

This article is archived because it is not considered relevant for third-party developers creating commercial solutions today. The article is believed to be still valid for the original topic scope.



Contents

- [1 Client overview](#)
- [2 UI framework](#)
- [3 UI components](#)
- [4 Styles](#)
- [5 Flow layout](#)
- [6 Value](#)
- [7 See also](#)

Client overview

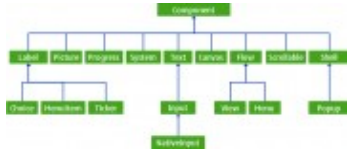


This articles gives a brief description of the architecture behind the WidSets client.

UI framework

- Componentized UI construction kit.
- Simplifies widget creation.
- Reduces code size.
- Screen is a stack of Shells. This enables natural navigation.
- Look and feel with CSS-like styles.
- Automatic navigation and scrolling.
- Nested menus.
- Animations.

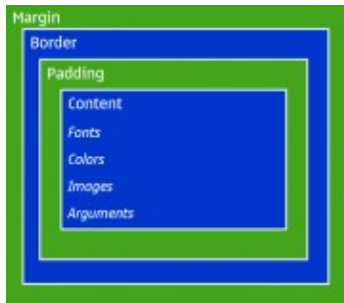
UI components



Cheetah has the following UI components:

- Canvas
- Flow
- Label
 - ◆ Choice
 - ◆ MenuItem
 - ◆ Ticker
- Picture
- Progress
- Scrollable
- Shell
 - ◆ Popup
- System
- Text
 - ◆ Input
 - ◇ NativeInput
- Widget

Styles

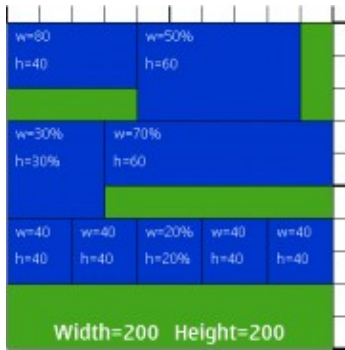


- Top, right, bottom, left sizes individually controlled on all levels.
- Border types:
 - ◆ Transparent
 - ◆ Rectangle border, 1 or 4 colors
 - ◆ Image border (GRID-8)
- Background types:
 - ◆ Transparent
 - ◆ Solid color
 - ◆ Horizontal gradient
 - ◆ Vertical gradient
 - ◆ Image (alignable & repeatable)

- ◆ GRID-9
- Optional separate style is used when component is focused.
 - ◆ **Note.** The consumed area should be same on both styles.

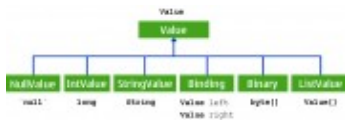
Flow layout

- Each component has following layout control flags:
 - ◆ **VISIBLE** ? Component is visible.
 - ◆ **FOCUSABLE** ? Component can receive focus.
 - ◆ **LINEFEED** ? Explicit linefeed after component.
 - ◆ **WRAP** ? Linefeed when needed.



- Each component has preferred width and height.
- If preferred sizes are not set, each component can calculate its exact size.
- Size can be either absolute or relative.
 - ◆ Given as [-1 .. -100].
- When using relative height, the enclosing container must have absolute size.

Value



- Value is a generic payload used on server communication.
- Enough power to describe any structure/object.
- Versatile support for Value handling in script API.

See also

- [WidSets SDK](#)
- **WidSets Client**

- WidSets Scripting Language
- Widget examples
 - ◆ WidClock
 - ◆ Memory Game
 - ◆ Filter test
 - ◆ Hello World
 - ◆ UITest