adds new property to the specified card into the specified property index.
- void [removeProperty](#) (int card, int indexProperty)
removeProperty Removes the specified property at the specified card.
- int [hasMaximumOfProperties](#) (int card)
hasMaximumOfProperties Returns if the card admits more properties.
- int [getNumberOfProperties](#) (int card)
getNumberOfProperties Returns the number of properties in the specified card.
- QString [getCardTitle](#) (int card)
getCardTitle Returns the title of the specified card.
- void [setCardTitle](#) (int card, QString title)
setCardTitle Replaces the title of the specified card.
- QString [getCardImage](#) (int card)
getCardImage Returns the image path of the specified card.
- void [setCardImage](#) (int card, QString path)
setCardImage Replaces the image path of the specified card.
- QStringList [takeProperty](#) (int card, int indexProperty)
takeProperty Returns and remove the specified property at the card.
- QStringList [getProperty](#) (int card, int indexProperty)
getProperty Returns the specified property at the card.
- int [getCardCols](#) ()
getCardCols Returns the maximum number of columns in the cards.
- void [setCardCols](#) (int value)
setCardCols Replaces the number of columns in the cards.
- int [getCardRows](#) ()
getCardRows Returns the maximum number of rows in the cards.
- void [setCardRows](#) (int value)
setCardRows Replaces the number of rows in the cards.
- void [addEmptyLeftProperties](#) (int card)
addEmptyLeftProperties Adds empty properties until the maximum number of properties in the card is reached.
- void [resizeNumberOfCards](#) ()
resizeNumberOfCards Appends or removes cards in order not to exceed the maximum number of cards.
- void [resizeNumberOfProperties](#) ()
resizeNumberOfProperties Appends or removes properties in order not to exceed the maximum number of properties.

Private Attributes

- int `cardCols`
cardCols Maximum columns card number.
- int `cardRows`
cardRows Maximum rows card number.
- QVector< `Card` * > * `cards`
cards List of cards in the interface.

Additional Inherited Members

3.10.1 Detailed Description

The `Information` class. Represents `Information` screens.

3.10.2 Member Function Documentation

3.10.2.1 `addEmptyLeftProperties()`

```
void Information::addEmptyLeftProperties (
    int card )
```

`addEmptyLeftProperties` Adds empty properties until the maximum number of properties in the card is reached.

Parameters

<i>card</i>	Index of the card.
-------------	--------------------

3.10.2.2 `addProperty()` [1/2]

```
void Information::addProperty (
    int card,
    QString property,
    QString value )
```

`addProperty` Adds new property to the specified card.

Parameters

<i>card</i>	Index of the card to add the property.
<i>property</i>	Property name.
<i>value</i>	Property value.

3.10.2.3 addProperty() [2/2]

```
void Information::addProperty (
    int card,
    int propertyIndex,
    QString property,
    QString value )
```

addProperty Adds new property to the specified card into the specified property index.

Parameters

<i>card</i>	Index of the card to add the property.
<i>propertyIndex</i>	Index of the property.
<i>property</i>	Property name.
<i>value</i>	Property value.

3.10.2.4 getCardCols()

```
int Information::getCardCols ( )
```

getCardCols Returns the maximum number of columns in the cards.

Returns

Number of columns in the cards.

3.10.2.5 getCardImage()

```
QString Information::getCardImage (
    int card )
```

getCardImage Returns the image path of the specified card.

Parameters

<i>card</i>	Index of the card.
-------------	--------------------

Returns

Image path of the specified card.

3.10.2.6 getCardRows()

```
int Information::getCardRows ( )
```

getCardRows Returns the maximum number of rows in the cards.

Returns

Number of rows in the cards.

3.10.2.7 getCards()

```
QVector< Card * > * Information::getCards ( )
```

getCards Returns list of the information screen cards.

Returns

List of the cards.

3.10.2.8 getCardTitle()

```
QString Information::getCardTitle (
    int card )
```

getCardTitle Returns the title of the specified card.

Parameters

<i>card</i>	Index of the card.
-------------	--------------------

Returns

Title of the specified card.

3.10.2.9 getNumberOfProperties()

```
int Information::getNumberOfProperties (
    int card )
```

getNumberOfProperties Returns the number of properties in the specified card.

Parameters

<i>card</i>	Index of the card.
-------------	--------------------

Returns

Number of properties in the specified card.

3.10.2.10 `getProperty()`

```
QStringList Information::getProperty (
    int card,
    int indexProperty )
```

`getProperty` Returns the specified property at the card.

Parameters

<i>card</i>	Index of the card.
<i>indexProperty</i>	Index of the property.

Returns

Property at the specified position in the card.

3.10.2.11 `hasMaximumOfProoerties()`

```
int Information::hasMaximumOfProoerties (
    int card )
```

`hasMaximumOfProoerties` Returns if the card admits more properties.

Parameters

<i>card</i>	Index of the card.
-------------	--------------------

Returns

`True` if the card admits more properties, `false` otherwise.

3.10.2.12 removeProperty()

```
void Information::removeProperty (
    int card,
    int indexProperty )
```

removeProperty Removes the specified property at the specified card.

Parameters

<i>card</i>	Index of the card.
<i>indexProperty</i>	Index of the property to be removed.

3.10.2.13 setCardCols()

```
void Information::setCardCols (
    int value )
```

setCardCols Replaces the number of columns in the cards.

Parameters

<i>value</i>	Number of columns.
--------------	--------------------

3.10.2.14 setCardImage()

```
void Information::setCardImage (
    int card,
    QString path )
```

setCardImage Replaces the image path of the specified card.

Parameters

<i>card</i>	Index of the card.
<i>path</i>	Image path.

3.10.2.15 setCardRows()

```
void Information::setCardRows (
    int value )
```

setCardRows Replaces the number of rows in the cards.

Parameters

<i>value</i>	Number of rows.
--------------	-----------------

3.10.2.16 setCards()

```
void Information::setCards (
    QVector< Card *> * value )
```

setCards Repalces information screen cards.

Parameters

<i>value</i>	List of cards.
--------------	----------------

3.10.2.17 setCardTitle()

```
void Information::setCardTitle (
    int card,
    QString title )
```

setCardTitle Replaces the title of the specified card.

Parameters

<i>card</i>	Index of the card.
<i>title</i>	Title of the card.

3.10.2.18 takeProperty()

```
QStringList Information::takeProperty (
    int card,
    int indexProperty )
```

takeProperty Returns and remove the speficied property at the card.

Parameters

<i>card</i>	Index of the card.
<i>indexProperty</i>	Index of the property.

Returns

Property at the specified position in the card.

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

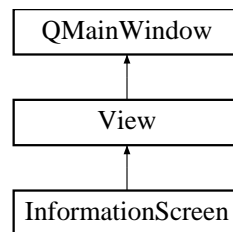
- D:/Documentos/ViewDesignerAssistant/Model/information.h
- D:/Documentos/ViewDesignerAssistant/Model/information.cpp

3.11 InformationScreen Class Reference

The [InformationScreen](#) class.

```
#include <informationscreen.h>
```

Inheritance diagram for InformationScreen:



Public Member Functions

- [InformationScreen](#) (QWidget *parent=0)
InformationScreen constructor.
- [InformationScreen](#) ([Controller](#) *controller, QWidget *parent=0)
InformationScreen constructor.
- int [getNumberOfRows](#) ()
getNumberOfRows Returns the number of rows.
- bool [getHasIcons](#) ()
getHasIcons Returns if the screen has icons.
- int [getNumberOfCols](#) ()
getNumberOfCols Returns the number of columns.
- int [getNumberOfIcons](#) ()
getNumberOfIcons Return the number of icons.
- int [getWidthView](#) ()
getWidthView Return the screen width.
- int [getHeightView](#) ()
getHeightView Returns the screen height.
- QColor [getBackgroundColor](#) ()
getBackgroundColor Returns screen background color.
- QString [getBackgroundImage](#) ()
getBackgroundImage Returns screen background image.
- void [showError](#) (QString error)
showError Shows error message.

- void [showInfo](#) (QString info)
showInfo Shows information message.
- void [showSuccess](#) (QString success)
showSuccess Shows success message.
- void [setEditModel](#) (Interfaz *interfaz)
setEditModel Specifies the values of the information screen properties.
- void [changePositionCombo](#) (int pos, int row, int col)
changePositionCombo Changes the index of the position combo.
- int [getCardRows](#) ()
getCardRows Returns the number of card rows.
- int [getCardCols](#) ()
getCardCols Returns the number of card columns.

Private Slots

- void [on_helpBtn_clicked](#) ()
on_helpBtn_clicked This slot is executed when the help button is clicked.
- void [on_homeBtn_clicked](#) ()
on_homeBtn_clicked This slot is executed when the home button is clicked.
- void [on_settingsBtn_clicked](#) ()
on_settingsBtn_clicked This slot is executed when the settings button is clicked.
- void [on_continueBtn_clicked](#) ()
on_continueBtn_clicked This slot is executed when the continue button is clicked.
- void [on_imageBackgroundBtn_clicked](#) (bool checked)
on_imageBackgroundBtn_clicked This slot is executed when the image button is clicked.
- void [on_colorBackgroundBtn_clicked](#) (bool checked)
on_colorBackgroundBtn_clicked This slot is executed when the color button is clicked.
- void [on_plusBtn_clicked](#) ()
on_plusBtn_clicked This slot is executed when the plus button is clicked.
- void [on_lessBtn_clicked](#) ()
on_lessBtn_clicked This slot is executed when the less button is clicked.
- void [on_rowInput_textEdited](#) ()
on_rowInput_textEdited This slot is executed when the number of rows is edited.
- void [on_collInput_textEdited](#) ()
on_collInput_textEdited This slot is executed when the number of columns is edited.
- void [on_iconPositiveOption_clicked](#) ()
on_iconPositiveOption_clicked This slot is executed when the positive icon button is clicked.
- void [on_iconNegativeOption_clicked](#) ()
on_iconNegativeOption_clicked This slot is executed when the negative icon button is clicked.
- void [on_positionCombo_2_currentIndexChanged](#) (int index)
on_positionCombo_2_currentIndexChanged This slot is executed when the index of the combo is edited.
- void [on_rowInput_2_textEdited](#) (const QString &arg1)
on_rowInput_2_textEdited This slot is executed when the number of card rows are edited.
- void [on_collInput_2_textEdited](#) (const QString &arg1)
on_collInput_2_textEdited This slot is executed when the number of card columns are edited.
- void [on_heightInput_textEdited](#) (const QString &arg1)
on_heightInput_textEdited This slot is executed when the height is edited.
- void [on_widthInput_textEdited](#) (const QString &arg1)
on_widthInput_textEdited This slot is executed when the width is edited.
- void [on_numberIconsBox_textEdited](#) (const QString &arg1)
on_numberIconsBox_textEdited This slot is executed when the number of icons are edited.
- void [on_positionCombo_activated](#) (int index)
on_positionCombo_activated This slot is executed when the index of combo is edited.

Private Member Functions

- void [hideSizeElements](#) ()
hideSizeElements Hides size elements.
- void [showSizeElements](#) ()
showSizeElements Shows size elements.
- void [isFullFill](#) ()
isFullFill Checks if all of the elements have a value.
- void [initElements](#) ()
initElements Inits the elements.
- void [setDefaultIcons](#) ()
setDefaultIcons Set default icons.
- void [setDefaultIcon](#) (QPushButton *button, QString iconPathOn, QString iconPathOff)
setDefaultIcon Set default icon.
- void [setValidators](#) ()
setValidators Sets the validators of the screen inputs.
- void [checkNumberOfElements](#) (int elements)
checkNumberOfElements Checks if the number of elements are correct.
- void [setToolTips](#) ()
setToolTips Sets the help of the screen buttons.
- void [showCardSizeElements](#) ()
showCardSizeElements Shows card size elements.
- void [hideCardSizeElements](#) ()
hideCardSizeElements Hides card size elements.

Private Attributes

- Ui::InformationScreen * [ui](#)
ui

Additional Inherited Members

3.11.1 Detailed Description

The [InformationScreen](#) class.

3.11.2 Constructor & Destructor Documentation

3.11.2.1 InformationScreen() [1/2]

```
InformationScreen::InformationScreen (
    QWidget * parent = 0 ) [explicit]
```

[InformationScreen](#) constructor.

Parameters

<i>parent</i>	Information screen parent widget.
---------------	-----------------------------------

3.11.2.2 InformationScreen() [2/2]

```
InformationScreen::InformationScreen (
    Controller * controller,
    QWidget * parent = 0 )
```

InformationScreen constructor.

Parameters

<i>controller</i>	Information screen controller.
<i>parent</i>	Information screen parent widget.

3.11.3 Member Function Documentation

3.11.3.1 changePositionCombo()

```
void InformationScreen::changePositionCombo (
    int pos,
    int row,
    int col )
```

changePositionCombo Changes the index of the position combo.

Parameters

<i>pos</i>	Index to change.
<i>row</i>	Number of rows.
<i>col</i>	Number of columns.

3.11.3.2 checkNumberOfElements()

```
void InformationScreen::checkNumberOfElements (
    int elements ) [private]
```

checkNumberOfElements Checks if the number of elements are correct.

Parameters

<i>elements</i>	Number of elements.
-----------------	---------------------

3.11.3.3 `getBackgroundColor()`

```
QColor InformationScreen::getBackgroundColor ( )
```

`getBackgroundColor` Returns screen background color.

Returns

Background color.

3.11.3.4 `getBackgroundImage()`

```
QString InformationScreen::getBackgroundImage ( )
```

`getBackgroundImage` Returns screen background image.

Returns

Background image.

3.11.3.5 `getCardCols()`

```
int InformationScreen::getCardCols ( )
```

`getCardCols` Returns the number of card columns.

Returns

[Card](#) columns.

3.11.3.6 `getCardRows()`

```
int InformationScreen::getCardRows ( )
```

`getCardRows` Returns the number of card rows.

Returns

[Card](#) rows.

3.11.3.7 getHasIcons()

```
bool InformationScreen::getHasIcons ( )
```

getHasIcons Returns if the screen has icons.

Returns

True if the screen has icons, false otherwise.

3.11.3.8 getHeightView()

```
int InformationScreen::getHeightView ( )
```

getHeightView Returns the screen height.

Returns

Screen height.

3.11.3.9 getNumberOfCols()

```
int InformationScreen::getNumberOfCols ( )
```

getNumberOfCols Returns the number of columns.

Returns

Number of columns.

3.11.3.10 getNumberOfIcons()

```
int InformationScreen::getNumberOfIcons ( )
```

getNumberOfIcons Return the number of icons.

Returns

Number of icons.

3.11.3.11 `getNumberOfRows()`

```
int InformationScreen::getNumberOfRows ( )
```

`getNumberOfRows` Returns the number of rows.

Returns

Number of rows.

3.11.3.12 `getWidthView()`

```
int InformationScreen::getWidthView ( )
```

`getWidthView` Return the screen width.

Returns

Screen width.

3.11.3.13 `on_collInput_2_textEdited`

```
void InformationScreen::on_collInput_2_textEdited (
    const QString & arg1 ) [private], [slot]
```

`on_collInput_2_textEdited` This slot is executed when the number of card columns are edited.

Parameters

<i>arg1</i>	
-------------	--

3.11.3.14 `on_colorBackgroundBtn_clicked`

```
void InformationScreen::on_colorBackgroundBtn_clicked (
    bool checked ) [private], [slot]
```

`on_colorBackgroundBtn_clicked` This slot is executed when the color button is clicked.

Parameters

<i>checked</i>	Whether the button is checked.
----------------	--------------------------------

3.11.3.15 on_heightInput_textEdited

```
void InformationScreen::on_heightInput_textEdited (
    const QString & arg1 ) [private], [slot]
```

on_heightInput_textEdited This slot is executed when the height is edited.

Parameters

<i>arg1</i>	
-------------	--

3.11.3.16 on_imageBackgroundBtn_clicked

```
void InformationScreen::on_imageBackgroundBtn_clicked (
    bool checked ) [private], [slot]
```

on_imageBackgroundBtn_clicked This slot is executed when the image button is clicked.

Parameters

<i>checked</i>	Whether the button is checked.
----------------	--------------------------------

3.11.3.17 on_numberIconsBox_textEdited

```
void InformationScreen::on_numberIconsBox_textEdited (
    const QString & arg1 ) [private], [slot]
```

on_numberIconsBox_textEdited This slot is executed when the number of icons are edited.

Parameters

<i>arg1</i>	
-------------	--

3.11.3.18 on_positionCombo_2_currentIndexChanged

```
void InformationScreen::on_positionCombo_2_currentIndexChanged (
    int index ) [private], [slot]
```

on_positionCombo_2_currentIndexChanged This slot is executed when the index of the combo is edited.

Parameters

<i>index</i>	
--------------	--

3.11.3.19 on_positionCombo_activated

```
void InformationScreen::on_positionCombo_activated (  
    int index ) [private], [slot]
```

on_positionCombo_activated This slot is executed when the index of combo is edited.

Parameters

<i>index</i>	
--------------	--

3.11.3.20 on_rowInput_2_textEdited

```
void InformationScreen::on_rowInput_2_textEdited (  
    const QString & arg1 ) [private], [slot]
```

on_rowInput_2_textEdited This slot is executed when the number of card rows are edited.

Parameters

<i>arg1</i>	
-------------	--

3.11.3.21 on_widthInput_textEdited

```
void InformationScreen::on_widthInput_textEdited (  
    const QString & arg1 ) [private], [slot]
```

on_widthInput_textEdited This slot is executed when the width is edited.

Parameters

<i>arg1</i>	
-------------	--

3.11.3.22 setDefaultIcon()

```
void InformationScreen::setDefaultIcon (
    QPushButton * button,
    QString iconPathOn,
    QString iconPathOff ) [private]
```

setDefaultIcon Set default icon.

Parameters

<i>button</i>	Button to set the icon.
<i>iconPathOn</i>	Path of the button on image.
<i>iconPathOff</i>	Path of the button off image.

3.11.3.23 setEditModel()

```
void InformationScreen::setEditModel (
    Interfaz * interfaz )
```

setEditModel Specifies the values of the information screen properties.

Parameters

<i>interfaz</i>	Interface model.
-----------------	------------------

3.11.3.24 showError()

```
void InformationScreen::showError (
    QString error ) [virtual]
```

showError Shows error message.

Parameters

<i>error</i>	Error to show.
--------------	----------------

Implements [View](#).

3.11.3.25 showInfo()

```
void InformationScreen::showInfo (
    QString info ) [virtual]
```

showInfo Shows information message.

Parameters

<i>info</i>	Message to show.
-------------	------------------

Implements [View](#).

3.11.3.26 showSuccess()

```
void InformationScreen::showSuccess (
    QString success ) [virtual]
```

showSuccess Shows success message.

Parameters

<i>success</i>	Message to show.
----------------	------------------

Implements [View](#).

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

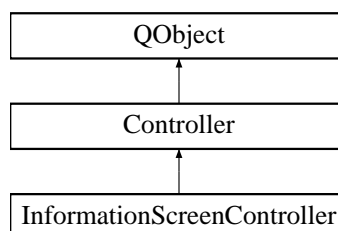
- D:/Documentos/ViewDesignerAssistant/View/informationsscreen.h
- D:/Documentos/ViewDesignerAssistant/View/informationsscreen.cpp

3.12 InformationScreenController Class Reference

The [InformationScreenController](#) class.

```
#include <informationsscreencontroller.h>
```

Inheritance diagram for InformationScreenController:



Public Member Functions

- [InformationScreenController](#) ([InformationScreen](#) *view)
InformationScreenController constructor.
- void [checkGeneralMenuSize](#) ()
checkGeneralMenuSize Checks the number of elements and if it is correct, sets the value into the information model.
- void [heightView](#) ()
heightView Gets the screen height and sets it into the information model.
- void [widthView](#) ()
widthView Gets the screen width and sets it into the information model.
- void [colorBackground](#) ()
colorBackground Gets the screen background color and sets it into the information model.
- void [imageBackground](#) ()
imageBackground Gets the screen background image and sets it into the information model.
- void [cardSize](#) ()
cardSize Gets the screen card rows and columns and sets it into the information model.
- void [number_of_icons](#) ()
number_of_icons Gets the screen number of icons and sets it into the information model.
- void [on_icon_options](#) ()
on_icon_options Gets the screen icon option and sets it into the information model.
- void [on_continueBtn_clicked](#) ()
on_continueBtn_clicked Changes between the primary view and the secondary view.
- void [cardTitle](#) ()
cardTitle Gets the screen card title and sets it into the information model.
- void [cardIcon](#) ()
cardIcon Gets the screen image path and sets it into the information model.
- void [addProperty](#) ()
addProperty Gets the screen property and sets it into the information model.
- void [removeProperty](#) ()
removeProperty Gets the screen property and removes it into the information model.
- void [changeProperty](#) ()
changeProperty Gets the screen property and edits it into the information model.
- void [selectProperty](#) ()
selectProperty Gets the clicked property and shows the property values.
- void [nextCard](#) ()
nextCard Changes the current card.
- void [updateCardViewProgress](#) ()
updateCardViewProgress Update the progress view.
- void [setModel](#) ([Interfaz](#) *interfaz)
setModel Sets the information model.
- void [goBack](#) ()
goBack Goes to the previous card, if is the first card, goes to information general options.

Private Member Functions

- void [setViewInfo](#) ()
setViewInfo Shows card information.
- void [finish](#) ()
finish Finish the edition and shows the preview of the QML interface.
- QString [checkMenuSize](#) (int icons, int rows, int cols)
checkMenuSize Checks the size of the elements in the screen.

Private Attributes

- int [currentCard](#)
currentCard Current card index.
- bool [isFromEdit](#)
isFromEdit Whether the interface is made from edition.
- bool [isBack](#)
isBack Wheter the user has gone back.

Additional Inherited Members

3.12.1 Detailed Description

The [InformationScreenController](#) class.

3.12.2 Constructor & Destructor Documentation

3.12.2.1 InformationScreenController()

```
InformationScreenController::InformationScreenController (
    InformationScreen * view )
```

[InformationScreenController](#) constructor.

Parameters

<i>view</i>	Information screen view.
-------------	--

3.12.3 Member Function Documentation

3.12.3.1 checkMenuSize()

```
QString InformationScreenController::checkMenuSize (
    int icons,
    int rows,
    int cols ) [private]
```

`checkMenuSize` Checks the size of the elements in the screen.

Parameters

<i>icons</i>	Number of cards.
<i>rows</i>	Number of rows.
<i>cols</i>	Numbers of columns.

Returns

Error found during the check, if there is no errors, returns empty QString.

3.12.3.2 setModel()

```
void InformationScreenController::setModel (
    Interfaz * interfaz )
```

setModel Sets the information model.

Parameters

<i>interfaz</i>	Interface model.
-----------------	------------------

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

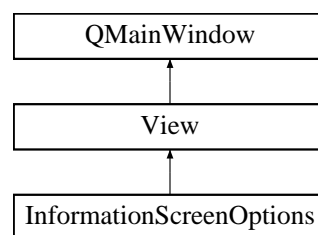
- D:/Documentos/ViewDesignerAssistant/Controller/informationScreencontroller.h
- D:/Documentos/ViewDesignerAssistant/Controller/informationScreencontroller.cpp

3.13 InformationScreenOptions Class Reference

The [InformationScreenOptions](#) class.

```
#include <informationScreenoptions.h>
```

Inheritance diagram for InformationScreenOptions:

**Public Member Functions**

- [InformationScreenOptions](#) (bool hasIcons, QWidget *parent=0)
InformationScreenOptions constructor.
- void [showError](#) (QString error)
showError Show an error message.
- void [showSuccess](#) (QString success)
showSuccess Show a success message.
- void [showInfo](#) (QString info)
showInfo Show an information message.

- void [setController](#) (Controller *controller)
setController Sets the information screen controller.
- QString [getCardTitle](#) ()
getCardTitle Returns the card title.
- QString [getPropertyName](#) ()
getPropertyName Returns the property name.
- QString [getPropertyValue](#) ()
getPropertyValue Returns the property value.
- void [addProperty](#) (QString name)
addProperty Adds property to the properties list.
- void [showProperty](#) (QStringList property)
showProperty Shows the name and the value of the property.
- int [getCurrentIndexProperty](#) ()
getCurrentIndexProperty Returns the index of the current property.
- void [updatePropertyList](#) (bool isChange, int index, QString property)
updatePropertyList Updates the property list.
- void [setProgress](#) (int progress)
setProgress Updates progress bar.
- QString [getCardImage](#) ()
getCardImage Returns card image path.
- void [disableAddBtn](#) ()
disableAddBtn Disables add property button.
- void [isPropertyFill](#) ()
isPropertyFill Checks if the property has name and value fields.
- void [clearPropertyInput](#) ()
clearPropertyInput Clears property name and property value inputs.
- void [clear](#) ()
clear Clears all of the inputs of the information screen.
- void [setCardTitle](#) (QString title)
setCardTitle Sets the card title.
- void [setCardImage](#) (QString path)
setCardImage Sets the card image.

Private Slots

- void [on_helpBtn_clicked](#) ()
on_helpBtn_clicked This slot is executed when help button is clicked.
- void [on_homeBtn_clicked](#) ()
on_homeBtn_clicked This slot is executed when home button is clicked.
- void [on_settingsBtn_clicked](#) ()
on_settingsBtn_clicked This slot is executed settings help button is clicked.
- void [on_titleInput_textEdited](#) ()
on_titleInput_textEdited This slot is executed when title input is changed.
- void [on_propertyInput_textChanged](#) ()
on_propertyInput_textChanged This slot is executed when property name input is changed.
- void [on_valueInput_textChanged](#) ()
on_valueInput_textChanged This slot is executed when property value input is changed.
- void [on_addPropertyBtn_clicked](#) ()
on_addPropertyBtn_clicked This slot is executed when add property button is clicked.
- void [on_removePropertyBtn_clicked](#) ()

- on_removePropertyBtn_clicked* This slot is executed when remove property button is clicked.
 - void [on_editPropertyBtn_clicked](#) ()
 - on_editPropertyBtn_clicked* This slot is executed when edit property button is clicked.
 - void [on_propertiesList_itemClicked](#) ()
 - on_propertiesList_itemClicked* This slot is executed when property item is clicked.
 - void [on_continueBtn_clicked](#) ()
 - on_continueBtn_clicked* This slot is executed when continue button is clicked.
 - void [on_browseBtn_clicked](#) ()
 - on_browseBtn_clicked* This slot is executed when browse button is clicked.
 - void [on_hplconBtn_clicked](#) ()
 - on_hplconBtn_clicked* This slot is executed when back button is clicked.

Private Member Functions

- void [initElements](#) ()
 - initElements* Initialices the elements.
- void [setValidators](#) ()
 - setValidators* Sets the input validators.
- void [isFullFill](#) ()
 - isFullFill* Checks if all of the elements have a value.
- void [hidelconElements](#) ()
 - hidelconElements* Hides icon elements.
- void [showPropertyOptions](#) ()
 - showPropertyOptions* Shows property options.
- void [setToolTips](#) ()
 - setToolTips* Sets buttons help.
- void [setlconImage](#) (QString path)
 - setlconImage* Set icon image.

Private Attributes

- Ui::InformationScreenOptions * [ui](#)
 - ui*

Additional Inherited Members

3.13.1 Detailed Description

The [InformationScreenOptions](#) class.

3.13.2 Constructor & Destructor Documentation

3.13.2.1 InformationScreenOptions()

```
InformationScreenOptions::InformationScreenOptions (
    bool hasIcons,
    QWidget * parent = 0 ) [explicit]
```

[InformationScreenOptions](#) constructor.

Parameters

<i>hasIcons</i>	Whether the information screen has icons.
<i>parent</i>	Information Screen parent widget.

3.13.3 Member Function Documentation

3.13.3.1 addProperty()

```
void InformationScreenOptions::addProperty (
    QString name )
```

addProperty Adds property to the properties list.

Parameters

<i>name</i>	Name of the property.
-------------	-----------------------

3.13.3.2 getCardImage()

```
QString InformationScreenOptions::getCardImage ( )
```

getCardImage Returns card image path.

Returns

Image path.

3.13.3.3 getCardTitle()

```
QString InformationScreenOptions::getCardTitle ( )
```

getCardTitle Returns the card title.

Returns

[Card](#) title.

3.13.3.4 `getCurrentIndexProperty()`

```
int InformationScreenOptions::getCurrentIndexProperty ( )
```

`getCurrentIndexProperty` Returns the index of the current property.

Returns

Property index.

3.13.3.5 `getPropertyName()`

```
QString InformationScreenOptions::getPropertyName ( )
```

`getPropertyName` Returns the property name.

Returns

Property name.

3.13.3.6 `getPropertyValue()`

```
QString InformationScreenOptions::getPropertyValue ( )
```

`getPropertyValue` Returns the property value.

Returns

Property value.

3.13.3.7 `setCardImage()`

```
void InformationScreenOptions::setCardImage (
    QString path )
```

`setCardImage` Sets the card image.

Parameters

<i>path</i>	Image path.
-------------	-------------

3.13.3.8 setCardTitle()

```
void InformationScreenOptions::setCardTitle (
    QString title )
```

setCardTitle Sets the card title.

Parameters

<i>title</i>	Card title.
--------------	-------------

3.13.3.9 setController()

```
void InformationScreenOptions::setController (
    Controller * controller )
```

setController Sets the information screen controller.

Parameters

<i>controller</i>	Information screen controller.
-------------------	--------------------------------

3.13.3.10 setIconImage()

```
void InformationScreenOptions::setIconImage (
    QString path ) [private]
```

setIconImage Set icon image.

Parameters

<i>path</i>	Image path.
-------------	-------------

3.13.3.11 setProgress()

```
void InformationScreenOptions::setProgress (
    int progress )
```

setProgress Updates progress bar.

Parameters

<i>progress</i>	Progress value.
-----------------	-----------------

3.13.3.12 showError()

```
void InformationScreenOptions::showError (
    QString error ) [virtual]
```

showError Show an error message.

Parameters

<i>error</i>	Message to show.
--------------	------------------

Implements [View](#).

3.13.3.13 showInfo()

```
void InformationScreenOptions::showInfo (
    QString info ) [virtual]
```

showInfo Show an information message.

Parameters

<i>info</i>	Message to show.
-------------	------------------

Implements [View](#).

3.13.3.14 showProperty()

```
void InformationScreenOptions::showProperty (
    QStringList property )
```

showProperty Shows the name and the value of the property.

Parameters

<i>property</i>	Property to show.
-----------------	-------------------

3.13.3.15 showSuccess()

```
void InformationScreenOptions::showSuccess (
    QString success ) [virtual]
```

showSuccess Show a success message.

Parameters

<i>success</i>	Message to show.
----------------	------------------

Implements [View](#).

3.13.3.16 updatePropertyList()

```
void InformationScreenOptions::updatePropertyList (
    bool isChange,
    int index,
    QString property )
```

updatePropertyList Updates the property list.

Parameters

<i>isChange</i>	Whether the property has been changed.
<i>index</i>	Property index.
<i>property</i>	Property.

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

- D:/Documentos/ViewDesignerAssistant/View/informationsoptions.h
- D:/Documentos/ViewDesignerAssistant/View/informationsoptions.cpp

3.14 Constants::Parser::InformationView Class Reference

The [InformationView](#) class.

```
#include <constants.h>
```

Static Public Attributes

- static const QString `iconOption` = "imagen"
iconOption keyword of information template.
- static const QString `titleOption` = "cardTitle"
titleOption keyword of information template.
- static const QString `id` = "idElement"
id keyword of information template.
- static const QString `rowElements` = "ROWS"
rowElements keyword of information template.
- static const QString `colElements` = "COLS"
colElements keyword of information template.
- static const QString `rowElementRol` = "rElements"
rowElementRol keyword of information template.
- static const QString `colElementRol` = "cElements"
colElementRol keyword of information template.
- static const QString `iconResize` = "ICON_RESIZE"
iconResize keyword of information template.

3.14.1 Detailed Description

The `InformationView` class.

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

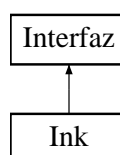
- D:/Documentos/ViewDesignerAssistant/Common/constants.h
- D:/Documentos/ViewDesignerAssistant/Common/constants.cpp

3.15 Ink Class Reference

The `Ink` class. Represents `Ink` screens.

```
#include <ink.h>
```

Inheritance diagram for Ink:



Public Member Functions

- [Ink](#) ()
Ink constructor.
- void [addColor](#) (int position, QColor color)
addColor Adds color at the specified position.
- QColor [getColor](#) (int position)
getColor Returns the color at the specified position.
- void [setNumberOfElements](#) (int [numberOfElements](#))
setNumberOfElements Resize the number of interface elements.
- bool [createByEdit](#) ()
createByEdit Returns if the interfaces has been created by edition.
- InkTextOption [getTextOption](#) () const
getTextOption Returns the text option of the screen.
- void [setTextOption](#) (const InkTextOption &value)
setTextOption Raplaces the text option.
- bool [isComplete](#) ()
isComplete Returns if the interface is complete.
- QVector< QColor > * [getInkColors](#) () const
getInkColors Returns the colors of the interface.
- void [createInkColors](#) (int number)
createInkColors Create the interface color list.

Private Attributes

- InkTextOption [textOption](#)
textOption Specifies the text option of the interface.
- QVector< QColor > * [inkColors](#)
inkColors Interface color list.

Additional Inherited Members

3.15.1 Detailed Description

The [Ink](#) class. Represents [Ink](#) screens.

3.15.2 Member Function Documentation

3.15.2.1 addColor()

```
void Ink::addColor (
    int position,
    QColor color )
```

[addColor](#) Adds color at the specified position.

Parameters

<i>position</i>	Position to add the color
<i>color</i>	Color to be added.

3.15.2.2 createByEdit()

```
bool Ink::createByEdit ( )
```

createByEdit Returns if the interfaces has been created by edition.

Returns

True if the interface is made by edition, false otherwise.

3.15.2.3 createInkColors()

```
void Ink::createInkColors (
    int number )
```

createInkColors Create the interface color list.

Parameters

<i>number</i>	Size of the list.
---------------	-------------------

3.15.2.4 getColor()

```
QColor Ink::getColor (
    int position )
```

getColor Returns the color at the specified position.

Parameters

<i>position</i>	Position of the color.
-----------------	------------------------

Returns

Color at the specified position.

3.15.2.5 `getInkColors()`

```
QVector< QColor > * Ink::getInkColors ( ) const
```

`getInkColors` Returns the colors of the interface.

Returns

List of the interface colors.

3.15.2.6 `getTextOption()`

```
InkTextOption Ink::getTextOption ( ) const
```

`getTextOption` Returns the text option of the screen.

Returns

Text option.

3.15.2.7 `isComplete()`

```
bool Ink::isComplete ( )
```

`isComplete` Returns if the interface is complete.

Returns

True if the interface is complete, false otherwise.

3.15.2.8 `setNumberOfElements()`

```
void Ink::setNumberOfElements (
    int numberOfElements )
```

`setNumberOfElements` Resize the number of interface elements.

Parameters

<i>numberOfElements</i>	Number of elements in the interface.
-------------------------	--------------------------------------

3.15.2.9 setTextOption()

```
void Ink::setTextOption (
    const InkTextOption & value )
```

setTextOption Replaces the text option.

Parameters

<i>value</i>	Text Option.
--------------	--------------

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

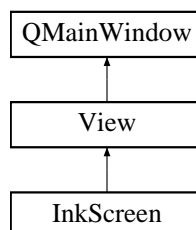
- D:/Documentos/ViewDesignerAssistant/Model/ink.h
- D:/Documentos/ViewDesignerAssistant/Model/ink.cpp

3.16 InkScreen Class Reference

The [InkScreen](#) class.

```
#include <inkscreen.h>
```

Inheritance diagram for InkScreen:



Public Member Functions

- [InkScreen](#) (QWidget *parent=0)
InkScreen constructor.
- void [showError](#) (QString error)
showError Shows an error message.
- void [showSuccess](#) (QString success)
showSuccess Shows a success message.
- void [showInfo](#) (QString info)
showInfo Shows an information message.
- int [getNumberOfElements](#) ()
getNumberOfElements Returns the number of elements.
- int [getNumberOfCols](#) ()
getNumberOfCols Returns the number of columns.
- int [getNumberOfRows](#) ()
getNumberOfRows Returns the number of rows.

- int [getWidth](#) ()
getWidth Returns screen width.
- int [getHeight](#) ()
getHeight Returns screen height.
- void [addInkButtons](#) (int numberOfElements, int rows, int cols, QVector< QColor > *colors=new QVector< QColor >)
addInkButtons Adds ink color selector buttons into the ink screen.
- void [clearElements](#) ()
clearElements Restores default values.
- InkTextOption [getTextOption](#) ()
getTextOption Returns ink text option.
- QColor [getInkColor](#) (int position)
getInkColor Returns ink color of the specified position.
- void [setEditModel](#) (Interfaz *interfaz)
setEditModel Specifies the values of the ink screen properties.

Private Slots

- void [on_positionCombo_activated](#) (int index)
on_positionCombo_activated
- void [on_homeBtn_clicked](#) ()
on_homeBtn_clicked This slot is executed when home button is clicked.
- void [on_settingsBtn_clicked](#) ()
on_settingsBtn_clicked This slot is executed when settings button is clicked.
- void [on_helpBtn_clicked](#) ()
on_helpBtn_clicked This slot is executed when help button is clicked.
- void [on_plusBtn_clicked](#) ()
on_plusBtn_clicked This slot is executed when plus button is clicked.
- void [on_lessBtn_clicked](#) ()
on_lessBtn_clicked This slot is executed when less button is clicked.
- void [on_rowInput_textEdited](#) ()
on_rowInput_textEdited This slot is executed when row input is edited.
- void [on_colInput_textEdited](#) ()
on_colInput_textEdited This slot is executed when column input is edited.
- void [on_numberElementInput_textEdited](#) ()
on_numberElementInput_textEdited This slot is executed when number of elements input is edited.
- void [selectBtnColor](#) ()
selectBtnColor This slot is executed when ink color selector button is clicked.
- void [on_percentageRadio_clicked](#) ()
on_percentageRadio_clicked This slot is executed when percentage radio button is clicked.
- void [on_numberRadio_clicked](#) ()
on_numberRadio_clicked This slot is executed when number radio button is clicked.
- void [on_noneRadio_clicked](#) ()
on_noneRadio_clicked This slot is executed when none radio button is clicked.
- void [on_continueBtn_clicked](#) ()
on_continueBtn_clicked This slot is executed when continue button is clicked.
- void [on_heightInput_textEdited](#) ()
on_heightInput_textEdited This slot is executed when height input is edited.
- void [on_widthInput_textEdited](#) ()
on_widthInput_textEdited This slot is executed when width input is edited.

Private Member Functions

- void [initElements](#) ()
initElements Initialices the elements.
- void [setValidators](#) ()
setValidators Sets inputs validators.
- void [isFullFill](#) ()
isFullFill Checks if all of the elements have a value.
- void [setToolTips](#) ()
setToolTips Sets buttons help.
- void [showSizeElements](#) ()
showSizeElements Shows size elements.
- void [hideSizeElements](#) ()
hideSizeElements Hide size elements.
- void [checkNumberElements](#) (int elements)
checkNumberElements Checks if the number of elements is correct.
- void [hideMessages](#) ()
hideMessages Hide messages.
- void [clearInkButtons](#) ()
clearInkButtons Removes ink color selector buttons.

Private Attributes

- Ui::InkScreen * [ui](#)
ui

Additional Inherited Members

3.16.1 Detailed Description

The [InkScreen](#) class.

3.16.2 Constructor & Destructor Documentation

3.16.2.1 InkScreen()

```
InkScreen::InkScreen (
    QWidget * parent = 0 ) [explicit]
```

[InkScreen](#) constructor.

Parameters

<i>parent</i>	Ink screen parent widget.
---------------	---

3.16.3 Member Function Documentation

3.16.3.1 addInkButtons()

```
void InkScreen::addInkButtons (
    int numberOfElements,
    int rows,
    int cols,
    QVector< QColor > * colors = new QVector<QColor> )
```

addInkButtons Adds ink color selector buttons into the ink screen.

Parameters

<i>numberOfElements</i>	Number of elements to add.
<i>rows</i>	Number of rows.
<i>cols</i>	Number of columns.
<i>colors</i>	Colors of the elements.

3.16.3.2 checkNumberElements()

```
void InkScreen::checkNumberElements (
    int elements ) [private]
```

checkNumberElements Checks if the number of elements is correct.

Parameters

<i>elements</i>	Number of elements
-----------------	--------------------

3.16.3.3 getHeight()

```
int InkScreen::getHeight ( )
```

getHeight Returns screen height.

Returns

Screen height.

3.16.3.4 `getInkColor()`

```
QColor InkScreen::getInkColor (
    int position )
```

`getInkColor` Returns ink color of the specified position.

Parameters

<i>position</i>	Position.
-----------------	-----------

Returns

Color of the specified position.

3.16.3.5 `getNumberOfCols()`

```
int InkScreen::getNumberOfCols ( )
```

`getNumberOfCols` Returns the number of columns.

Returns

Number of columns.

3.16.3.6 `getNumberOfElements()`

```
int InkScreen::getNumberOfElements ( )
```

`getNumberOfElements` Returns the number of elements.

Returns

Number of elements.

3.16.3.7 `getNumberOfRows()`

```
int InkScreen::getNumberOfRows ( )
```

`getNumberOfRows` Returns the number of rows.

Returns

Number of rows.

3.16.3.8 getTextOption()

```
InkTextOption InkScreen::getTextOption ( )
```

getTextOption Returns ink text option.

Returns

3.16.3.9 getWidth()

```
int InkScreen::getWidth ( )
```

getWidth Returns screen width.

Returns

Screen width.

3.16.3.10 on_positionCombo_activated

```
void InkScreen::on_positionCombo_activated (
    int index ) [private], [slot]
```

on_positionCombo_activated

Parameters

<i>index</i>	
--------------	--

3.16.3.11 setEditModel()

```
void InkScreen::setEditModel (
    Interfaz * interfaz )
```

setEditModel Specifies the values of the ink screen properties.

Parameters

<i>interfaz</i>	Interface model.
-----------------	------------------

3.16.3.12 showError()

```
void InkScreen::showError (
    QString error ) [virtual]
```

showError Shows an error message.

Parameters

<i>error</i>	Message to show.
--------------	------------------

Implements [View](#).

3.16.3.13 showInfo()

```
void InkScreen::showInfo (
    QString info ) [virtual]
```

showInfo Shows an information message.

Parameters

<i>info</i>	Message to show.
-------------	------------------

Implements [View](#).

3.16.3.14 showSuccess()

```
void InkScreen::showSuccess (
    QString success ) [virtual]
```

showSuccess Shows a success message.

Parameters

<i>success</i>	Message to show.
----------------	------------------

Implements [View](#).

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

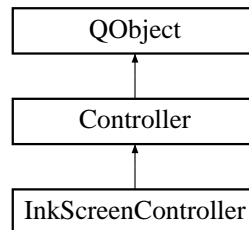
- D:/Documentos/ViewDesignerAssistant/View/inkscreen.h
- D:/Documentos/ViewDesignerAssistant/View/inkscreen.cpp

3.17 InkScreenController Class Reference

The [InkScreenController](#) class.

```
#include <inkscreencontroller.h>
```

Inheritance diagram for InkScreenController:



Public Member Functions

- [InkScreenController](#) ([InkScreen](#) *view)
InkScreenController constructor.
- void [heightView](#) ()
heightView Gets the screen height and sets it into the ink model.
- void [widthView](#) ()
widthView Gets the screen width and sets it into the ink model.
- void [checkMenuSize](#) ()
checkMenuSize Checks the number of elements and if it is correct, sets the value into the ink model.
- void [textProperty](#) ()
textProperty Gets ink screen option sets it into the ink model.
- void [inkColor](#) (int btnPosition)
inkColor Gets the selected color and sets it into the ink model.
- void [setModel](#) ([Interfaz](#) *ink)
setModel Sets the ink model.
- void [finish](#) ()
finish Finish the edition and shows the preview of the QML interface.

Private Slots

- void [selectedIcon](#) ()
selectedIcon

Additional Inherited Members

3.17.1 Detailed Description

The [InkScreenController](#) class.

3.17.2 Constructor & Destructor Documentation

3.17.2.1 InkScreenController()

```
InkScreenController::InkScreenController (
    InkScreen * view )
```

[InkScreenController](#) constructor.

Parameters

<i>view</i>	Ink screen view.
-------------	----------------------------------

3.17.3 Member Function Documentation

3.17.3.1 inkColor()

```
void InkScreenController::inkColor (
    int btnPosition )
```

inkColor Gets the selected color and sets it into the ink model.

Parameters

<i>btnPosition</i>	Position of the last clicked color selector icon.
--------------------	---

3.17.3.2 setModel()

```
void InkScreenController::setModel (
    Interfaz * ink )
```

setModel Sets the ink model.

Parameters

<i>ink</i>	Interface model.
------------	------------------

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

- D:/Documentos/ViewDesignerAssistant/Controller/inkscreencontroller.h
- D:/Documentos/ViewDesignerAssistant/Controller/inkscreencontroller.cpp

3.18 Constants::Parser::InkView Class Reference

The [InkView](#) class.

```
#include <constants.h>
```

Static Public Attributes

- static const QString [colorOption](#) = "PERCENTAGE_COLOR"
colorOption keyword of ink template.
- static const QString [textOption](#) = "INK_TEXT"
textOption keyword of ink template.

3.18.1 Detailed Description

The [InkView](#) class.

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

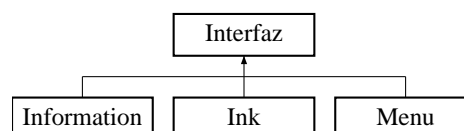
- D:/Documentos/ViewDesignerAssistant/Common/constants.h
- D:/Documentos/ViewDesignerAssistant/Common/constants.cpp

3.19 Interfaz Class Reference

The [Interfaz](#) class. Represents generic screen.

```
#include <interfaz.h>
```

Inheritance diagram for Interfaz:



Public Member Functions

- [Interfaz](#) ()
Interfaz constructor.
- int [getHeight](#) ()
getHeigth Returns the screen height.
- void [setHeigth](#) (int [height](#))
setHeigth Replaces the screen height.
- int [getWidth](#) ()
getWidth Returns the screen width.
- void [setWidth](#) (int [width](#))
setWidth Repalces the screen width.
- int [getNumberOfElements](#) () const
getNumberOfElements Returns the screen number of elements.
- void [setNumberOfElements](#) (int value)
setNumberOfElements Raplaces the screen number of elements.
- int [getNumberOfRows](#) () const
getNumberOfRows Returns the screen number of rows.
- void [setNumberOfRows](#) (int value)
setNumberOfRows Raplaces the screen number of rows.
- int [getNumberOfCols](#) () const
getNumberOfCols Returns the screen number of columns.
- void [setNumberOfCols](#) (int value)
setNumberOfCols Replaces the screen number of columns.
- QString [getImageBackground](#) () const
getImageBackground Returns the screen background image path.
- void [setImageBackground](#) (QString value)
setImageBackground Replaces the screen background image path.
- QColor [getColorBackground](#) ()
getColorBackground Returns the screen background color.
- void [setColorBackground](#) (const QColor &value)
setColorBackground Repalces the screen background color.
- bool [getHasIcons](#) () const
getHasIcons Returns if the interface has icons.
- void [setHasIcons](#) (bool value)
setHasIcons Specifies if the interfaces has icons.
- bool [getHasImageBackground](#) () const
getHasImageBackground Returns if the interface has an image background.
- void [setHasImageBackground](#) (bool value)
setHasImageBackground Specifies if the interface has an image background.

Protected Attributes

- int [numberOfElements](#)
numberOfElements Screen number of elements.

Private Attributes

- int [numberOfCols](#)
numberOfCols Screen number of columns.
- int [numberOfRows](#)
numberOfRows Screen number of rows.
- int [height](#)
height Screen height
- int [width](#)
width Screen width
- QString [imageBackground](#)
imageBackground Screen image background path.
- bool [hasImageBackground](#)
hasImageBackground Screen background option.
- bool [hasIcons](#)
hasIcons Screen icon option.
- QColor [colorBackground](#)
colorBackground Screen background color.

3.19.1 Detailed Description

The [Interfaz](#) class. Represents generic screen.

3.19.2 Member Function Documentation

3.19.2.1 `getColorBackground()`

```
QColor Interfaz::getColorBackground ( )
```

`getColorBackground` Returns the screen background color.

Returns

Background color.

3.19.2.2 `getHasIcons()`

```
bool Interfaz::getHasIcons ( ) const
```

`getHasIcons` Returns if the interface has icons.

Returns

`True` if the interface has icons, `false` otherwise.

3.19.2.3 getHasImageBackground()

```
bool Interfaz::getHasImageBackground ( ) const
```

getHasImageBackground Returns if the interface has an image background.

Returns

True if the interface has an image background, false otherwise.

3.19.2.4 getHeight()

```
int Interfaz::getHeight ( )
```

getHeight Returns the screen height.

Returns

Screen Height.

3.19.2.5 getImageBackground()

```
QString Interfaz::getImageBackground ( ) const
```

getImageBackground Returns the screen background image path.

Returns

Image background path.

3.19.2.6 getNumberOfCols()

```
int Interfaz::getNumberOfCols ( ) const
```

getNumberOfCols Returns the screen number of columns.

Returns

Screen number of columns.

3.19.2.7 getNumberOfElements()

```
int Interfaz::getNumberOfElements ( ) const
```

getNumberOfElements Returns the screen number of elements.

Returns

Screen number of elements.

3.19.2.8 getNumberOfRows()

```
int Interfaz::getNumberOfRows ( ) const
```

getNumberOfRows Returns the screen number of rows.

Returns

Screen number of rows.

3.19.2.9 getWidth()

```
int Interfaz::getWidth ( )
```

getWidth Returns the screen width.

Returns

Screen width.

3.19.2.10 setColorBackground()

```
void Interfaz::setColorBackground (
    const QColor & value )
```

setColorBackground Replaces the screen background color.

Parameters

<i>value</i>	Background color.
--------------	-------------------

3.19.2.11 setHasIcons()

```
void Interfaz::setHasIcons (
    bool value )
```

setHasIcons Specifies if the interfaces has icons.

Parameters

<i>value</i>	Wheter the interface has icons.
--------------	---------------------------------

3.19.2.12 setHasImageBackground()

```
void Interfaz::setHasImageBackground (
    bool value )
```

setHasImageBackground Specifies if the interface has an image background.

Parameters

<i>value</i>	Whether the interface has image background.
--------------	---

3.19.2.13 setHeigth()

```
void Interfaz::setHeigth (
    int height )
```

setHeigth Replaces the screen height.

Parameters

<i>height</i>	Screen height.
---------------	----------------

3.19.2.14 setImageBackground()

```
void Interfaz::setImageBackground (
    QString value )
```

setImageBackground Replaces the screen background image path.

Parameters

<i>value</i>	Image background path.
--------------	------------------------

3.19.2.15 setNumberOfCols()

```
void Interfaz::setNumberOfCols (
    int value )
```

setNumberOfCols Replaces the screen number of columns.

Parameters

<i>value</i>	Screen number of columns.
--------------	---------------------------

3.19.2.16 setNumberOfElements()

```
void Interfaz::setNumberOfElements (
    int value )
```

setNumberOfElements Replaces the screen number of elements.

Parameters

<i>value</i>	Screen number of elements.
--------------	----------------------------

3.19.2.17 setNumberOfRows()

```
void Interfaz::setNumberOfRows (
    int value )
```

setNumberOfRows Replaces the screen number of rows.

Parameters

<i>value</i>	Screen numbers of rows.
--------------	-------------------------

3.19.2.18 setWidth()

```
void Interfaz::setWidth (
    int width )
```

setWidth Repalces the screen width.

Parameters

<i>width</i>	Screen width.
--------------	---------------

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

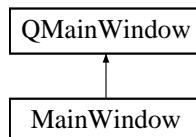
- D:/Documentos/ViewDesignerAssistant/Model/interfaz.h
- D:/Documentos/ViewDesignerAssistant/Model/interfaz.cpp

3.20 MainWindow Class Reference

The [MainWindow](#) class.

```
#include <mainwindow.h>
```

Inheritance diagram for MainWindow:



Public Member Functions

- [MainWindow](#) (QWidget *parent=0)
MainWindow constructor.
- void [showError](#) (int numErrors, QString errors)
showError Shows error messages.
- QPoint [getCurrentPosition](#) () const
getCurrentPosition Returns the position of the main window.

Private Slots

- void [on_menuBtn_clicked](#) ()
on_menuBtn_clicked This slot is executed when home button is clicked.
- void [on_infoBtn_clicked](#) ()
on_infoBtn_clicked This slot is executed when information button is clicked.
- void [on_inkBtn_clicked](#) ()
on_inkBtn_clicked This slot is executed when home button is clicked.
- void [on_editBtn_clicked](#) ()

- on_editBtn_clicked* This slot is executed when edit button is clicked.
- void [on_settingsBtn_clicked](#) ()
 - on_settingsBtn_clicked* This slot is executed when settings button is clicked.
- void [on_helpBtn_clicked](#) ()
 - on_helpBtn_clicked* This slot is executed when help button is clicked.
- void [moveEvent](#) (QMoveEvent *event)
 - moveEvent* This slot is executed when the main window is moved.
- void [on_editBtnUp_clicked](#) ()
 - on_editBtnUp_clicked* This slot is executed when edit button is clicked.
- void [on_editBtnDown_clicked](#) ()
 - on_editBtnDown_clicked* This slot is executed when edit button is clicked.
- void [on_infoBtnUp_clicked](#) ()
 - on_infoBtnUp_clicked* This slot is executed when information button is clicked.
- void [on_infoBtnDown_clicked](#) ()
 - on_infoBtnDown_clicked* This slot is executed when information button is clicked.
- void [on_menuBtnUp_clicked](#) ()
 - on_menuBtnUp_clicked* This slot is executed when menu button is clicked.
- void [on_menuBtnDown_clicked](#) ()
 - on_menuBtnDown_clicked* This slot is executed when menu button is clicked.
- void [on_inkBtnUp_clicked](#) ()
 - on_inkBtnUp_clicked* This slot is executed when ink button is clicked.
- void [on_inkBtnDown_clicked](#) ()
 - on_inkBtnDown_clicked* This slot is executed when ink button is clicked.
- void [on_startBtn_clicked](#) ()
 - on_startBtn_clicked* This slot is executed when start button is clicked.
- void [closeEvent](#) (QCloseEvent *e)
 - closeEvent* This slot is executed when main window is closed.

Private Attributes

- Ui::MainWindow * [ui](#)
 - ui*
- [MainWindowController](#) * [controller](#)
 - controller* Main window controller.
- QPoint [currentPosition](#)
 - currentPosition* Main window position.

3.20.1 Detailed Description

The [MainWindow](#) class.

3.20.2 Constructor & Destructor Documentation

3.20.2.1 MainWindow()

```
MainWindow::MainWindow (
    QWidget * parent = 0 ) [explicit]
```

[MainWindow](#) constructor.

Parameters

<i>parent</i>	Main window parent widget.
---------------	----------------------------

3.20.3 Member Function Documentation

3.20.3.1 closeEvent

```
void MainWindow::closeEvent (
    QCloseEvent * e ) [private], [slot]
```

closeEvent This slot is executed when main window is closed.

Parameters

<i>e</i>	Close event.
----------	--------------

3.20.3.2 getCurrentPosition()

```
QPoint MainWindow::getCurrentPosition ( ) const
```

getCurrentPosition Returns the position of the main window.

Returns

Current position.

3.20.3.3 moveEvent

```
void MainWindow::moveEvent (
    QMoveEvent * event ) [private], [slot]
```

moveEvent This slot is executed when the main window is moved.

Parameters

<i>event</i>	Move Event.
--------------	-------------

3.20.3.4 showError()

```
void MainWindow::showError (
    int numErrors,
    QString errors )
```

showError Shows error messages.

Parameters

<i>numErrors</i>	Number of messages.
<i>errors</i>	Messages.

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

- D:/Documentos/ViewDesignerAssistant/View/mainwindow.h
- D:/Documentos/ViewDesignerAssistant/View/mainwindow.cpp

3.21 MainWindowController Class Reference

The [MainWindowController](#) class.

```
#include <mainwindowcontroller.h>
```

Public Member Functions

- [MainWindowController](#) ([MainWindow](#) *view)
MainWindowController controller.
- void [settingsOption](#) ()
settingsOption Changes the view to the settings view.
- void [helpOption](#) ()
helpOption Shows the help into the web explorer.
- void [createMenuScreen](#) ()
createMenuScreen Changes the view to the creates menu view.
- void [createInformationScreen](#) ()
createInformationScreen Changes the view to the creates information view.
- void [createInkScreen](#) ()
createInkScreen Changes the view to the creates ink view.
- void [edit](#) ()
edit Shows edit view.
- void [editScreenFromFile](#) (QString file)
editScreenFromFile Obtains the interface which represents the QML file.

Private Member Functions

- void [selectedType](#) ([Interfaz](#) *interfaz, int type)
selectedType Shows the edit view depends on the type of the interface.

Private Attributes

- [MainWindow](#) * [view](#)
view Main window view.
- [QWidget](#) * [editScreen](#)
editScreen Edit screen view.

3.21.1 Detailed Description

The [MainWindowController](#) class.

3.21.2 Constructor & Destructor Documentation

3.21.2.1 MainWindowController()

```
MainWindowController::MainWindowController (  
    MainWindow * view )
```

[MainWindowController](#) controller.

Parameters

<i>view</i>	Main window view.
-------------	-------------------

3.21.3 Member Function Documentation

3.21.3.1 editScreenFromFile()

```
void MainWindowController::editScreenFromFile (  
    QString file )
```

`editScreenFromFile` Obtains the interface which represents the QML file.

Parameters

<i>file</i>	QML file path
-------------	---------------

3.21.3.2 selectedType()

```
void MainWindowController::selectedType (
    Interfaz * interfaz,
    int type ) [private]
```

selectedType Shows the edit view depends on the type of the interface.

Parameters

<i>interfaz</i>	Interface to edit.
<i>type</i>	Tpye of the interface.

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

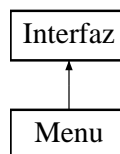
- D:/Documentos/ViewDesignerAssistant/Controller/mainwindowcontroller.h
- D:/Documentos/ViewDesignerAssistant/Controller/mainwindowcontroller.cpp

3.22 Menu Class Reference

The [Menu](#) class. Represents menu screens.

```
#include <menu.h>
```

Inheritance diagram for Menu:



Public Member Functions

- [Menu](#) ()
Menu constructor.
- void [createIcons](#) ()
createIcons Creates a list of empty icons. The size of the list is determined by the *numberOfElements* value of the *Interfaz*.
- bool [isAutomaticPosition](#) ()
isAutomaticPosition Returns if the icons in the menu have autmatic position.
- void [setAutomaticPosition](#) (bool value)
setAutomaticPosition Specifies if the icons have automatic position.
- bool [isTitleEnabled](#) ()
isTitleEnabled Returns if the icons have title.
- void [setHasTitle](#) (bool value)
setHasTitle Specifies if the icons have title.
- void [setIconPath](#) (int positionIcon, const QString path)
setIconPath Specifies the image path of the speficied icon.

- QString [getIconPath](#) (int positionIcon)
getIconPath Returns the image path of the specified icon.
- void [setIconTitle](#) (int positionIcon, QString title)
setIconTitle Specifies the title of the specified icon.
- QString [getIconTitle](#) (int positionIcon)
getIconTitle Returns the title of the specified icon.
- QVector< [Icon](#) * > * [getIcons](#) ()
getIcons Returns icons list.
- void [setIcon](#) (QVector< [Icon](#) *> *value)
setIcon Replaces the icons in the menu.
- void [setIconTopMargin](#) (int positionIcon, int topMargin)
setIconTopMargin Replaces the top margin of the specified icon.
- int [getIconTopMargin](#) (int positionIcon)
getIconTopMargin Returns the top margin of the specified icon.
- void [setIconBottomMargin](#) (int positionIcon, int bottomMargin)
setIconBottomMargin Replaces the bottom margin of the specified icon.
- int [getIconBottomMargin](#) (int positionIcon)
getIconBottomMargin Returns the bottom margin of the specified icon.
- void [setIconLeftMargin](#) (int positionIcon, int leftMargin)
setIconLeftMargin Replaces the left margin of the specified icon.
- int [getIconLeftMargin](#) (int positionIcon)
getIconLeftMargin Returns the left margin of the specified icon.
- void [setIconRightMargin](#) (int positionIcon, int rightMargin)
setIconRightMargin Replaces the right margin of the specified icon.
- int [getIconRightMargin](#) (int positionIcon)
getIconRightMargin Returns the right margin of the specified icon.
- void [resizeNumberOfIcons](#) ()
resizeNumberOfIcons Appends or removes icons in order not to exceed the maximum number of icons.
- bool [getCustomPositionModified](#) () const
getCustomPositionModified Returns if the icons position have had modified

Private Attributes

- QVector< [Icon](#) * > * [icons](#)
icons Menu icons.
- bool [automaticPosition](#)
automaticPosition Whether the icons have automatic position.
- bool [customPositionModified](#)
customPositionModified Whether the icons position have had modified.
- bool [hasTitle](#)
hasTitle Whether the icons have title.

Additional Inherited Members

3.22.1 Detailed Description

The [Menu](#) class. Represents menu screens.

3.22.2 Member Function Documentation

3.22.2.1 `getCustomPositionModified()`

```
bool Menu::getCustomPositionModified ( ) const
```

`getCustomPositionModified` Returns if the icons position have had modified

Returns

True if the position have been modified, false otherwise.

3.22.2.2 `getIconBottomMargin()`

```
int Menu::getIconBottomMargin (
    int positionIcon )
```

`getIconBottomMargin` Returns the bottom margin of the specified icon.

Parameters

<i>positionIcon</i>	Index of icon.
---------------------	----------------

Returns

Bottom margin.

3.22.2.3 `getIconLeftMargin()`

```
int Menu::getIconLeftMargin (
    int positionIcon )
```

`getIconLeftMargin` Returns the left margin of the specified icon.

Parameters

<i>positionIcon</i>	Index of icon.
---------------------	----------------

Returns

Left margin.

3.22.2.4 getIconPath()

```
QString Menu::getIconPath (
    int positionIcon )
```

getIconPath Returns the image path of the specified icon.

Parameters

<i>positionIcon</i>	Index of the icon.
---------------------	--------------------

Returns

Image path.

3.22.2.5 getIconRightMargin()

```
int Menu::getIconRightMargin (
    int positionIcon )
```

getIconRightMargin Returns the right margin of the specified icon.

Parameters

<i>positionIcon</i>	Index of icon.
---------------------	----------------

Returns

Right margin.

3.22.2.6 getIcons()

```
QVector< Icon * > * Menu::getIcons ( )
```

getIcons Returns icons list.

Returns

List of the menu icons.

3.22.2.7 getIconTitle()

```
QString Menu::getIconTitle (
    int positionIcon )
```

getIconTitle Returns the title of the specified icon.

Parameters

<i>positionIcon</i>	Index of the icon.
---------------------	--------------------

Returns

Title.

3.22.2.8 getIconTopMargin()

```
int Menu::getIconTopMargin (
    int positionIcon )
```

getIconTopMargin Returns the top margin of the specified icon.

Parameters

<i>positionIcon</i>	Index of the icon.
---------------------	--------------------

Returns

Top margin.

3.22.2.9 isAutomaticPosition()

```
bool Menu::isAutomaticPosition ( )
```

isAutomaticPosition Returns if the icons in the menu have automatic position.

Returns

True if the icons have automatic position, false otherwise.

3.22.2.10 isTitleEnabled()

```
bool Menu::isTitleEnabled ( )
```

isTitleEnabled Returns if the icons have title.

Returns

True if the icons have title, false otherwise.

3.22.2.11 setAutomaticPosition()

```
void Menu::setAutomaticPosition (
    bool value )
```

setAutomaticPosition Specifies if the icons have automatic position.

Parameters

<i>value</i>	Whether the icons have automatic position.
--------------	--

3.22.2.12 setHasTitle()

```
void Menu::setHasTitle (
    bool value )
```

setHasTitle Specifies if the icons have title.

Parameters

<i>value</i>	Whether the icons have title.
--------------	-------------------------------

3.22.2.13 setIconBottomMargin()

```
void Menu::setIconBottomMargin (
    int positionIcon,
    int bottomMargin )
```

setIconBottomMargin Replaces the bottom margin of the specified icon.

Parameters

<i>positionIcon</i>	Index of icon.
<i>bottomMargin</i>	Bottom margin.

3.22.2.14 setIconLeftMargin()

```
void Menu::setIconLeftMargin (
    int positionIcon,
    int leftMargin )
```

setIconLeftMargin Replaces the left margin of the specified icon.

Parameters

<i>positionIcon</i>	Index of icon.
<i>leftMargin</i>	Left margin.

3.22.2.15 setIconPath()

```
void Menu::setIconPath (
    int positionIcon,
    const QString path )
```

setIconPath Specifies the image path of the specified icon.

Parameters

<i>positionIcon</i>	Index of the icon.
<i>path</i>	Image path.

3.22.2.16 setIconRightMargin()

```
void Menu::setIconRightMargin (
    int positionIcon,
    int rightMargin )
```

setIconRightMargin Replaces the right margin of the specified icon.

Parameters

<i>positionIcon</i>	Index of icon.
<i>rightMargin</i>	Right margin.

3.22.2.17 setIcons()

```
void Menu::setIcons (
    QVector< Icon *> * value )
```

setIcons Replaces the icons in the menu.

Parameters

<i>value</i>	List of the menu icons.
--------------	-------------------------

3.22.2.18 setIconTitle()

```
void Menu::setIconTitle (
    int positionIcon,
    QString title )
```

setIconTitle Specifies the title of the specified icon.

Parameters

<i>positionIcon</i>	Index of the icon.
<i>title</i>	Title.

3.22.2.19 setIconTopMargin()

```
void Menu::setIconTopMargin (
    int positionIcon,
    int topMargin )
```

setIconTopMargin Replaces the top margin of the specified icon.

Parameters

<i>positionIcon</i>	Index of the icon.
<i>topMargin</i>	Top margin.

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

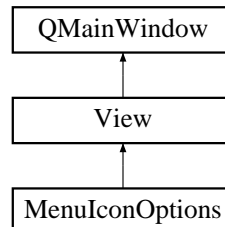
- D:/Documentos/ViewDesignerAssistant/Model/menu.h
- D:/Documentos/ViewDesignerAssistant/Model/menu.cpp

3.23 MenuIconOptions Class Reference

The [MenuIconOptions](#) class.

```
#include <menuiconoptions.h>
```

Inheritance diagram for MenuIconOptions:



Public Member Functions

- [MenuIconOptions](#) (QWidget *parent=0)
MenuIconOptions constructor.
- void [setEnabledOptions](#) (bool hasTitle, bool isAutomatic)
setEnabledOptions Sets the enabled options.
- void [setCurrentIcon](#) (int iconRow, int iconCol)
setCurrentIcon Sets the number of the current icon.
- void [setProgress](#) (int progress)
setProgress Sets the progress of the create process.
- QString [getIconTitle](#) ()
getIconTitle Returns the icon title.
- void [clear](#) ()
clear Clears the inputs values.
- void [setController](#) (MenuScreenController *controller)
setController Replaces the menu screen controller.
- int [getTopMargin](#) ()
getTopMargin Returns the icon top margin.
- int [getBottomMargin](#) ()
getBottomMargin Returns the icon bottom margin.
- int [getLeftMargin](#) ()
getLeftMargin Returns the icon left margin.
- int [getRightMargin](#) ()
getRightMargin Returns the icon right margin.
- void [showError](#) (QString error)
showError Shows an error message.
- void [showSuccess](#) (QString success)
showSuccess Shows a success message.
- void [showInfo](#) (QString info)
showInfo Shows an information message.
- QString [getIconImage](#) ()
getIconImage Returns the icon image path.
- void [setIconInfo](#) (QString iconPath, QString iconTitle, int top, int bottom, int left, int right)
setIconInfo Shows the icon information.

Private Slots

- void [on_browseBtn_clicked](#) ()
on_browseBtn_clicked This slot is executed when browse button is clicked.
- void [on_helpBtn_clicked](#) ()
on_helpBtn_clicked This slot is executed when help button is clicked.
- void [on_titleInput_textChanged](#) ()
on_titleInput_textChanged This slot is executed when title input is changed.
- void [on_continueBtn_clicked](#) ()
on_continueBtn_clicked This slot is executed when continue button is clicked.
- void [on_titleInput_editingFinished](#) ()
on_titleInput_editingFinished This slot is executed when title input is changed.
- void [on_homeBtn_clicked](#) ()
on_homeBtn_clicked This slot is executed when home button is clicked.
- void [on_settingsBtn_clicked](#) ()
on_settingsBtn_clicked This slot is executed when settings button is clicked.
- void [on_topMarginInput_textEdited](#) ()
on_topMarginInput_textEdited This slot is executed when top margin input is changed.
- void [on_rigthMarginInput_textEdited](#) ()
on_rigthMarginInput_textEdited This slot is executed when right margin input is changed.
- void [on_bottomMarginInput_textEdited](#) ()
on_bottomMarginInput_textEdited This slot is executed when bottom margin input is changed.
- void [on_leftMarginInput_textEdited](#) ()
on_leftMarginInput_textEdited This slot is executed when left margin input is changed.
- void [on_plusrightBtn_clicked](#) ()
on_plusrightBtn_clicked This slot is executed when plus right margin button is clicked.
- void [on_lessRightBtn_clicked](#) ()
on_lessRightBtn_clicked This slot is executed when less right margin button is clicked.
- void [on_plusTopBtn_clicked](#) ()
on_plusTopBtn_clicked This slot is executed when plus top margin button is clicked.
- void [on_lessTopBtn_clicked](#) ()
on_lessTopBtn_clicked This slot is executed when less top margin button is clicked.
- void [on_plusLeftBtn_clicked](#) ()
on_plusLeftBtn_clicked This slot is executed when plus left margin button is clicked.
- void [on_lessLeftBtn_clicked](#) ()
on_lessLeftBtn_clicked This slot is executed when less left margin button is clicked.
- void [on_plusBottomBtn_clicked](#) ()
on_plusBottomBtn_clicked This slot is executed when plus bottom margin button is clicked.
- void [on_lessBottomBtn_clicked](#) ()
on_lessBottomBtn_clicked This slot is executed when less bottom margin button is clicked.
- void [on_hplconBtn_clicked](#) ()
on_hplconBtn_clicked This slot is executed when back button is clicked.

Private Member Functions

- void [setValidators](#) ()
setValidators Sets input validators.
- void [initElements](#) ()
initElements Initialices the elements.
- void [isFullFill](#) ()

- *isFullFill* Checks if all of the elements have a value.
- void [setToolTips](#) ()
setToolTips Sets the help of the screen buttons.
- void [setIcon](#) (QString path)
setIcon Sets the icon image.

Private Attributes

- Ui::MenuIconOptions * [ui](#)
ui

Additional Inherited Members

3.23.1 Detailed Description

The [MenuIconOptions](#) class.

3.23.2 Constructor & Destructor Documentation

3.23.2.1 MenuIconOptions()

```
MenuIconOptions::MenuIconOptions (
    QWidget * parent = 0 ) [explicit]
```

[MenuIconOptions](#) constructor.

Parameters

<i>parent</i>	Menu icon option parent.
---------------	--

3.23.3 Member Function Documentation

3.23.3.1 getBottomMargin()

```
int MenuIconOptions::getBottomMargin ( )
```

[getBottomMargin](#) Returns the icon bottom margin.

Returns

Bottom margin.

3.23.3.2 getIconImage()

```
QString MenuIconOptions::getIconImage ( )
```

getIconImage Returns the icon image path.

Returns

Icon image path.

3.23.3.3 getIconTitle()

```
QString MenuIconOptions::getIconTitle ( )
```

getIconTitle Returns the icon title.

Returns

Icon title.

3.23.3.4 getLeftMargin()

```
int MenuIconOptions::getLeftMargin ( )
```

getLeftMargin Returns the icon left margin.

Returns

Left margin.

3.23.3.5 getRigthMargin()

```
int MenuIconOptions::getRigthMargin ( )
```

getRigthMargin Returns the icon right margin.

Returns

right margin.

3.23.3.6 getTopMargin()

```
int MenuIconOptions::getTopMargin ( )
```

getTopMargin Returns the icon top margin.

Returns

Top margin.

3.23.3.7 setController()

```
void MenuIconOptions::setController (
    MenuScreenController * controller )
```

setController Replaces the menu screen controller.

Parameters

<i>controller</i>	Menu screen controller.
-------------------	-------------------------

3.23.3.8 setCurrentIcon()

```
void MenuIconOptions::setCurrentIcon (
    int iconRow,
    int iconCol )
```

setCurrentIcon Sets the number of the current icon.

Parameters

<i>iconRow</i>	Current icon row.
<i>iconCol</i>	Current icon column.

3.23.3.9 setEnabledOptions()

```
void MenuIconOptions::setEnabledOptions (
    bool hasTitle,
    bool isAutomatic )
```

setEnabledOptions Sets the enabled options.

Parameters

<i>hasTitle</i>	Whether the interface has icon title.
<i>isAutomatic</i>	Whether the interface has automatic position.

3.23.3.10 setIcon()

```
void MenuIconOptions::setIcon (
    QString path ) [private]
```

setIcon Sets the icon image.

Parameters

<i>path</i>	Icon image path.
-------------	------------------

3.23.3.11 setIconInfo()

```
void MenuIconOptions::setIconInfo (
    QString iconPath,
    QString iconTitle,
    int top,
    int bottom,
    int left,
    int right )
```

setIconInfo Shows the icon information.

Parameters

<i>iconPath</i>	Icon image path.
<i>iconTitle</i>	Icon title.
<i>top</i>	Icon top margin.
<i>bottom</i>	Icon bottom margin.
<i>left</i>	Icon left margin.
<i>right</i>	Icon right margin.

3.23.3.12 setProgress()

```
void MenuIconOptions::setProgress (
    int progress )
```

setProgress Sets the progress of the create process.

Parameters

<i>progress</i>	Progress.
-----------------	-----------

3.23.3.13 showError()

```
void MenuIconOptions::showError (
    QString error ) [virtual]
```

showError Shows an error message.

Parameters

<i>error</i>	Message to show.
--------------	------------------

Implements [View](#).

3.23.3.14 showInfo()

```
void MenuIconOptions::showInfo (
    QString info ) [virtual]
```

showInfo Shows an information message.

Parameters

<i>info</i>	Message to show.
-------------	------------------

Implements [View](#).

3.23.3.15 showSuccess()

```
void MenuIconOptions::showSuccess (
    QString success ) [virtual]
```

showSuccess Shows a success message.

Parameters

<i>success</i>	Message to show.
----------------	------------------

Implements [View](#).

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

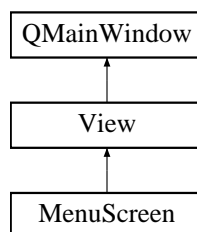
- D:/Documentos/ViewDesignerAssistant/View/menuiconoptions.h
- D:/Documentos/ViewDesignerAssistant/View/menuiconoptions.cpp

3.24 MenuScreen Class Reference

The [MenuScreen](#) class.

```
#include <menuscreen.h>
```

Inheritance diagram for MenuScreen:



Public Member Functions

- [MenuScreen](#) (QWidget *parent=0)
MenuScreen constructor.
- [MenuScreen](#) ([Controller](#) *controller, QWidget *parent=0)
MenuScreen constructor.
- bool [isAutomaticPosition](#) ()
isAutomaticPosition Returns if the menu has automatic position.
- bool [isTitleOption](#) ()
isTitleOption Returns if the menu has title option.
- void [showError](#) (QString error)
showError Shows an error message.
- void [showSuccess](#) (QString success)
showSuccess Shows a success message.
- void [showInfo](#) (QString info)
showInfo Shows an information message.
- QString [getBackgroundColor](#) ()
getBackgroundColor Returns screen background color.
- QString [getBackgroundImage](#) ()
getBackgroundImage Returns screen background image.
- int [getNumberOfRows](#) ()
getNumberOfRows Returns the number of rows.
- int [getNumberOfCols](#) ()
getNumberOfCols Returns the number of columns.
- int [getNumberOfIcons](#) ()
getNumberOfIcons Return the number of icons.

- int [getWidthView](#) ()
getWidthView Return the screen width.
- int [getHeightView](#) ()
getHeightView
- void [setEditModel](#) (Interfaz *interfaz)
setEditModel Returns the screen height.
- void [finish](#) ()
finish

Private Slots

- void [on_helpBtn_clicked](#) ()
on_helpBtn_clicked This slot is executed when the help button is clicked.
- void [on_titlePositiveOption_clicked](#) ()
on_titlePositiveOption_clicked This slot is executed when the title positive radio button is clicked.
- void [on_titleNegativeOption_clicked](#) ()
on_titleNegativeOption_clicked This slot is executed when the title negative radio button is clicked.
- void [on_continueBtn_clicked](#) ()
on_continueBtn_clicked This slot is executed when the continue button is clicked.
- void [on_automaticPositionRadio_clicked](#) ()
on_automaticPositionRadio_clicked This slot is executed when the automatic position radio button is clicked.
- void [on_customizePositionRadio_clicked](#) ()
on_customizePositionRadio_clicked This slot is executed when the customize position radio button is clicked.
- void [on_rowInput_textEdited](#) ()
on_rowInput_textEdited This slot is executed when the row input is edited.
- void [on_collInput_textEdited](#) ()
on_collInput_textEdited This slot is executed when the column input is edited.
- void [on_plusBtn_clicked](#) ()
on_plusBtn_clicked This slot is executed when the plus button is clicked.
- void [on_lessBtn_clicked](#) ()
on_lessBtn_clicked This slot is executed when the less button is clicked.
- void [on_heightInput_textEdited](#) ()
on_heightInput_textEdited This slot is executed when the height input is edited.
- void [on_widthInput_textEdited](#) ()
on_widthInput_textEdited This slot is executed when the width input is edited.
- void [on_colorBackgroundBtn_clicked](#) (bool checked)
on_colorBackgroundBtn_clicked This slot is executed when the color background button is clicked.
- void [on_imageBackgroundBtn_clicked](#) (bool checked)
on_imageBackgroundBtn_clicked This slot is executed when the image background button is clicked.
- void [on_homeBtn_clicked](#) ()
on_homeBtn_clicked This slot is executed when the home button is clicked.
- void [on_settingsBtn_clicked](#) ()
on_settingsBtn_clicked This slot is executed when the settings button is clicked.
- void [on_numberIconsBox_textEdited](#) (const QString &arg1)
on_numberIconsBox_textEdited This slot is executed when the number of icons are edited.
- void [on_positionCombo_activated](#) (int index)
on_positionCombo_activated This slot is executed when the index of combo is edited.

Private Member Functions

- void [setValidators](#) ()
setValidators Sets the validators of the screen inputs.
- void [hideSizeElements](#) ()
hideSizeElements Hides size elements.
- void [initElements](#) ()
initElements Inits the elements.
- void [showSizeElements](#) ()
showSizeElements Shows size elements.
- void [isFullFill](#) ()
isFullFill Checks if all of the elements have a value.
- void [checkNumberIcons](#) (int numberOfIcons)
checkNumberIcons Checks if the number of icons are correct.
- void [setDefaultIcons](#) ()
setDefaultIcons Set default icons.
- void [setDefaultIcon](#) (QPushButton *button, QString iconPathOn, QString iconPathOff)
setDefaultIcon Set default icon.
- void [setToolTips](#) ()
setToolTips Sets the help of the screen buttons.

Private Attributes

- Ui::MenuScreen * [ui](#)
ui

Additional Inherited Members

3.24.1 Detailed Description

The [MenuScreen](#) class.

3.24.2 Constructor & Destructor Documentation

3.24.2.1 MenuScreen() [1/2]

```
MenuScreen::MenuScreen (
    QWidget * parent = 0 ) [explicit]
```

[MenuScreen](#) constructor.

Parameters

<i>parent</i>	Menu screen parent.
---------------	-------------------------------------

3.24.2.2 MenuScreen() [2/2]

```
MenuScreen::MenuScreen (
    Controller * controller,
    QWidget * parent = 0 )
```

[MenuScreen](#) constructor.

Parameters

<i>controller</i>	Menu screen controller.
<i>parent</i>	Menu screen parent.

3.24.3 Member Function Documentation

3.24.3.1 checkNumberIcons()

```
void MenuScreen::checkNumberIcons (
    int numberOfIcons ) [private]
```

`checkNumberIcons` Checks if the number of icons are correct.

Parameters

<i>numberOfIcons</i>	Number of icons
----------------------	-----------------

3.24.3.2 getBackgroundColor()

```
QString MenuScreen::getBackgroundColor ( )
```

`getBackgroundColor` Returns screen background color.

Returns

Background color.

3.24.3.3 `getBackgroundImage()`

```
QString MenuScreen::getBackgroundImage ( )
```

`getBackgroundImage` Returns screen background image.

Returns

Background image.

3.24.3.4 `getHeightView()`

```
int MenuScreen::getHeightView ( )
```

`getHeightView`

Returns

3.24.3.5 `getNumberOfCols()`

```
int MenuScreen::getNumberOfCols ( )
```

`getNumberOfCols` Returns the number of columns.

Returns

Number of columns.

3.24.3.6 `getNumberOfIcons()`

```
int MenuScreen::getNumberOfIcons ( )
```

`getNumberOfIcons` Return the number of icons.

Returns

Number of icons.

3.24.3.7 getNumberOfRows()

```
int MenuScreen::getNumberOfRows ( )
```

getNumberOfRows Returns the number of rows.

Returns

Number of rows.

3.24.3.8 getWidthView()

```
int MenuScreen::getWidthView ( )
```

getWidthView Return the screen width.

Returns

Screen width.

3.24.3.9 isAutomaticPosition()

```
bool MenuScreen::isAutomaticPosition ( )
```

isAutomaticPosition Returns if the menu has automatic position.

Returns

True if the menu has automatic position, false otherwise.

3.24.3.10 isTitleOption()

```
bool MenuScreen::isTitleOption ( )
```

isTitleOption Returns if the menu has title option.

Returns

True if the menu has title position, false otherwise.

3.24.3.11 on_colorBackgroundBtn_clicked

```
void MenuScreen::on_colorBackgroundBtn_clicked (
    bool checked ) [private], [slot]
```

on_colorBackgroundBtn_clicked This slot is executed when the color background button is clicked.

Parameters

<i>checked</i>	
----------------	--

3.24.3.12 on_imageBackgroundBtn_clicked

```
void MenuScreen::on_imageBackgroundBtn_clicked (  
    bool checked ) [private], [slot]
```

on_imageBackgroundBtn_clicked This slot is executed when the image background button is clicked.

Parameters

<i>checked</i>	
----------------	--

3.24.3.13 on_numberIconsBox_textEdited

```
void MenuScreen::on_numberIconsBox_textEdited (  
    const QString & arg1 ) [private], [slot]
```

on_numberIconsBox_textEdited This slot is executed when the number of icons are edited.

Parameters

<i>arg1</i>	
-------------	--

3.24.3.14 on_positionCombo_activated

```
void MenuScreen::on_positionCombo_activated (  
    int index ) [private], [slot]
```

on_positionCombo_activated This slot is executed when the index of combo is edited.

Parameters

<i>index</i>	
--------------	--

3.24.3.15 setDefaultIcon()

```
void MenuScreen::setDefaultIcon (
    QPushButton * button,
    QString iconPathOn,
    QString iconPathOff ) [private]
```

setDefaultIcon Set default icon.

Parameters

<i>button</i>	Button to set the icon.
<i>iconPathOn</i>	Path of the button on image.
<i>iconPathOff</i>	Path of the button off image.

3.24.3.16 setEditModel()

```
void MenuScreen::setEditModel (
    Interfaz * interfaz )
```

setEditModel Returns the screen height.

Parameters

<i>interfaz</i>	Screen height.
-----------------	----------------

3.24.3.17 showError()

```
void MenuScreen::showError (
    QString error ) [virtual]
```

showError Shows an error message.

Parameters

<i>error</i>	Message to show.
--------------	------------------

Implements [View](#).

3.24.3.18 showInfo()

```
void MenuScreen::showInfo (
    QString info ) [virtual]
```

showInfo Shows an information message.

Parameters

<i>info</i>	Message to show.
-------------	------------------

Implements [View](#).

3.24.3.19 showSuccess()

```
void MenuScreen::showSuccess (
    QString success ) [virtual]
```

showSuccess Shows a success message.

Parameters

<i>success</i>	Message to show.
----------------	------------------

Implements [View](#).

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

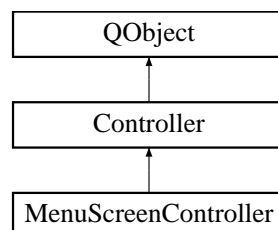
- D:/Documentos/ViewDesignerAssistant/View/menuscreen.h
- D:/Documentos/ViewDesignerAssistant/View/menuscreen.cpp

3.25 MenuScreenController Class Reference

The [MenuScreenController](#) class.

```
#include <menuscreencontroller.h>
```

Inheritance diagram for MenuScreenController:



Public Slots

- void [backExit](#) ()
backExit This slot is executed when goback button is clicked.

Public Member Functions

- [MenuScreenController](#) ([MenuScreen](#) *view)
MenuScreenController constructor.
- void [on_title_options](#) ()
on_title_options Gets the screen icon title option and sets it into the menu model.
- void [on_continueBtn_clicked](#) ()
on_continueBtn_clicked Changes between the primary view and the secondary view.
- void [automatic_icon_position](#) ()
automatic_icon_position Gets the screen automatic icon option and sets it into the menu model.
- void [number_of_icons](#) ()
number_of_icons Gets the screen number of icons and sets it into the menu model.
- void [iconTitle](#) ()
iconTitle Gets the screen icon title and sets it into the menu model.
- void [nextIcon](#) ()
nextIcon Changes the current icon.
- void [topMargin](#) ()
topMargin Gets the screen icon top margin and sets it into the menu model.
- void [righthMargin](#) ()
righthMargin Gets the screen icon right margin and sets it into the menu model.
- void [bottomMargin](#) ()
bottomMargin Gets the screen icon bottom margin and sets it into the menu model.
- void [leftMargin](#) ()
leftMargin Gets the screen icon left margin and sets it into the menu model.
- void [colorBackground](#) ()
colorBackground Gets the screen background color and sets it into the menu model.
- void [imageBackground](#) ()
imageBackground Gets the screen background image and sets it into the menu model.
- void [checkMenuSize](#) ()
checkMenuSize Checks the size of the elements in the screen.
- void [heightView](#) ()
heightView Gets the screen height and sets it into the menu model.
- void [widthView](#) ()
widthView Gets the screen width and sets it into the menu model.
- void [iconImage](#) ()
iconImage Gets the icon path image and sets it into the menu model.
- void [setModel](#) ([Interfaz](#) *interfaz)
setModel Sets the menu model.
- void [goBack](#) ()
goBack Goes to the previous icon, if is the first icon, goes to menu general options.

Private Member Functions

- void [updateIconViewProgress](#) (bool [isBack](#)=false)
updateIconViewProgress Updates progress view.
- void [calculateCurrentIcon](#) ()
calculateCurrentIcon Calculates the current icon.
- void [setIconInfo](#) ()
setIconInfo Shows the current icon information.
- void [finish](#) ()
finish Finish the edition and shows the preview of the QML interface.

Private Attributes

- int [currentIcon](#)
currentIcon Current icon index.
- bool [isFromEdit](#)
isFromEdit Whether the interface is made from edition.
- bool [isBack](#)
isBack Wheter the user has gone back.

Additional Inherited Members

3.25.1 Detailed Description

The [MenuScreenController](#) class.

3.25.2 Constructor & Destructor Documentation

3.25.2.1 MenuScreenController()

```
MenuScreenController::MenuScreenController (  
    MenuScreen * view )
```

[MenuScreenController](#) constructor.

Parameters

<i>view</i>	menu screen view.
-------------	-------------------

3.25.3 Member Function Documentation

3.25.3.1 setModel()

```
void MenuScreenController::setModel (  
    Interfaz * interfaz )
```

setModel Sets the menu model.

Parameters

<i>interfaz</i>	Interface model.
-----------------	------------------

3.25.3.2 updatelconViewProgress()

```
void MenuScreenController::updateIconViewProgress (
    bool isBack = false ) [private]
```

updatelconViewProgress Updates progress view.

Parameters

<i>isBack</i>	Wheter the user has gone back.
---------------	--------------------------------

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

- D:/Documentos/ViewDesignerAssistant/Controller/menuscreencontroller.h
- D:/Documentos/ViewDesignerAssistant/Controller/menuscreencontroller.cpp

3.26 Constants::Parser::MenuView Class Reference

The [MenuView](#) class.

```
#include <constants.h>
```

Static Public Attributes

- static const QString [marginRight](#) = "marginRight"
marginRight keyword of menu template.
- static const QString [marginLeft](#) = "marginLeft"
marginLeft keyword of menu template.
- static const QString [marginBottom](#) = "marginBottom"
marginBottom keyword of menu template.
- static const QString [marginTop](#) = "marginTop"
marginTop keyword of menu template.
- static const QString [image](#) = "imagen"
image keyword of menu template.
- static const QString [name](#) = "name"
name keyword of menu template.

3.26.1 Detailed Description

The [MenuView](#) class.

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

- D:/Documentos/ViewDesignerAssistant/Common/constants.h
- D:/Documentos/ViewDesignerAssistant/Common/constants.cpp

3.27 Constants::Parser Class Reference

The [Parser](#) class.

```
#include <constants.h>
```

Classes

- class [InformationView](#)
The [InformationView](#) class.
- class [InkView](#)
The [InkView](#) class.
- class [MenuView](#)
The [MenuView](#) class.
- class [QmlTemplates](#)
The [QmlTemplates](#) class.

3.27.1 Detailed Description

The [Parser](#) class.

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

- D:/Documentos/ViewDesignerAssistant/Common/constants.h

3.28 Parser Class Reference

The [Parser](#) class. Creates QML files by app interface models.

```
#include <parser.h>
```

Public Member Functions

- [Parser](#) ()
[Parser](#) constructor.
- void [parse](#) ([Menu](#) *interfaz, QString path)
parse Create QML file by menu model interface.
- void [parse](#) ([Information](#) *interfaz, QString path)
parse Create QML file by information model interface.
- void [parse](#) ([Ink](#) *interfaz, QString path)
parse Create QML file by ink model interface.

Private Member Functions

- QString [setSizeProperties](#) (QString source, [Interfaz](#) *interfaz)
setSizeProperties Specifies QML size properties.
- QString [setBackgroundProperties](#) (QString source, [Interfaz](#) *interfaz)
setBackgroundProperties Specifies QML background properties.
- QString [getTemplateSource](#) (QString path)
getTemplateSource Obtains the partial QML templates.
- void [saveResult](#) (QString result, QString pathToSave)
saveResult Saves the QML file into the specified system path.
- QString [formProperty](#) (int propertyIndex, QStringList property)
formProperty Creates QML information screen property.
- QString [formInformationElement](#) ([Card](#) *card)
formInformationElement Creates QML information screen option.
- QString [formInformationViewElement](#) ([Information](#) *interfaz)
formInformationViewElement Creates QML information screen view option.
- QString [inkTextOption](#) (QString source, InkTextOption textOption)
inkTextOption Creates QML ink screen text view option.

3.28.1 Detailed Description

The [Parser](#) class. Creates QML files by app interface models.

3.28.2 Member Function Documentation

3.28.2.1 formInformationElement()

```
QString Parser::formInformationElement (
    Card * card ) [private]
```

formInformationElement Creates QML information screen option.

Parameters

<i>card</i>	Card to be converted.
-------------	---------------------------------------

Returns

Generated QML file with card information.

3.28.2.2 formInformationViewElement()

```
QString Parser::formInformationViewElement (
    Information * interfaz ) [private]
```

formInformationViewElement Creates QML information screen view option.

Parameters

<i>interfaz</i>	Interface to be converted into QML file.
-----------------	--

Returns

Generated QML file with information view elements.

3.28.2.3 formProperty()

```
QString Parser::formProperty (
    int propertyIndex,
    QStringList property ) [private]
```

formProperty Creates QML information screen property.

Parameters

<i>propertyIndex</i>	Index of the property.
<i>property</i>	Information property.

Returns

Generated QML file with the information property.

3.28.2.4 getTemplateSource()

```
QString Parser::getTemplateSource (
    QString path ) [private]
```

getTemplateSource Obtains the partial QML templates.

Parameters

<i>path</i>	QML template path.
-------------	--------------------

Returns

QML template.

3.28.2.5 inkTextOption()

```
QString Parser::inkTextOption (
    QString source,
    InkTextOption textOption ) [private]
```

inkTextOption Creates QML ink screen text view option.

Parameters

<i>source</i>	Partial QML generated file.
<i>textOption</i>	Ink text option.

Returns

Generated QML file with ink text option.

3.28.2.6 parse() [1/3]

```
void Parser::parse (
    Menu * interfaz,
    QString path )
```

parse Create QML file by menu model interface.

Parameters

<i>interfaz</i>	Interface to convert into QML file.
<i>path</i>	Path to save the generated file.

3.28.2.7 parse() [2/3]

```
void Parser::parse (
    Information * interfaz,
    QString path )
```

parse Create QML file by information model interface.

Parameters

<i>interfaz</i>	Interface to convert into QML file.
<i>path</i>	Path to save the generated file.

3.28.2.8 parse() [3/3]

```
void Parser::parse (
    Ink * interfaz,
    QString path )
```

parse Create QML file by ink model interface.

Parameters

<i>interfaz</i>	Interface to convert into QML file.
<i>path</i>	Path to save the generated file.

3.28.2.9 saveResult()

```
void Parser::saveResult (
    QString result,
    QString pathToSave ) [private]
```

saveResult Saves the QML file into the specifcied system path.

Parameters

<i>result</i>	QML file to be saved.
<i>pathToSave</i>	System path to save the file.

3.28.2.10 setBackgroundProperties()

```
QString Parser::setBackgroundProperties (
    QString source,
    Interfaz * interfaz ) [private]
```

setBackgroundProperties Specifies QML background properties.

Parameters

<i>source</i>	source Partial QML generated file.
<i>interfaz</i>	Interface to be converted into QML file.

Returns

Generated QML file with background properties.

3.28.2.11 setSizeProperties()

```
QString Parser::setSizeProperties (
    QString source,
    Interfaz * interfaz ) [private]
```

setSizeProperties Specifies QML size properties.

Parameters

<i>source</i>	source Partial QML generated file.
<i>interfaz</i>	Interface to be converted into QML file.

Returns

Generated QML file with size properties.

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

- D:/Documentos/ViewDesignerAssistant/Services/parser.h
- D:/Documentos/ViewDesignerAssistant/Services/parser.cpp

3.29 Constants::Parser::QmlTemplates Class Reference

The [QmlTemplates](#) class.

```
#include <constants.h>
```

Static Public Attributes

- static const QString [image](#) = ":/qml/resources/templates/imageBackground.qml"
image QML template path.
- static const QString [color](#) = ":/qml/resources/templates/colorBackground.qml"
color QML template path.
- static const QString [menu](#) = ":/qml/resources/templates/Menu/menu.qml"
menu QML template path.
- static const QString [menuElement](#) = ":/qml/resources/templates/Menu/listElement.qml"
menuElement QML template path.
- static const QString [menuElementSize](#) = ":/qml/resources/templates/Menu/costumizeSize.qml"
menuElementSize QML template path.
- static const QString [menuElementSizeView](#) = ":/qml/resources/templates/Menu/costumizeSizeView.qml"
menuElementSizeView QML template path.
- static const QString [information](#) = ":/qml/resources/templates/Information/information.qml"
information QML template path.
- static const QString [informationProperty](#) = ":/qml/resources/templates/Information/cardProperty.qml"
informationProperty QML template path.
- static const QString [informationElement](#) = ":/qml/resources/templates/Information/listInformationElement.qml"

- informationElement QML template path.*
- static const QString [informationElementView](#) = `"/qml/resources/templates/Information/listInformationView↔Element.qml"`
informationElementView QML template path.
- static const QString [informationIcon](#) = `"/qml/resources/templates/Information/iconImage.qml"`
informationIcon QML template path.
- static const QString [ink](#) = `"/qml/resources/templates/Ink/ink.qml"`
ink QML template path.
- static const QString [inkElement](#) = `"/qml/resources/templates/Ink/ListInkElement.qml"`
inkElement QML template path.

3.29.1 Detailed Description

The [QmlTemplates](#) class.

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

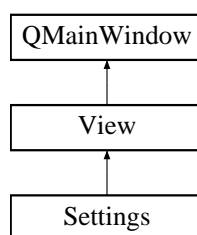
- D:/Documentos/ViewDesignerAssistant/Common/constants.h
- D:/Documentos/ViewDesignerAssistant/Common/constants.cpp

3.30 Settings Class Reference

The [Settings](#) class.

```
#include <settings.h>
```

Inheritance diagram for Settings:



Public Member Functions

- [Settings](#) (QWidget *parent=0)
Settings constructor.
- void [showError](#) (QString error)
showError Shows an error message.
- void [showSuccess](#) (QString success)
showSuccess Shows a success message.
- void [showInfo](#) (QString info)
showInfo Shows an information message.
- QString [getDefaultDir](#) ()
getDefaultDir Returns the default folder path.

- void [setDefaultDir](#) (QString path)
setDefaultDir Sets the default folder path.
- void [setAlwaysAsk](#) (bool value)
setAlwaysAsk Sets always ask value.
- bool [getAlwaysAsk](#) ()
getAlwaysAsk Returns if the always ask is checked.
- void [retranslate](#) ()
retranslate Retranslates settings view.
- void [setSpanishLanguage](#) ()
setSpanishLanguage Sets spanish language as default language
- void [setEnglishLanguage](#) ()
setEnglishLanguage Sets english language as default language

Private Slots

- void [on_aboutBtn_clicked](#) ()
on_aboutBtn_clicked This slot is executed when about button is clicked.
- void [on_homeBtn_clicked](#) ()
on_homeBtn_clicked This slot is executed when home button is clicked.
- void [on_alwaysAskRadio_clicked](#) (bool checked)
on_alwaysAskRadio_clicked This slot is executed when always ask button is clicked.
- void [on_browserBtn_clicked](#) ()
on_browserBtn_clicked This slot is executed when browse button is clicked.
- void [on_helpBtn_clicked](#) ()
on_helpBtn_clicked This slot is executed when help button is clicked.
- void [on_browserDirInput_textEdited](#) ()
on_browserDirInput_textEdited This slot is executed when browse folder input is edited.
- void [on_resetValueBtn_clicked](#) ()
on_resetValueBtn_clicked This slot is executed when reset button is clicked.
- void [on_spanishRadio_clicked](#) ()
on_spanishRadio_clicked This slot is executed when spanish radio button is clicked.
- void [on_englishRadio_clicked](#) ()
on_englishRadio_clicked This slot is executed when english radio button is clicked.

Private Member Functions

- void [setValidators](#) ()
setValidators Sets the inputs validators.
- void [initElements](#) ()
initElements Initialices the elements.
- void [isFullFill](#) ()
isFullFill Checks if all of the inputs have value.
- void [alwaysAskOptions](#) (bool checked)
alwaysAskOptions Sets always ask options
- void [setToolTips](#) ()
setToolTips Sets buttons help.

Private Attributes

- `Ui::Settings * ui`
ui

Additional Inherited Members

3.30.1 Detailed Description

The [Settings](#) class.

3.30.2 Constructor & Destructor Documentation

3.30.2.1 Settings()

```
Settings::Settings (  
    QWidget * parent = 0 ) [explicit]
```

[Settings](#) constructor.

Parameters

<i>parent</i>	Settings parent widget.
---------------	---

3.30.3 Member Function Documentation

3.30.3.1 alwaysAskOptions()

```
void Settings::alwaysAskOptions (  
    bool checked ) [private]
```

`alwaysAskOptions` Sets always ask options

Parameters

<i>checked</i>	Whether always ask is checked.
----------------	--------------------------------

3.30.3.2 getAlwaysAsk()

```
bool Settings::getAlwaysAsk ( )
```

getAlwaysAsk Returns if the always ask is checked.

Returns

True if always ask is checked, false otherwise.

3.30.3.3 getDefaultDir()

```
QString Settings::getDefaultDir ( )
```

getDefaultDir Returns the default folder path.

Returns

Folder path.

3.30.3.4 on_alwaysAskRadio_clicked

```
void Settings::on_alwaysAskRadio_clicked (
    bool checked ) [private], [slot]
```

on_alwaysAskRadio_clicked This slot is executed when always ask button is clicked.

Parameters

<i>checked</i>	Whether always ask button is checked.
----------------	---------------------------------------

3.30.3.5 setAlwaysAsk()

```
void Settings::setAlwaysAsk (
    bool value )
```

setAlwaysAsk Sets always ask value.

Parameters

<i>value</i>	Whether always ask is checked.
--------------	--------------------------------

3.30.3.6 setDefaultDir()

```
void Settings::setDefaultDir (
    QString path )
```

setDefaultDir Sets the default folder path.

Parameters

<i>path</i>	Folder path.
-------------	--------------

3.30.3.7 showError()

```
void Settings::showError (
    QString error ) [virtual]
```

showError Shows an error message.

Parameters

<i>error</i>	Message to show.
--------------	------------------

Implements [View](#).

3.30.3.8 showInfo()

```
void Settings::showInfo (
    QString info ) [virtual]
```

showInfo Shows an information message.

Parameters

<i>info</i>	Message to show.
-------------	------------------

Implements [View](#).

3.30.3.9 showSuccess()

```
void Settings::showSuccess (
    QString success ) [virtual]
```

showSuccess Shows a success message.

Parameters

<i>success</i>	Message to show.
----------------	------------------

Implements [View](#).

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

- D:/Documentos/ViewDesignerAssistant/View/settings.h
- D:/Documentos/ViewDesignerAssistant/View/settings.cpp

3.31 Constants::Settings Class Reference

The [Settings](#) class.

```
#include <constants.h>
```

Static Public Attributes

- static const QString [defaultDirKey](#) = "defaultDir"
defaultDirKey key for setting folder value.
- static const QString [alwaysAskKey](#) = "alwaysAsk"
alwaysAskKey key for setting always ask option.
- static const QString [settingsName](#) = "/Settings-VDA.ini"
settingsName settings' file name.
- static const QString [languageKey](#) = "appLanguage"
languageKey key for setting app language.
- static const QString [beforeStartKey](#) = "initTips"
beforeStartKey key for setting init tips.

3.31.1 Detailed Description

The [Settings](#) class.

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

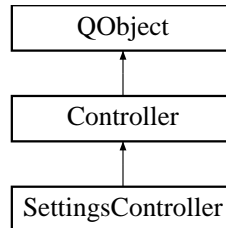
- D:/Documentos/ViewDesignerAssistant/Common/constants.h
- D:/Documentos/ViewDesignerAssistant/Common/constants.cpp

3.32 SettingsController Class Reference

The [SettingsController](#) class.

```
#include <settingscontroller.h>
```

Inheritance diagram for SettingsController:



Public Member Functions

- [SettingsController](#) ([Settings](#) *view)
SettingsController constructor.
- void [saveDefaultDir](#) ()
saveDefaultDir Saves the default folder.
- void [saveAlwaysAsk](#) ()
saveAlwaysAsk Saves the always ask value.
- void [clearValues](#) ()
clearValues Clears the setttings values.
- void [changeLanguage](#) (QString language)
changeLanguage Changes the app language.

Private Member Functions

- void [loadSettings](#) ()
loadSettings Loads the settings values.
- QString [getSettingsLanguage](#) ()
getSettingsLanguage Gets the app language.
- void [setLanguage](#) (QString language)
setLanguage Specifies the app language.

Additional Inherited Members

3.32.1 Detailed Description

The [SettingsController](#) class.

3.32.2 Constructor & Destructor Documentation

3.32.2.1 SettingsController()

```
SettingsController::SettingsController (
    Settings * view )
```

[SettingsController](#) constructor.

Parameters

<i>view</i>	Settings controller view.
-------------	---

3.32.3 Member Function Documentation

3.32.3.1 `changeLanguage()`

```
void SettingsController::changeLanguage (
    QString language )
```

`changeLanguage` Changes the app language.

Parameters

<i>language</i>	Language to translate the app.
-----------------	--------------------------------

3.32.3.2 `getSettingsLanguage()`

```
QString SettingsController::getSettingsLanguage ( ) [private]
```

`getSettingsLanguage` Gets the app language.

Returns

App language

3.32.3.3 `setLanguage()`

```
void SettingsController::setLanguage (
    QString language ) [private]
```

`setLanguage` Specifies the app language.

Parameters

<i>language</i>	App language.
-----------------	---------------

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

- D:/Documentos/ViewDesignerAssistant/Controller/settingscontroller.h
- D:/Documentos/ViewDesignerAssistant/Controller/settingscontroller.cpp

3.33 SettingsManager Class Reference

The [SettingsManager](#) class.

```
#include <settingsmanager.h>
```

Public Member Functions

- [SettingsManager](#) ()
SettingsManager constructor.

Static Public Member Functions

- static bool [saveDefaultDir](#) (QString dir)
saveDefaultDir save default folder path.
- static void [saveAlwaysAsk](#) (bool isAlwaysAsk)
saveAlwaysAsk save always ask vale.
- static void [saveLanguage](#) (QString language)
saveLanguage save current app language.
- static void [saveShowInitTips](#) (bool show)
saveShowInitTips save init tips not show again option.
- static void [clearValues](#) ()
clearValues reset settings value.
- static QString [getCurrentLanguage](#) ()
getCurrentLanguage obtains the current language.
- static QString [getDefaultDir](#) ()
getDefaultDir obtains the default save folder path.
- static bool [getIsAlwaysAsk](#) ()
getIsAlwaysAsk obtains if the app has to ask for the save folder.
- static bool [getShowInitTips](#) ()
getShowInitTips obtains if the app has to show init tips.

Static Private Member Functions

- static QString [getSettingsPath](#) ()
getSettingsPath obtains settings file path.

3.33.1 Detailed Description

The [SettingsManager](#) class.

3.33.2 Member Function Documentation

3.33.2.1 getCurrentLanguage()

```
QString SettingsManager::getCurrentLanguage ( ) [static]
```

getCurrentLanguage obtains the current language.

Returns

the language acronym of the app.

3.33.2.2 getDefaultDir()

```
QString SettingsManager::getDefaultDir ( ) [static]
```

getDefaultDir obtains the default save folder path.

Returns

default folder path.

3.33.2.3 getIsAlwaysAsk()

```
bool SettingsManager::getIsAlwaysAsk ( ) [static]
```

getIsAlwaysAsk obtains if the app has to ask for the save folder.

Returns

`true` if the app has to ask for the save folder, `false` otherwise.

3.33.2.4 getSettingsPath()

```
QString SettingsManager::getSettingsPath ( ) [static], [private]
```

getSettingsPath obtains settings file path.

Returns

settings file path.

3.33.2.5 getShowInitTips()

```
bool SettingsManager::getShowInitTips ( ) [static]
```

getShowInitTips obtains if the app has to show init tips.

Returns

`true` if the app has to show init tips, `false` otherwise.

3.33.2.6 saveAlwaysAsk()

```
void SettingsManager::saveAlwaysAsk (
    bool isAlwaysAsk ) [static]
```

saveAlwaysAsk save always ask vale.

Parameters

<i>isAlwaysAsk</i>	whether the app has to ask the save folder.
--------------------	---

3.33.2.7 saveDefaultDir()

```
bool SettingsManager::saveDefaultDir (
    QString dir ) [static]
```

saveDefaultDir save default folder path.

Parameters

<i>dir</i>	folders path.
------------	---------------

Returns

`true` if *dir* is correctly saved, `false` otherwise.

3.33.2.8 saveLanguage()

```
void SettingsManager::saveLanguage (
    QString language ) [static]
```

saveLanguage save current app language.

Parameters

<i>language</i>	current <i>language</i> .
-----------------	---------------------------

3.33.2.9 saveShowInitTips()

```
void SettingsManager::saveShowInitTips (
    bool show ) [static]
```

saveShowInitTips save init tips not show again option.

Parameters

<i>show</i>	whether init tips has to be shown.
-------------	------------------------------------

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

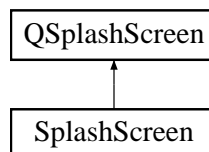
- D:/Documentos/ViewDesignerAssistant/Manager/settingsmanager.h
- D:/Documentos/ViewDesignerAssistant/Manager/settingsmanager.cpp

3.34 SplashScreen Class Reference

The [SplashScreen](#) class. Shows initial animation.

```
#include <splashscreen.h>
```

Inheritance diagram for SplashScreen:



Public Member Functions

- [SplashScreen](#) (const QPixmap &pixmap)
SplashScreen constructor.
- void [updateProgress](#) (QPixmap snwpPixmap)
updateProgress Change the image to show in the animation.

3.34.1 Detailed Description

The [SplashScreen](#) class. Shows initial animation.

3.34.2 Constructor & Destructor Documentation

3.34.2.1 SplashScreen()

```
SplashScreen::SplashScreen (
    const QPixmap & pixmap )
```

[SplashScreen](#) constructor.

Parameters

<i>pixmap</i>	
---------------	--

3.34.3 Member Function Documentation

3.34.3.1 updateProgress()

```
void SplashScreen::updateProgress (
    QPixmap snwpPixmap )
```

updateProgress Change the image to show in the animation.

Parameters

<i>snwpPixmap</i>	New pixmap to show.
-------------------	---------------------

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

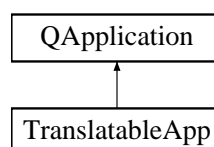
- D:/Documentos/ViewDesignerAssistant/splashscreen.h
- D:/Documentos/ViewDesignerAssistant/splashscreen.cpp

3.35 TranslatableApp Class Reference

The [TranslatableApp](#) class.

```
#include <translatableapp.h>
```

Inheritance diagram for TranslatableApp:



Public Member Functions

- [TranslatableApp](#) (int &argc, char **argv)
TranslatableApp constructor.
- void [createTranslators](#) (QStringList languages)
createTranslators Loads the translations of the app-
- void [swithLanguage](#) (QString language)
swithLanguage Changes the current app language.

Private Attributes

- QMap< QString, QTranslator * > [translators](#)
translators Map with all of app languages.
- QTranslator * [currentLanguage](#)
currentLanguage Language of the app.

3.35.1 Detailed Description

The [TranslatableApp](#) class.

3.35.2 Constructor & Destructor Documentation

3.35.2.1 TranslatableApp()

```
TranslatableApp::TranslatableApp (
    int & argc,
    char ** argv )
```

[TranslatableApp](#) constructor.

Parameters

<i>argc</i>	
<i>argv</i>	

3.35.3 Member Function Documentation

3.35.3.1 createTranslators()

```
void TranslatableApp::createTranslators (
    QStringList languages )
```

createTranslators Loads the translations of the app-

Parameters

<i>languages</i>	List with the acronym of the languages.
------------------	---

3.35.3.2 swithLanguage()

```
void TranslatableApp::swithLanguage (
    QString lenguaje )
```

swithLanguage Changes the current app language.

Parameters

<i>lenguaje</i>	Language to translate the app.
-----------------	--------------------------------

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

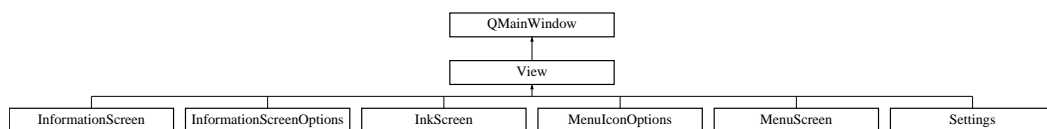
- D:/Documentos/ViewDesignerAssistant/translatableapp.h
- D:/Documentos/ViewDesignerAssistant/translatableapp.cpp

3.36 View Class Reference

The [View](#) class.

```
#include <view.h>
```

Inheritance diagram for View:



Public Member Functions

- [View](#) (QWidget *parent)
View constructor.
- virtual void [showError](#) (QString error)=0
showError Shows error message.
- virtual void [showSuccess](#) (QString success)=0
showSuccess Show success message.
- virtual void [showInfo](#) (QString info)=0
showInfo Show information message.
- void [show](#) (QPoint position, QSize size)
show Shows the view.

Protected Member Functions

- virtual void [initElements](#) ()=0
initElements Initialices the elements.
- virtual void [setValidators](#) ()=0
setValidators Sets the validators of the view inputs.
- virtual void [setToolTips](#) ()=0
setToolTips Sets the buttons help.
- virtual void [isFullFill](#) ()=0
isFullFill Checks if the all of the inputs have correct values.
- void [setIntValidators](#) (QLineEdit *input, int min, int max)
setIntValidators Sets a numeric validator to an input.
- QString [selectImage](#) ()
selectImage Selects an system image.
- int [checkNumberElements](#) (int numberOfElements)
checkNumberElements Checks if the number of elements are correct
- QString [getRootHelpPath](#) ()
getRootHelpPath Returns the root help app path.

Protected Attributes

- QPoint [currentPosition](#)
currentPosition Current position of the view.
- [Controller](#) * [controller](#)
controller Views controller.

Private Slots

- void [moveEvent](#) (QMoveEvent *event)
moveEvent This slot is executed when the view is moved.

Private Attributes

- Ui::View * [ui](#)
ui

3.36.1 Detailed Description

The [View](#) class.

3.36.2 Constructor & Destructor Documentation

3.36.2.1 View()

```
View::View (
    QWidget * parent )
```

[View](#) constructor.

Parameters

<i>parent</i>	View parent widget.
---------------	-------------------------------------

3.36.3 Member Function Documentation

3.36.3.1 checkNumberElements()

```
int View::checkNumberElements (
    int numberOfElements ) [protected]
```

checkNumberElements Checks if the number of elements are correct

Parameters

<i>numberOfElements</i>	Number of elements.
-------------------------	---------------------

Returns

The correct number of elements.

3.36.3.2 getRootHelpPath()

```
QString View::getRootHelpPath ( ) [protected]
```

getRootHelpPath Returns the root help app path.

Returns

Root app help path.

3.36.3.3 moveEvent

```
void View::moveEvent (
    QMoveEvent * event ) [private], [slot]
```

moveEvent This slot is executed when the view is moved.

Parameters

<i>event</i>	Move event.
--------------	-------------

3.36.3.4 selectImage()

```
QString View::selectImage ( ) [protected]
```

selectImage Selects an system image.

Returns

Path of the system image.

3.36.3.5 setIntValidators()

```
void View::setIntValidators (
    QLineEdit * input,
    int min,
    int max ) [protected]
```

setIntValidators Sets a numeric validator to an input.

Parameters

<i>input</i>	Input to set the validator.
<i>min</i>	Minimum value.
<i>max</i>	Maximim value.

3.36.3.6 show()

```
void View::show (
    QPoint position,
    QSize size )
```

show Shows the view.

Parameters

<i>position</i>	Position to show the view.
<i>size</i>	Size to show the view.

3.36.3.7 showError()

```
virtual void View::showError (
    QString error ) [pure virtual]
```

showError Shows error message.

Parameters

<i>error</i>	Message to show.
--------------	------------------

Implemented in [MenulconOptions](#), [InformationScreen](#), [MenuScreen](#), [InkScreen](#), [InformationScreenOptions](#), and [Settings](#).

3.36.3.8 showInfo()

```
virtual void View::showInfo (
    QString info ) [pure virtual]
```

showInfo Show information message.

Parameters

<i>info</i>	Message to show.
-------------	------------------

Implemented in [MenulconOptions](#), [InformationScreen](#), [MenuScreen](#), [InkScreen](#), [InformationScreenOptions](#), and [Settings](#).

3.36.3.9 showSuccess()

```
virtual void View::showSuccess (
    QString success ) [pure virtual]
```

showSuccess Show success message.

Parameters

<i>success</i>	Message to show.
----------------	------------------

Implemented in [InformationScreen](#), [MenulconOptions](#), [MenuScreen](#), [InkScreen](#), [InformationScreenOptions](#), and [Settings](#).

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

- [D:/Documentos/ViewDesignerAssistant/View/view.h](#)
- [D:/Documentos/ViewDesignerAssistant/View/view.cpp](#)

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