

Csuper-gui - Compteur de Score Universel Permettant l'Exemption de Reflexion

4.2.0

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Chapter 1

Data Structure Index

1.1 Data Structures

Here are the data structures with brief descriptions:

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Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

chart.c	Chart	9
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csuper-gui.h	Inclusion of csuper-gui	17
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Chapter 3

Data Structure Documentation

3.1 globalData Struct Reference

```
#include <csuper-gui.h>
```

Data Fields

- GtkBuilder * [ptr_builder](#)
- csuStruct * [ptr_csu_struct](#)
- GtkWidget * [ptr_main_window](#)
- GtkWidget * [ptr_new_csu_file_assistant](#)
- game_config [config](#)
- csuStruct * [ptr_csu_struct_tmp](#)
- gchar [csu_filename](#) [SIZE_MAX_FILE_NAME]
- GtkClipboard * [ptr_clipboard](#)
- GtkClipboard * [ptr_clipboard_selected](#)
- csuStruct * [lastCsuStruct](#) [NB_LAST_CSU_STRUCT]
- gint [indexLastCsuStruct](#)
- gint [nbLastCsuStruct](#)
- gboolean [save_new_game_config](#)
- double ** [slope_points](#)
- double * [slope_turn](#)
- slope_item_t ** [slope_items](#)
- slope_figure_t * [slope_chart](#)

3.1.1 Detailed Description

Represent the global data which is passed into all signal

3.1.2 Field Documentation

3.1.2.1 game_config config

The new csu file assistant window A game configuration

3.1.2.2 gchar csu_filename[SIZE_MAX_FILE_NAME]

The filename of the csu file

3.1.2.3 gint indexLastCsuStruct

A index on the lastCsuStruct array

3.1.2.4 csuStruct* lastCsuStruct[NB_LAST_CSU_STRUCT]

A array of pointer to the last csu structure

3.1.2.5 gint nbLastCsuStruct

The number of last csu structure

3.1.2.6 GtkWidget* ptr_builder

A pointer to a GTK builder.

3.1.2.7 GtkClipboard* ptr_clipboard

A pointer to the main clipboard

3.1.2.8 GtkClipboard* ptr_clipboard_selected

A pointer to the selected clipboard

3.1.2.9 csuStruct* ptr_csu_struct

A pointer to a csuStruct

3.1.2.10 csuStruct* ptr_csu_struct_tmp

A pointer to a temporary csuStruct

3.1.2.11 GtkWidget* ptr_main_window**3.1.2.12 GtkWidget* ptr_new_csu_file_assistant**

The main window

3.1.2.13 gboolean save_new_game_config

Indicate if we would save the new game configuration

3.1.2.14 slope_figure_t* slope_chart**3.1.2.15 slope_item_t** slope_items****3.1.2.16 double** slope_points**

3.1.2.17 double* slope_turn

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

- [csuper-gui.h](#)

Chapter 4

File Documentation

4.1 chart.c File Reference

Chart.

```
#include "chart.h"
```

Functions

- G_MODULE_EXPORT void [displayTotalPointsChart](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [displayPointsChart](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [changeChartPlayersDisplay](#) (GtkWidget *widget, gpointer data)
- bool [exportToChart](#) (csuStruct *ptr_csu_struct, char *filename, [ChartExportationType](#) type)
- bool [exportToSvg](#) (csuStruct *ptr_csu_struct, char *filename)
- bool [exportToPng](#) (csuStruct *ptr_csu_struct, char *filename)
- bool [exportToPdfChart](#) (csuStruct *ptr_csu_struct, char *filename)

4.1.1 Detailed Description

Chart.

Author

Remi BERTHO

Date

08/05/15

Version

4.2.0

4.1.2 Function Documentation

4.1.2.1 G_MODULE_EXPORT void [changeChartPlayersDisplay](#) (GtkWidget * *widget*, gpointer *data*)

Change the players displayed

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



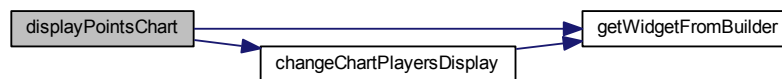
4.1.2.2 G_MODULE_EXPORT void displayPointsChart (GtkWidget * *widget*, gpointer *data*)

Display the chart window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



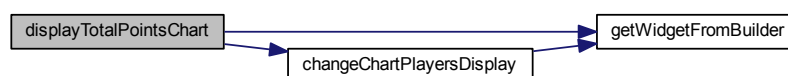
4.1.2.3 G_MODULE_EXPORT void displayTotalPointsChart (GtkWidget * *widget*, gpointer *data*)

Display the chart window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.1.2.4 `bool exportToChart (csuStruct * ptr_csu_struct, char * filename, ChartExportationType type)`

Export to a chart

Parameters

in	<i>ptr_csu_struct</i>	tge csi struct
in	<i>filename</i>	the filename
in	<i>type</i>	the type of exportation

Returns

true is everything is fine, false otherwise

4.1.2.5 bool exportToPdfChart (csuStruct * *ptr_csu_struct*, char * *filename*)

Export to a PDF chart

Parameters

in	<i>ptr_csu_struct</i>	tge csi struct
in	<i>filename</i>	the filename

Returns

true is everything is fine, false otherwise

Here is the call graph for this function:

**4.1.2.6 bool exportToPng (csuStruct * *ptr_csu_struct*, char * *filename*)**

Export to a PNG chart

Parameters

in	<i>ptr_csu_struct</i>	tge csi struct
in	<i>filename</i>	the filename

Returns

true is everything is fine, false otherwise

Here is the call graph for this function:

**4.1.2.7 bool exportToSvg (csuStruct * ptr_csu_struct, char * filename)**

Export to a SVG chart

Parameters

in	<i>ptr_csu_struct</i>	tge csi struct
in	<i>filename</i>	the filename

Returns

true is everything is fine, false otherwise

Here is the call graph for this function:



4.2 chart.h File Reference

Chart.

```
#include "slope/slope.h"  
#include "csuper-gui.h"  
#include "utils.h"
```

Enumerations

- enum [ChartExportationType](#) { [png](#), [svg](#), [pdf](#) }

Functions

- G_MODULE_EXPORT void [displayTotalPointsChart](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [displayPointsChart](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [changeChartPlayersDisplay](#) (GtkWidget *widget, gpointer data)
- bool [exportToChart](#) (csuStruct *ptr_csu_struct, char *filename, [ChartExportationType](#) type)
- bool [exportToSvg](#) (csuStruct *ptr_csu_struct, char *filename)
- bool [exportToPng](#) (csuStruct *ptr_csu_struct, char *filename)
- bool [exportToPdfChart](#) (csuStruct *ptr_csu_struct, char *filename)

4.2.1 Detailed Description

Chart.

Author

Remi BERTHO

Date

08/05/15

Version

4.2.0

4.2.2 Enumeration Type Documentation

4.2.2.1 enum ChartExportationType

Enumerator

png

svg

pdf

4.2.3 Function Documentation

4.2.3.1 G_MODULE_EXPORT void changeChartPlayersDisplay (GtkWidget * *widget*, gpointer *data*)

Change the players displayed

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



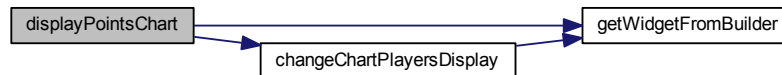
4.2.3.2 G_MODULE_EXPORT void displayPointsChart (GtkWidget * *widget*, gpointer *data*)

Display the chart window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



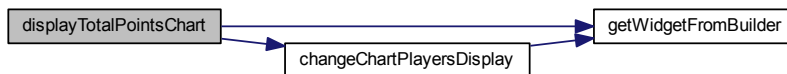
4.2.3.3 G_MODULE_EXPORT void displayTotalPointsChart (GtkWidget * *widget*, gpointer *data*)

Display the chart window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.2.3.4 bool exportToChart (csuStruct * *ptr_csu_struct*, char * *filename*, ChartExportationType *type*)

Export to a chart

Parameters

in	<i>ptr_csu_struct</i>	tge csi struct
in	<i>filename</i>	the filename
in	<i>type</i>	the type of exportation

Returns

true is everything is fine, false otherwise

4.2.3.5 bool exportToPdfChart (csuStruct * *ptr_csu_struct*, char * *filename*)

Export to a PDF chart

Parameters

in	<i>ptr_csu_struct</i>	tge csi struct
in	<i>filename</i>	the filename

Returns

true is everything is fine, false otherwise

Here is the call graph for this function:

**4.2.3.6 bool exportToPng (csuStruct * *ptr_csu_struct*, char * *filename*)**

Export to a PNG chart

Parameters

in	<i>ptr_csu_struct</i>	tge csi struct
in	<i>filename</i>	the filename

Returns

true is everything is fine, false otherwise

Here is the call graph for this function:

**4.2.3.7 bool exportToSvg (csuStruct * *ptr_csu_struct*, char * *filename*)**

Export to a SVG chart

Parameters

in	<i>ptr_csu_struct</i>	tge csi struct
in	<i>filename</i>	the filename

Returns

true is everything is fine, false otherwise

Here is the call graph for this function:



4.3 csuper-gui.h File Reference

Inclusion of csuper-gui.

```
#include <gtk/gtk.h>
#include <stdlib.h>
#include <glib/gi18n.h>
#include <locale.h>
#include "../libcsuper/libcsuper.h"
#include "slope/slope.h"
```

Data Structures

- struct [globalData](#)

Macros

- #define [CSUPER_GUI](#)
- #define [PORTABLE](#)
- #define [NB_LAST_CSU_STRUCT](#) 10

4.3.1 Detailed Description

Inclusion of csuper-gui.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.3.2 Macro Definition Documentation

4.3.2.1 `#define CSUPER_GUI`

Define that we compile csuper-gui.

4.3.2.2 `#define NB_LAST_CSU_STRUCT 10`

Define the number of last csu structure saved

4.3.2.3 `#define PORTABLE`

Define that we compile csuper-gui portable

4.4 `exportation_preferences.c` File Reference

The preferences of csuper.

```
#include "exportation_preferences.h"
```

Functions

- void [updateExportationPreferences](#) ([globalData](#) *data)
- void [readExportationPreferences](#) ([globalData](#) *data, [export_pdf_preferences](#) *pref, [chart_exportation](#) *chart_pref)
- G_MODULE_EXPORT void [checkExportationPreferencesChanged](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [checkExportationPreferencesChangedSwitchButton](#) (GObject *gobject, GParamSpec *pspec, gpointer user_data)
- G_MODULE_EXPORT void [validExportationPreferences](#) (GtkWidget *widget, gpointer data)

4.4.1 Detailed Description

The preferences of csuper.

Author

Remi BERTHO

Date

10/01/15

Version

4.2.0

4.4.2 Function Documentation

4.4.2.1 G_MODULE_EXPORT void [checkExportationPreferencesChanged](#) (GtkWidget * *widget*, gpointer *data*)

Check if the exportation preferences change relative to this save in the file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



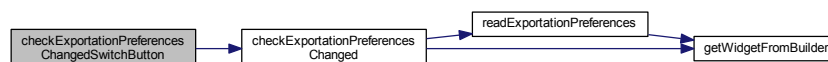
4.4.2.2 G_MODULE_EXPORT void checkExportationPreferencesChangedSwitchButton (GObject * *gobject*, GParamSpec * *pspec*, gpointer *user_data*)

Check if the exportation preferences change relative to this save in the file Used with the GTKSwitchButton

Parameters

in	<i>gobject</i>	the object which received the signal
in	<i>pspec</i>	the GParamSpec of the property which changed
in	<i>user_data</i>	user data set when the signal handler was connected

Here is the call graph for this function:



4.4.2.3 void readExportationPreferences (globalData * *data*, export_pdf_preferences * *pref*, chart_exportation * *chart_pref*)

Here is the call graph for this function:



4.4.2.4 void updateExportationPreferences (globalData * *data*)

Update the exportation preferences window

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



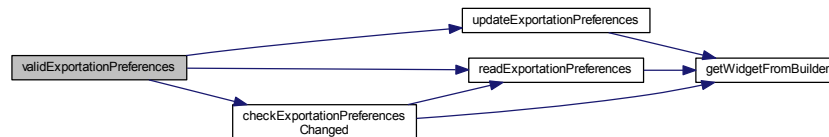
4.4.2.5 G_MODULE_EXPORT void validExportationPreferences (GtkWidget * widget, gpointer data)

Validate the exportation preferences

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



4.5 exportation_preferences.h File Reference

The preferences of csuper.

```
#include "csuper-gui.h"
#include "utils.h"
```

Functions

- void [updateExportationPreferences](#) ([globalData](#) *data)
- void [readExportationPreferences](#) ([globalData](#) *data, export_pdf_preferences *pref, chart_exportation *chart_pref)
- G_MODULE_EXPORT void [checkExportationPreferencesChanged](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [checkExportationPreferencesChangedSwitchButton](#) (GObject *gobject, GParamSpec *pspec, gpointer user_data)
- G_MODULE_EXPORT void [validExportationPreferences](#) (GtkWidget *widget, gpointer data)

4.5.1 Detailed Description

The preferences of csuper.

Author

Remi BERTHO

Date

10/01/15

Version

4.2.0

4.5.2 Function Documentation

4.5.2.1 G_MODULE_EXPORT void checkExportationPreferencesChanged (GtkWidget * *widget*, gpointer *data*)

Check if the exportation preferences change relative to this save in the file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



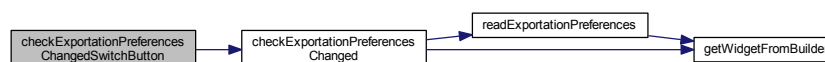
4.5.2.2 G_MODULE_EXPORT void checkExportationPreferencesChangedSwitchButton (GObject * *gobject*, GParamSpec * *pspec*, gpointer *user_data*)

Check if the exportation preferences change relative to this save in the file Used with the GTKSwitchButton

Parameters

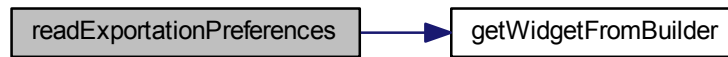
in	<i>gobject</i>	the object which received the signal
in	<i>pspec</i>	the GParamSpec of the property which changed
in	<i>user_data</i>	user data set when the signal handler was connected

Here is the call graph for this function:



4.5.2.3 void readExportationPreferences (globalData * data, export_pdf_preferences * pref, chart_exportation * chart_pref)

Here is the call graph for this function:



4.5.2.4 void updateExportationPreferences (globalData * data)

Update the exportation preferences window

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



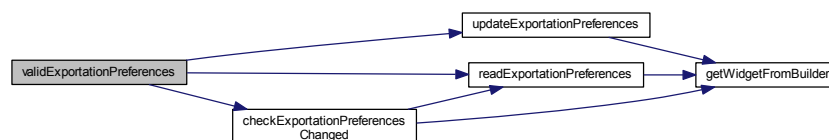
4.5.2.5 G_MODULE_EXPORT void validExportationPreferences (GtkWidget * widget, gpointer data)

Validate the exportation preferences

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



4.6 game_config_preferences.c File Reference

The preferences of csuper.

```
#include "game_config_preferences.h"
```

Functions

- bool [dialogMenuImportExportGameConfig](#) (globalData *data, list_game_config *ptr_list_config, int **id, int *nb_id)
- G_MODULE_EXPORT void [chooseExportedFileDialogSelect](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseExportedFileDialogDeselect](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseExportedFile](#) (GtkWidget *widget, gpointer data)
- void [exportGameConfigurationError](#) (globalData *data)
- G_MODULE_EXPORT void [chooseImportedFile](#) (GtkWidget *widget, gpointer data)
- void [importGameConfigurationError](#) (globalData *data)
- void [displayGameConfiguration](#) (globalData *data)
- void [deleteDisplayGameConfiguration](#) (globalData *data)
- void [updateDisplayGameConfiguration](#) (globalData *data)
- G_MODULE_EXPORT void [deleteGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [editGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [viewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- void [updateDisplayCurrentGameConfiguration](#) (globalData *data, gint index, gboolean clear)
- G_MODULE_EXPORT void [addGameConfiguration](#) (GtkWidget *widget, gpointer data)
- game_config * [newGameConfiguration](#) (globalData *data, GtkWidget *parent_window)
- G_MODULE_EXPORT void [checkGoodNewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [noMaxMinNewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- void [changeNewGameConfigurationDialog](#) (globalData *data, game_config config)

4.6.1 Detailed Description

The preferences of csuper.

Author

Remi BERTHO

Date

10/01/15

Version

4.2.0

4.6.2 Function Documentation

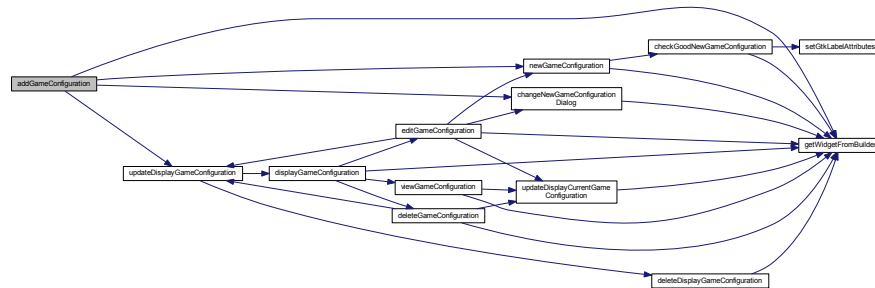
4.6.2.1 G_MODULE_EXPORT addGameConfiguration (GtkWidget * widget, gpointer data)

Add a game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



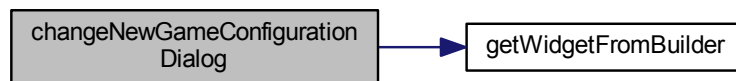
4.6.2.2 void changeNewGameConfigurationDialog (globalData * data, game_config config)

Enter the game configuration into the new game configuration dialog

Parameters

in	<i>data</i>	the globalData
in	<i>config</i>	a game config

Here is the call graph for this function:



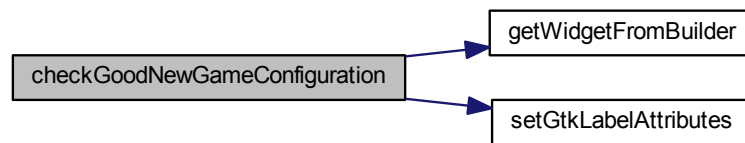
4.6.2.3 G_MODULE_EXPORT checkGoodNewGameConfiguration (GtkWidget * widget, gpointer data)

Check if the game configuration is complete

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



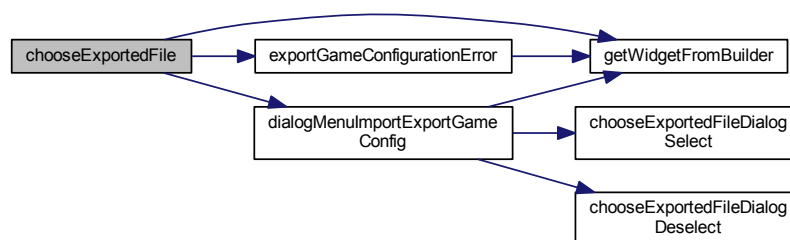
4.6.2.4 G_MODULE_EXPORT void chooseExportedFile (GtkWidget * *widget*, gpointer *data*)

Exporte the games configurations

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.6.2.5 G_MODULE_EXPORT void chooseExportedFileDialogDeselect (GtkWidget * *widget*, gpointer *data*)

Deselect all configuration

Parameters

in	<i>widget</i>	the button which send the signal
in	<i>data</i>	the grid

4.6.2.6 G_MODULE_EXPORT void chooseExportedFileDialogSelect (GtkWidget * *widget*, gpointer *data*)

Select all configuration

Parameters

in	<i>widget</i>	the button which send the signal
in	<i>data</i>	the grid

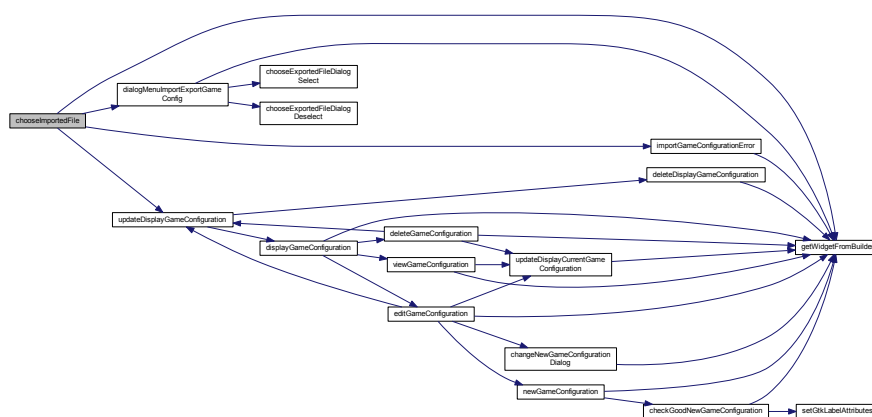
4.6.2.7 G_MODULE_EXPORT void chooseImportedFile (GtkWidget * *widget*, gpointer *data*)

Exporte the games configurations

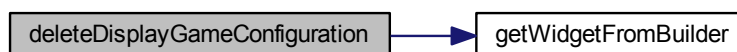
Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:

4.6.2.8 void deleteDisplayGameConfiguration (globalData * *data*)

Here is the call graph for this function:

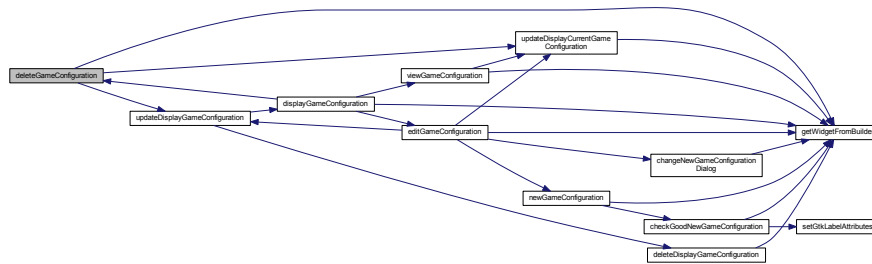
4.6.2.9 G_MODULE_EXPORT void deleteGameConfiguration (GtkWidget * *widget*, gpointer *data*)

Delete a game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



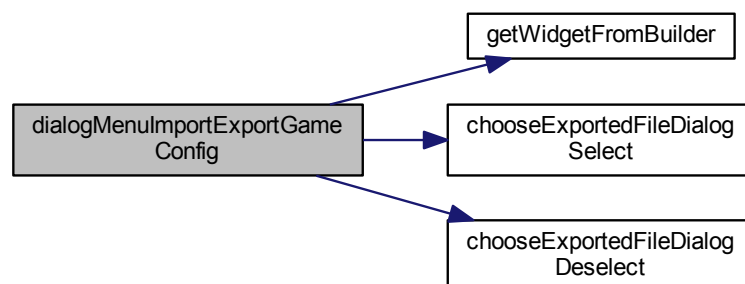
4.6.2.10 `bool dialogMenuImportExportGameConfig (globalData * data, list_game_config * ptr_list_config, int ** id, int * nb_id)`

Open a dialog box which can be use to choose which game configuration import or export

Parameters

in	<i>id</i>	the id of the game configuration which will be imported
in	<i>nb_id</i>	the number of game configuration which will be imported
in	<i>data</i>	the globalData
in	<i>ptr_list_config</i>	the list of game configuration

Here is the call graph for this function:



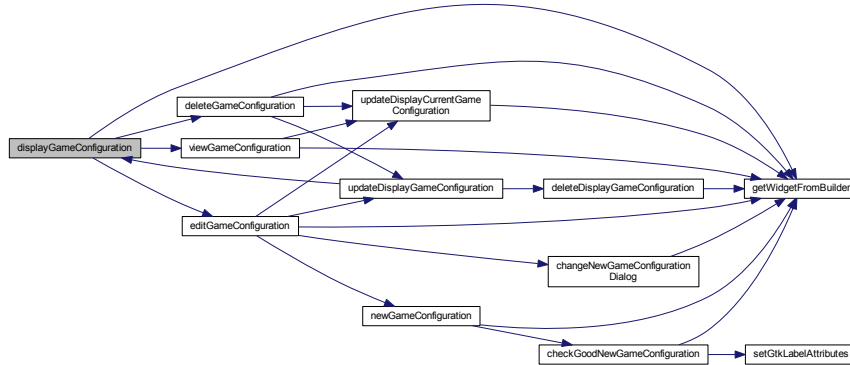
4.6.2.11 `void displayGameConfiguration (globalData * data)`

Display a all the game configuration on the window

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



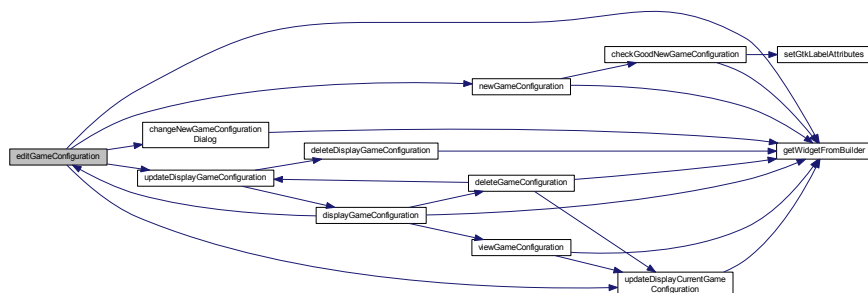
4.6.2.12 G_MODULE_EXPORT void editGameConfiguration (GtkWidget * widget, gpointer data)

Edit a game configuration

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



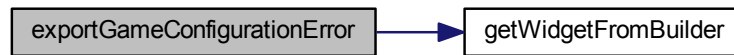
4.6.2.13 void exportGameConfigurationError (globalData * data)

Display a dialog box which said that there is a problem when export the games configurations.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.6.2.14 void importGameConfigurationError (globalData * data)

Display a dialog box which said that there is a problem when export the games configurations.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



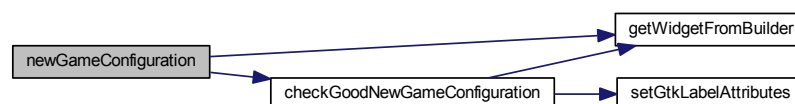
4.6.2.15 game_config * newGameConfiguration (globalData * data, GtkWidget * parent_window)

Display the window of creating a game configuration and return the game configuration created

Parameters

in	data	the globalData
in	parent_window	the parent window

Here is the call graph for this function:



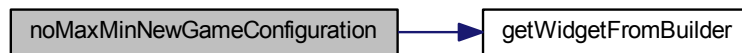
4.6.2.16 G_MODULE_EXPORT noMaxMinNewGameConfiguration (GtkWidget * widget, gpointer data)

Change text editable propriety of the max/min value

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



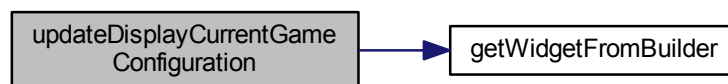
4.6.2.17 void updateDisplayCurrentGameConfiguration ([globalData](#) * *data*, gint *index*, gboolean *clear*)

Update the current game configuration label

Parameters

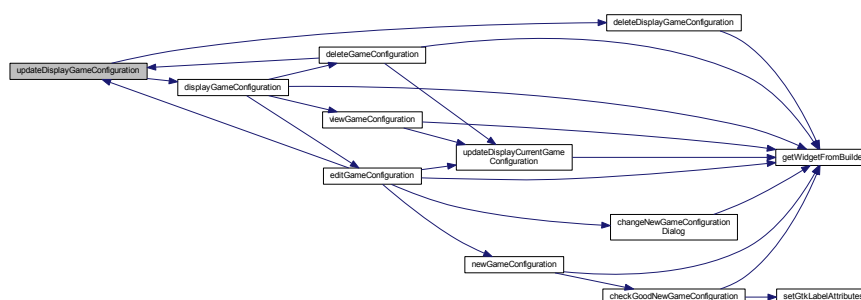
in	<i>data</i>	the globalData
in	<i>index</i>	the index of the game configuration, -1 if you want to clear the label
in	<i>clear</i>	if true the label is reset if the index is the same than the last call to the function otherwise the label is update

Here is the call graph for this function:



4.6.2.18 void updateDisplayGameConfiguration ([globalData](#) * *data*)

Here is the call graph for this function:



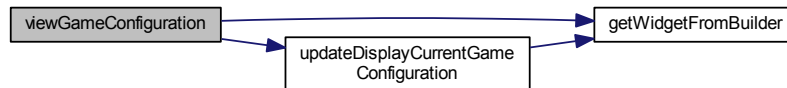
4.6.2.19 G_MODULE_EXPORT viewGameConfiguration (GtkWidget * widget, gpointer data)

Display the game configuration

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



4.7 game_config_preferences.h File Reference

The preferences of csuper.

```
#include "csuper-gui.h"
#include "utils.h"
```

Functions

- G_MODULE_EXPORT void [chooseExportedFileDialogSelect](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseExportedFileDialogDeselect](#) (GtkWidget *widget, gpointer data)
- bool [dialogMenuImportExportGameConfig](#) (globalData *data, list_game_config *ptr_list_config, int **id, int *nb_id)
- G_MODULE_EXPORT void [chooseExportedFile](#) (GtkWidget *widget, gpointer data)
- void [exportGameConfigurationError](#) (globalData *data)
- G_MODULE_EXPORT void [chooseImportedFile](#) (GtkWidget *widget, gpointer data)
- void [importGameConfigurationError](#) (globalData *data)
- void [displayGameConfiguration](#) (globalData *data)
- void [deleteDisplayGameConfiguration](#) (globalData *data)
- void [updateDisplayGameConfiguration](#) (globalData *data)
- G_MODULE_EXPORT void [deleteGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [editGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [viewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- void [updateDisplayCurrentGameConfiguration](#) (globalData *data, gint index, gboolean clear)
- G_MODULE_EXPORT void [addGameConfiguration](#) (GtkWidget *widget, gpointer data)
- game_config * [newGameConfiguration](#) (globalData *data, GtkWidget *parent_window)
- G_MODULE_EXPORT void [checkGoodNewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [noMaxMinNewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- void [changeNewGameConfigurationDialog](#) (globalData *data, game_config config)

4.7.1 Detailed Description

The preferences of csuper.

Author

Remi BERTHO

Date

10/01/15

Version

4.2.0

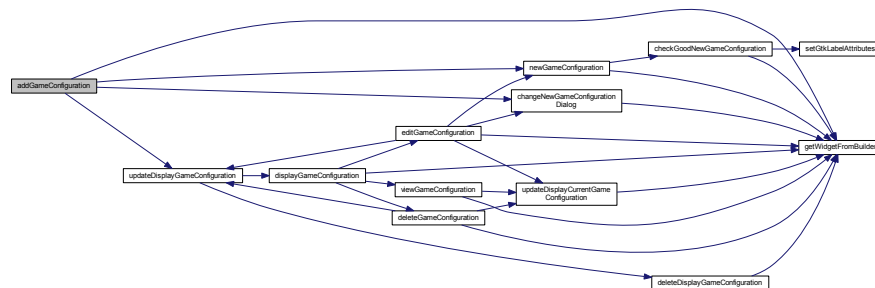
4.7.2 Function Documentation**4.7.2.1 G_MODULE_EXPORT void addGameConfiguration (GtkWidget * *widget*, gpointer *data*)**

Add a game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:

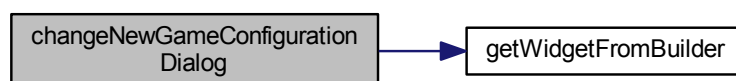
**4.7.2.2 void changeNewGameConfigurationDialog (globalData * *data*, game_config *config*)**

Enter the game configuration into the new game configuration dialog

Parameters

in	<i>data</i>	the globalData
in	<i>config</i>	a game config

Here is the call graph for this function:



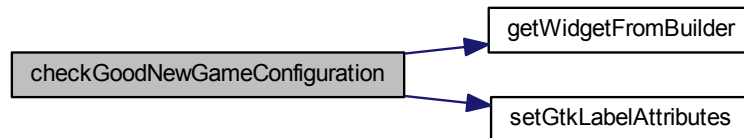
4.7.2.3 G_MODULE_EXPORT void checkGoodNewGameConfiguration (GtkWidget * *widget*, gpointer *data*)

Check if the game configuration is complete

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



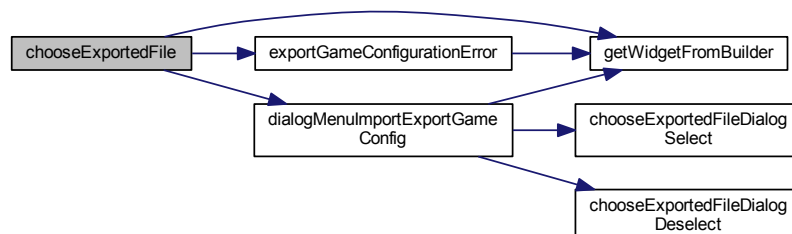
4.7.2.4 G_MODULE_EXPORT void chooseExportedFile (GtkWidget * *widget*, gpointer *data*)

Exporte the games configurations

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.7.2.5 G_MODULE_EXPORT void chooseExportedFileDialogDeselect (GtkWidget * *widget*, gpointer *data*)

Deselect all configuration

Parameters

in	<i>widget</i>	the button which send the signal
in	<i>data</i>	the grid

4.7.2.6 G_MODULE_EXPORT void chooseExportedFileDialogSelect (GtkWidget * *widget*, gpointer *data*)

Select all configuration

Parameters

in	<i>widget</i>	the button which send the signal
in	<i>data</i>	the grid

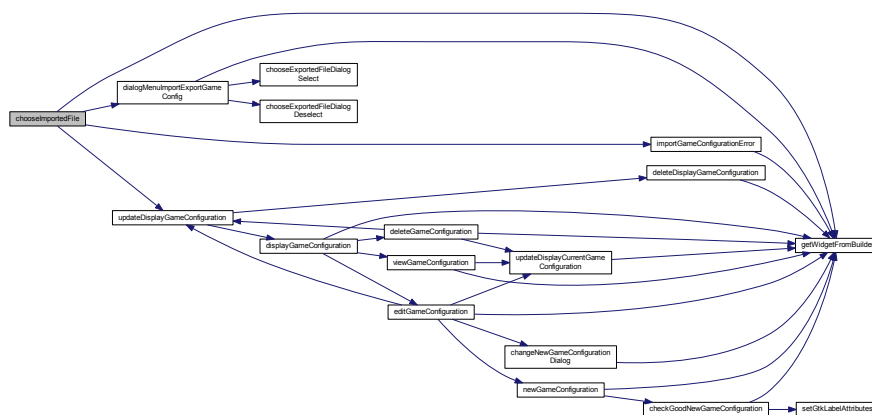
4.7.2.7 G_MODULE_EXPORT void chooseImportedFile (GtkWidget * *widget*, gpointer *data*)

Exporte the games configurations

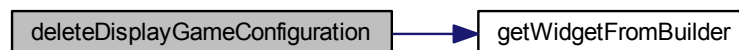
Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:

4.7.2.8 void deleteDisplayGameConfiguration (globalData * *data*)

Here is the call graph for this function:

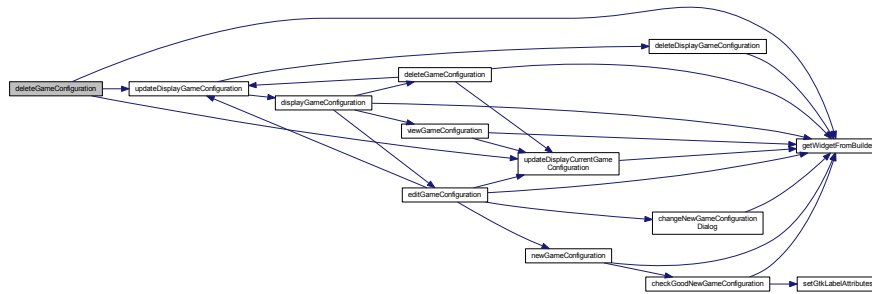
4.7.2.9 G_MODULE_EXPORT void deleteGameConfiguration (GtkWidget * *widget*, gpointer *data*)

Delete a game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



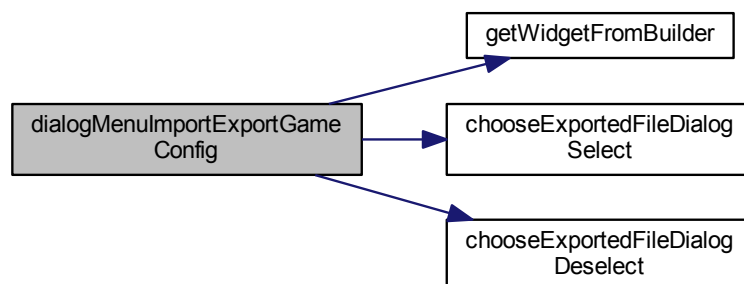
4.7.2.10 `bool dialogMenuImportExportGameConfig (globalData * data, list_game_config * ptr_list_config, int ** id, int * nb_id)`

Open a dialog box which can be use to choose which game configuration import or export

Parameters

in	<i>id</i>	the id of the game configuration which will be imported
in	<i>nb_id</i>	the number of game configuration which will be imported
in	<i>data</i>	the globalData
in	<i>ptr_list_config</i>	the list of game configuration

Here is the call graph for this function:



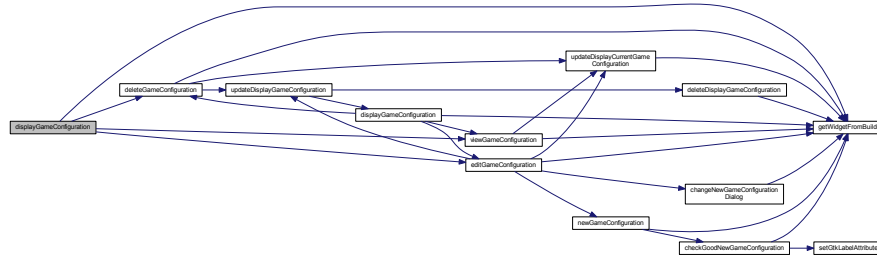
4.7.2.11 `void displayGameConfiguration (globalData * data)`

Display a all the game configuration on the window

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



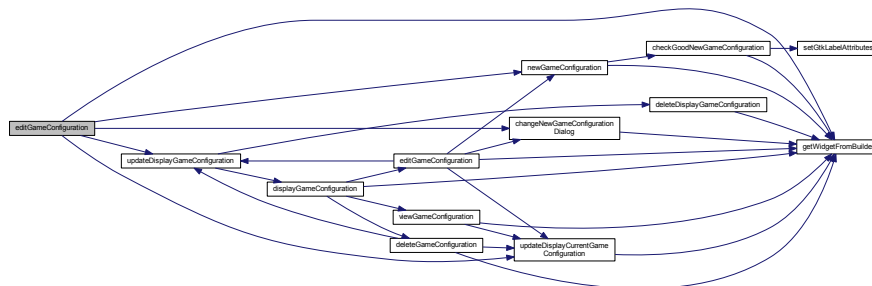
4.7.2.12 G_MODULE_EXPORT void editGameConfiguration (GtkWidget * widget, gpointer data)

Edit a game configuration

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



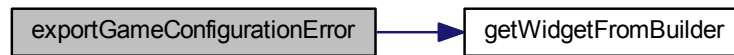
4.7.2.13 void exportGameConfigurationError (globalData * data)

Display a dialog box which said that there is a problem when export the games configurations.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.7.2.14 void importGameConfigurationError (globalData * data)

Display a dialog box which said that there is a problem when export the games configurations.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



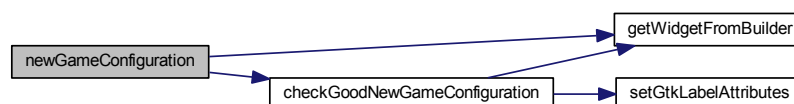
4.7.2.15 game_config* newGameConfiguration (globalData * data, GtkWidget * parent_window)

Display the window of creating a game configuration and return the game configuration created

Parameters

in	data	the globalData
in	parent_window	the parent window

Here is the call graph for this function:



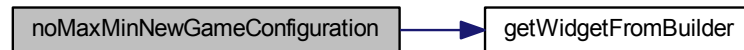
4.7.2.16 G_MODULE_EXPORT void noMaxMinNewGameConfiguration (GtkWidget * widget, gpointer data)

Change text editable propriety of the max/min value

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



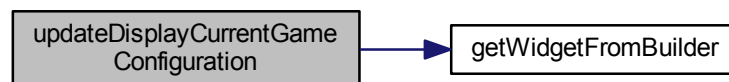
4.7.2.17 void updateDisplayCurrentGameConfiguration (globalData * data, gint index, gboolean clear)

Update the current game configuration label

Parameters

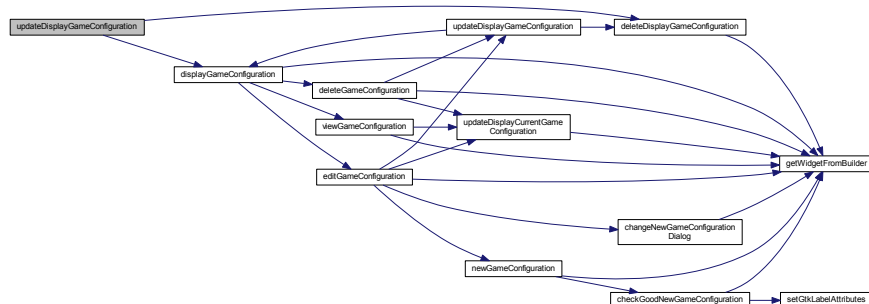
in	<i>data</i>	the globalData
in	<i>index</i>	the index of the game configuration, -1 if you want to clear the label
in	<i>clear</i>	if true the label is reset if the index is the same than the last call to the function otherwise the label is update

Here is the call graph for this function:



4.7.2.18 void updateDisplayGameConfiguration (globalData * data)

Here is the call graph for this function:



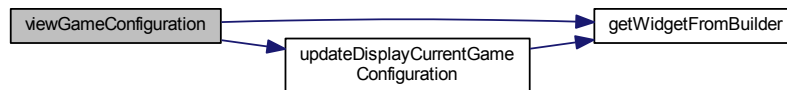
4.7.2.19 G_MODULE_EXPORT void viewGameConfiguration (GtkWidget * *widget*, gpointer *data*)

Display the game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.8 main.c File Reference

Main.

```
#include "main.h"
```

Functions

- int [main](#) (int argc, char *argv[])
- bool [openFileWithMainArgument](#) ([globalData](#) *data, int argc, char *argv[])

4.8.1 Detailed Description

Main.

Author

Remi BERTHO

Date

19/07/14

Version

4.0.2

4.8.2 Function Documentation

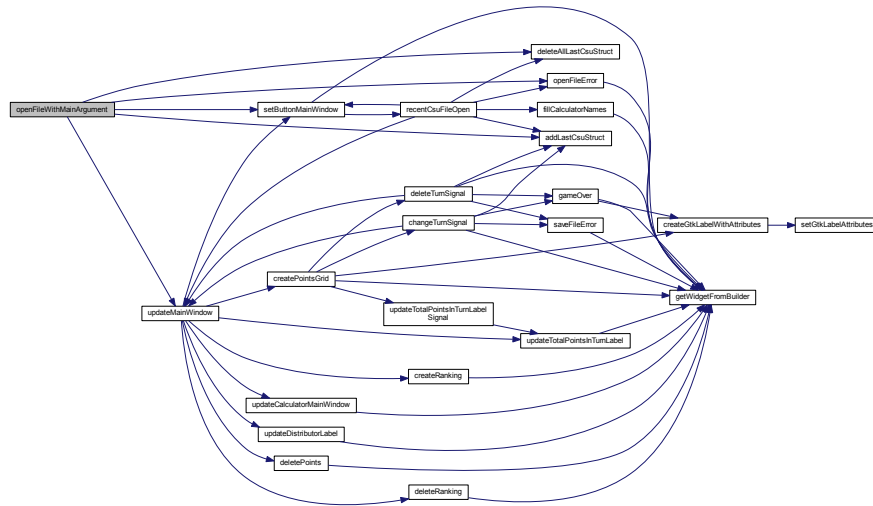
4.8.2.1 int main (int argc, char * argv[])

Begin csuper-gui.

Returns

true if everything is OK, FALSE if there is an error while loading the file

Here is the call graph for this function:



4.9 main.h File Reference

Main.

```
#include "csuper-gui.h"
#include "main_window.h"
```

Functions

- int [main](#) (int argc, char *argv[])
- bool [openFileWithMainArgument](#) (globalData *data, int argc, char *argv[])

4.9.1 Detailed Description

Main.

Author

Remi BERTHO

Date

19/07/14

Version

4.0.2

4.9.2 Function Documentation

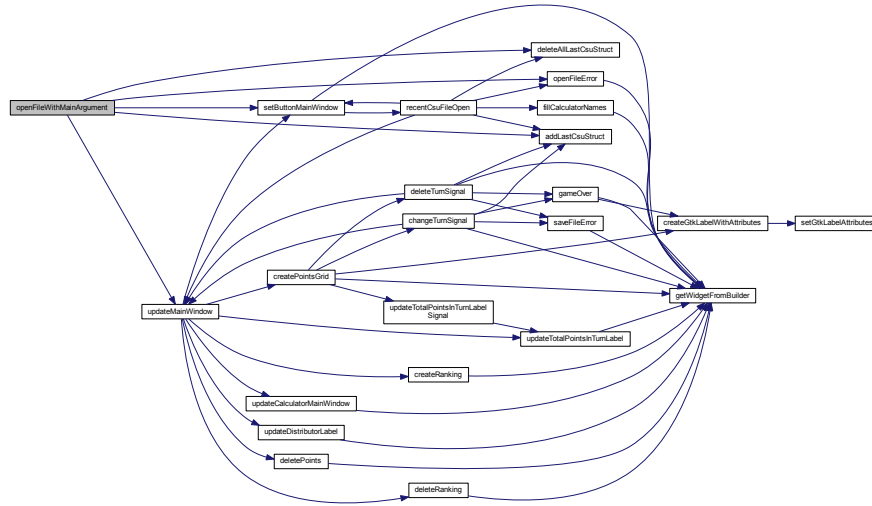
4.9.2.1 `int main (int argc, char * argv[])`

Begin csuper-gui.

Returns

true if everything is OK, FALSE if there is an error while loading the file

Here is the call graph for this function:



4.10 main_menu.c File Reference

Main menu.

```
#include "main_menu.h"
#include "chart.h"
```

Functions

- G_MODULE_EXPORT void [displayAbout](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseCsuFileOpen](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [recentCsuFileOpen](#) (GtkRecentChooser *chooser, gpointer data)
- void [openFileError](#) (globalData *data)
- G_MODULE_EXPORT void [chooseCsuFileSave](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseExportFile](#) (GtkWidget *widget, gpointer data)
- void [saveFileError](#) (globalData *data)
- void [exportFileError](#) (globalData *data)
- G_MODULE_EXPORT void [copyToClipboard](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [pasteFromClipboard](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [deleteSelectedText](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [cutToClipboard](#) (GtkWidget *widget, gpointer data)
- void [updateCsuInfo](#) (globalData *data)
- G_MODULE_EXPORT void [showPropertiesDialogBox](#) (GtkWidget *widget, gpointer data)
- void [addLastCsuStruct](#) (globalData *data)
- void [deleteAllLastCsuStruct](#) (globalData *data)
- G_MODULE_EXPORT void [undoCsuStruct](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [redoCsuStruct](#) (GtkWidget *widget, gpointer data)
- void [updateToolBarButton](#) (globalData *data)
- G_MODULE_EXPORT void [deleteFileButton](#) (GtkWidget *widget, gpointer data)

- void [deleteFileError](#) ([globalData](#) *data)
- G_MODULE_EXPORT void [displayPodium](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [changeDisplayDifferencePoints](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [changeDisplayPointsGrid](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [changeDisplayMainWindowSide](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [displayStatistics](#) (GtkWidget *widget, gpointer data)

4.10.1 Detailed Description

Main menu.

Author

Remi BERTHO

Date

31/08/14

Version

4.2.0

4.10.2 Function Documentation

4.10.2.1 void addLastCsuStruct ([globalData](#) * *data*)

Add the current csu structure into the last csu structure

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.10.2.2 G_MODULE_EXPORT void [changeDisplayDifferencePoints](#) (GtkWidget * *widget*, gpointer *data*)

Update the preference of the differences of the points in the ranking

Parameters

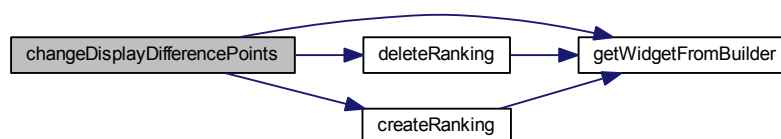
in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Update the preference of the the main points grid

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.3 G_MODULE_EXPORT void changeDisplayMainWindowSide (GtkWidget * *widget*, gpointer *data*)

Update the preference of what will be display in the left side of the main window

Parameters

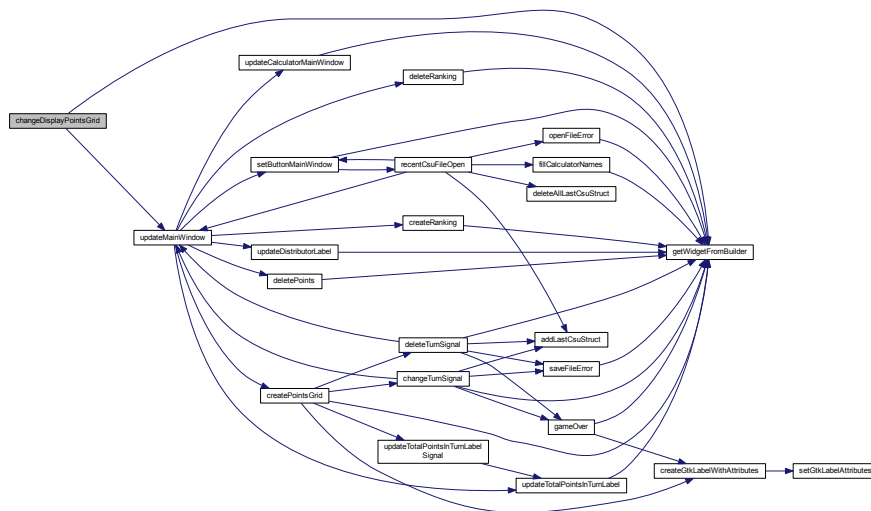
in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.4 G_MODULE_EXPORT void changeDisplayPointsGrid (GtkWidget * *widget*, gpointer *data*)

Here is the call graph for this function:



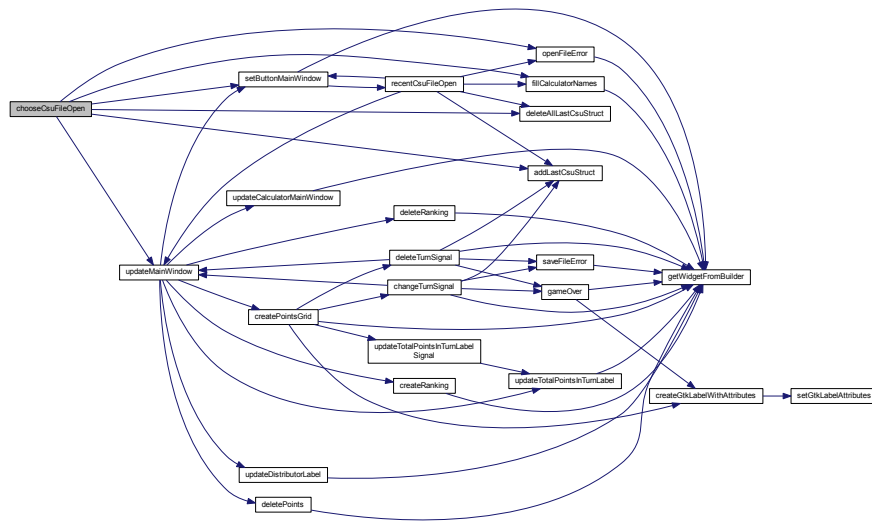
4.10.2.5 G_MODULE_EXPORT void chooseCsuFileOpen (GtkWidget * *widget*, gpointer *data*)

Choose and open a csu file.

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



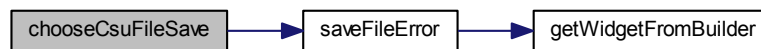
4.10.2.6 G_MODULE_EXPORT void chooseCsuFileSave (GtkWidget * *widget*, gpointer *data*)

Choose and save a csu file.

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



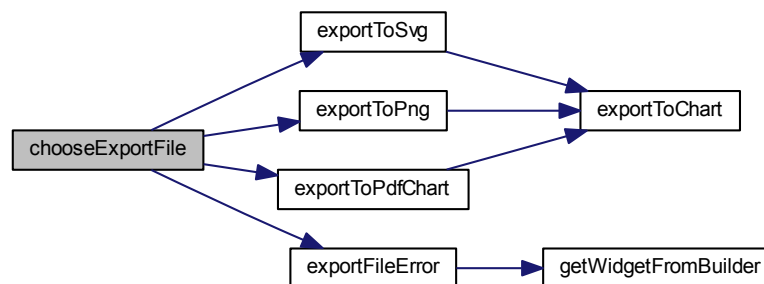
4.10.2.7 G_MODULE_EXPORT void chooseExportFile (GtkWidget * *widget*, gpointer *data*)

Choose and export the current file file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.8 G_MODULE_EXPORT void copyToClipboard (GtkWidget * *widget*, gpointer *data*)

Copy the selected text to clipboard

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.10.2.9 G_MODULE_EXPORT void cutToClipboard (GtkWidget * *widget*, gpointer *data*)

Cut the selected text to clipboard

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.10.2.10 void deleteAllLastCsuStruct (globalData * *data*)

Delete all the last csu structure

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

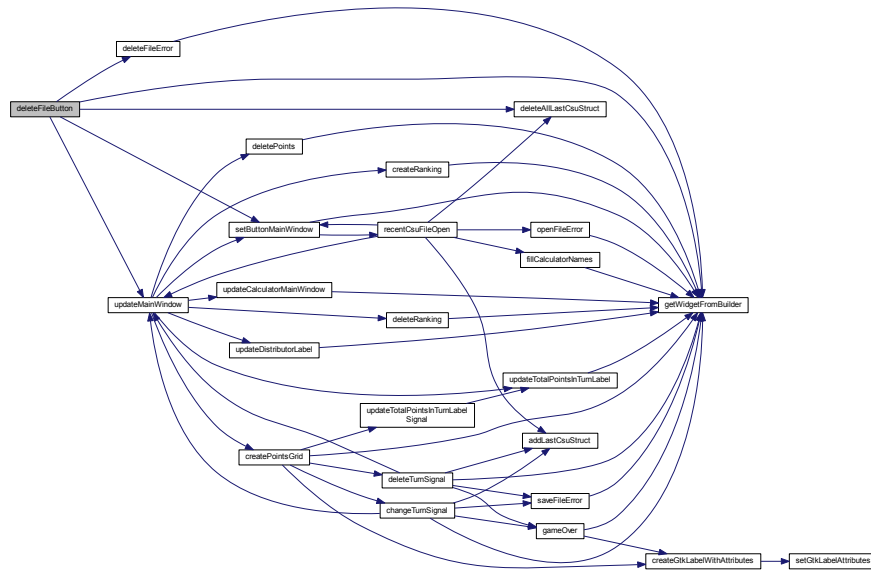
4.10.2.11 G_MODULE_EXPORT void deleteFileButton (GtkWidget * *widget*, gpointer *data*)

Delete the current file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.12 void deleteFileError (globalData * data)

Display a dialog box which said that there is a problem when deleting the file.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.10.2.13 G_MODULE_EXPORT void deleteSelectedText (GtkWidget * widget, gpointer data)

Delete the selected text

Parameters

in	widget	the widget which send the signal
in	data	the globalData

4.10.2.14 G_MODULE_EXPORT void displayAbout (GtkWidget * widget, gpointer data)

Display the about window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.15 G_MODULE_EXPORT void displayPodium (GtkWidget * *widget*, gpointer *data*)

Display the podium

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.16 G_MODULE_EXPORT void displayStatistics (GtkWidget * *widget*, gpointer *data*)

Display the statistics window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.17 void exportFileError (globalData * data)

Display a dialog box which said that there is a problem when exporting the file.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.10.2.18 void openFileError (globalData * data)

Display a dialog box which said that there is a problem when loading the file.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.10.2.19 G_MODULE_EXPORT void pastFromClipboard (GtkWidget * widget, gpointer data)

Past a text from the clipboard

Parameters

in	widget	the widget which send the signal
in	data	the globalData

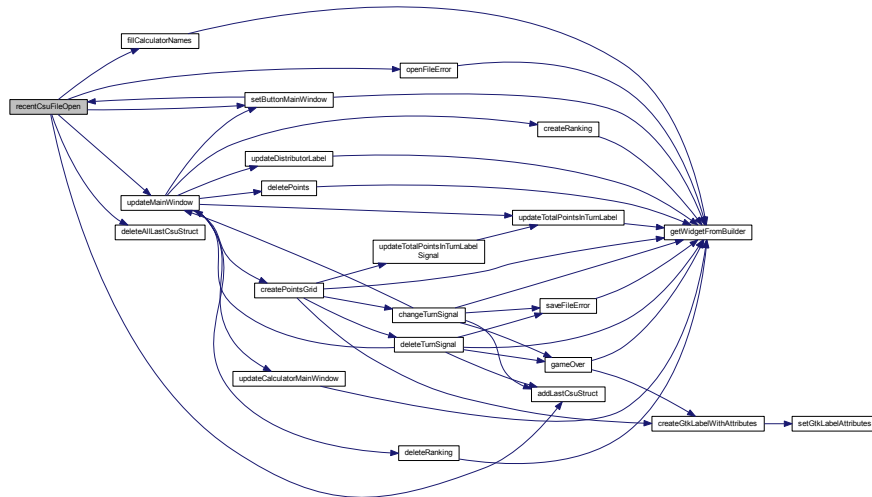
4.10.2.20 G_MODULE_EXPORT void recentCsuFileOpen (GtkRecentChooser * chooser, gpointer data)

Open a recent csu file.

Parameters

in	<i>chooser</i>	the GtkRecentChooser which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



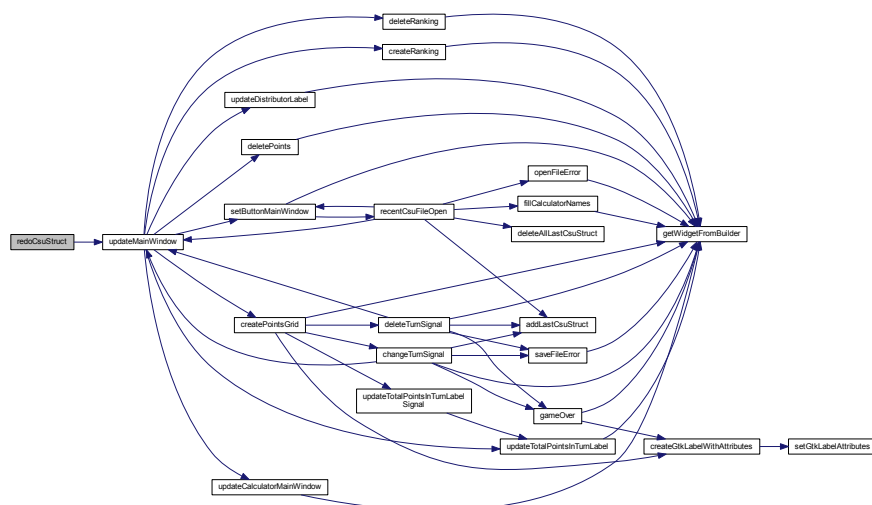
4.10.2.21 G_MODULE_EXPORT void redoCsuStruc (GtkWidget * *widget*, gpointer *data*)

Get the last new csu structure

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.22 void saveFileError (**globalData** * *data*)

Display a dialog box which said that there is a problem when saving the file.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



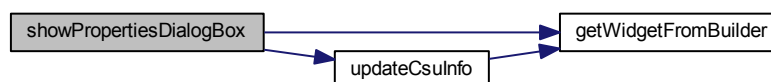
4.10.2.23 G_MODULE_EXPORT void showPropertiesDialogBox (GtkWidget * widget, gpointer data)

Show the properties window

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



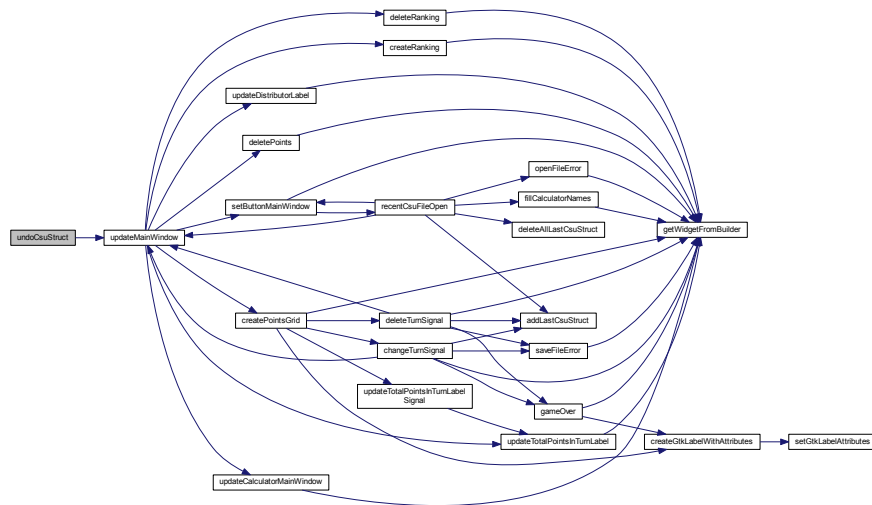
4.10.2.24 G_MODULE_EXPORT void undoCsuStruct (GtkWidget * widget, gpointer data)

Get the last csu structure

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



4.10.2.25 void updateCsInfo (globalData * data)

Update the csu informations in the right panel.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.10.2.26 void updateToolBarButton (globalData * data)

Show or hide button of the toolbar

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.11 main_menu.h File Reference

Main menu.

```
#include "csuper-gui.h"
#include "main_window.h"
```

Functions

- G_MODULE_EXPORT void [displayAbout](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseCsuFileOpen](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [recentCsuFileOpen](#) (GtkRecentChooser *chooser, gpointer data)
- void [openFileError](#) (globalData *data)
- G_MODULE_EXPORT void [chooseCsuFileSave](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseExportFile](#) (GtkWidget *widget, gpointer data)
- void [saveFileError](#) (globalData *data)
- void [exportFileError](#) (globalData *data)
- G_MODULE_EXPORT void [copyToClipboard](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [pasteFromClipboard](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [deleteSelectedText](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [cutToClipboard](#) (GtkWidget *widget, gpointer data)
- void [updateCsuInfo](#) (globalData *data)
- G_MODULE_EXPORT void [showPropertiesDialogBox](#) (GtkWidget *widget, gpointer data)
- void [addLastCsuStruct](#) (globalData *data)
- void [deleteAllLastCsuStruct](#) (globalData *data)
- G_MODULE_EXPORT void [undoCsuStruct](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [redoCsuStruct](#) (GtkWidget *widget, gpointer data)
- void [updateToolBarButton](#) (globalData *data)
- G_MODULE_EXPORT void [deleteFileButton](#) (GtkWidget *widget, gpointer data)
- void [deleteFileError](#) (globalData *data)
- G_MODULE_EXPORT void [displayPodium](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [changeDisplayDifferencePoints](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [changeDisplayPointsGrid](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [updateCalculatorMainWindow](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [changeDisplayMainWindowSide](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [displayStatistics](#) (GtkWidget *widget, gpointer data)

4.11.1 Detailed Description

Main menu.

Author

Remi BERTHO

Date

31/08/14

Version

4.2.0

4.11.2 Function Documentation

4.11.2.1 void addLastCsuStruct (globalData * data)

Add the current csu structure into the last csu structure

Parameters

in	data	the globalData
----	------	--------------------------------

4.11.2.2 G_MODULE_EXPORT void changeDisplayDifferencePoints (GtkWidget * widget, gpointer data)

Update the preference of the differences of the points in the ranking

Parameters

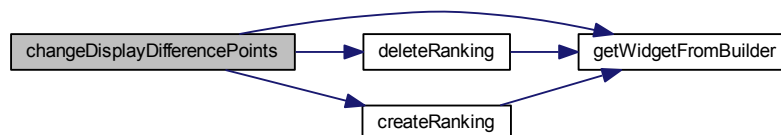
in	widget	the widget which send the signal
in	data	the globalData

Update the preference of the the main points grid

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



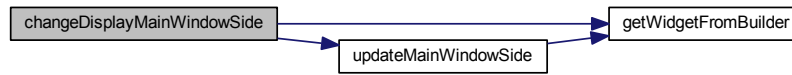
4.11.2.3 G_MODULE_EXPORT void changeDisplayMainWindowSide (GtkWidget * widget, gpointer data)

Update the preference of what will be display in the left side of the main window

Parameters

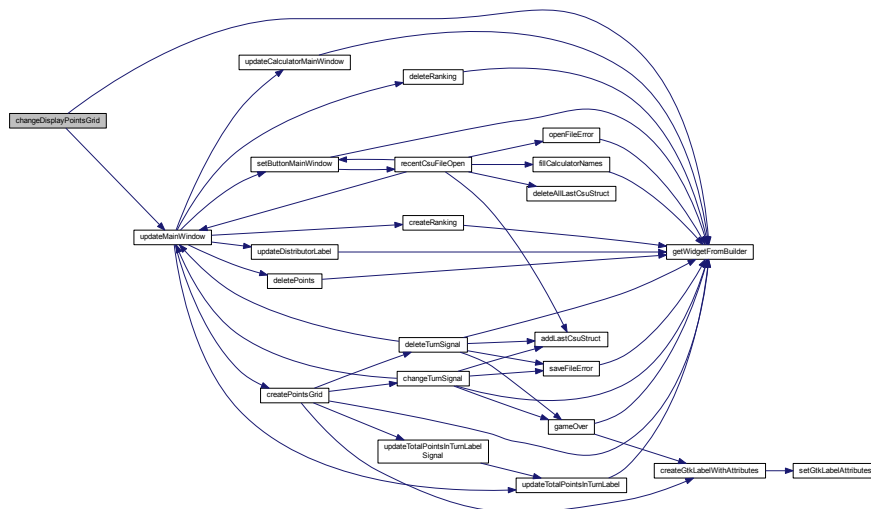
in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.11.2.4 G_MODULE_EXPORT void changeDisplayPointsGrid (GtkWidget * *widget*, gpointer *data*)

Here is the call graph for this function:



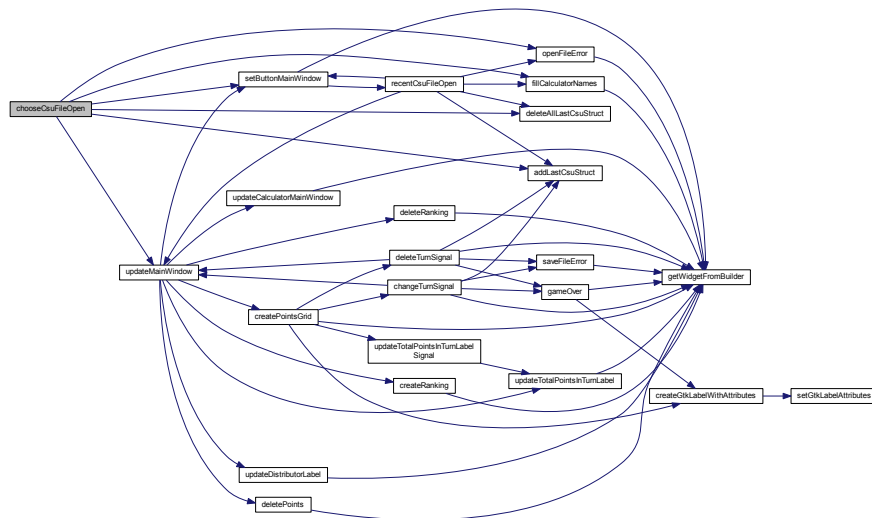
4.11.2.5 G_MODULE_EXPORT void chooseCsuFileOpen (GtkWidget * *widget*, gpointer *data*)

Choose and open a csu file.

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



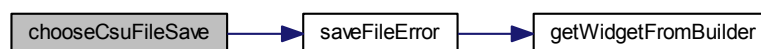
4.11.2.6 G_MODULE_EXPORT void chooseCsuFileSave (GtkWidget * *widget*, gpointer *data*)

Choose and save a csu file.

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



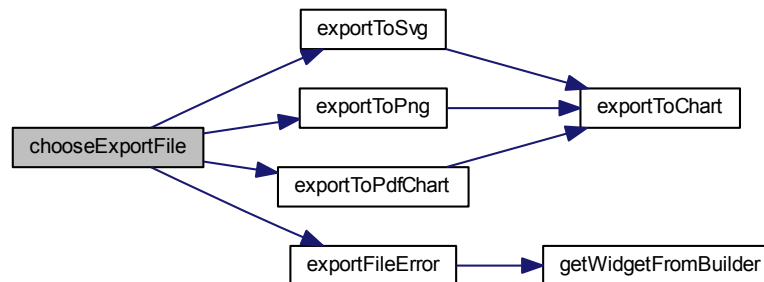
4.11.2.7 G_MODULE_EXPORT void chooseExportFile (GtkWidget * *widget*, gpointer *data*)

Choose and export the current file file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.11.2.8 G_MODULE_EXPORT void copyToClipboard (GtkWidget * *widget*, gpointer *data*)

4.11.2.9 G_MODULE_EXPORT void cutToClipboard (GtkWidget * *widget*, gpointer *data*)

Cut the selected text to clipboard

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.11.2.10 void deleteAllLastCsuStruct (globalData * *data*)

Delete all the last csu structure

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

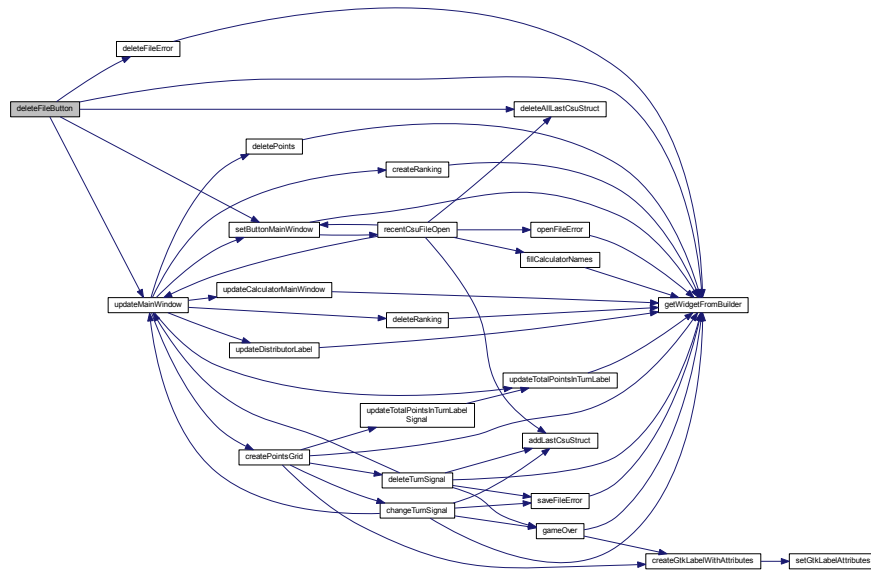
4.11.2.11 G_MODULE_EXPORT void deleteFileButton (GtkWidget * *widget*, gpointer *data*)

Delete the current file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.11.2.12 void deleteFileError (globalData * data)

Display a dialog box which said that there is a problem when deleting the file.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.11.2.13 G_MODULE_EXPORT void deleteSelectedText (GtkWidget * widget, gpointer data)

Delete the selected text

Parameters

in	widget	the widget which send the signal
in	data	the globalData

4.11.2.14 G_MODULE_EXPORT void displayAbout (GtkWidget * widget, gpointer data)

Display the about window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:

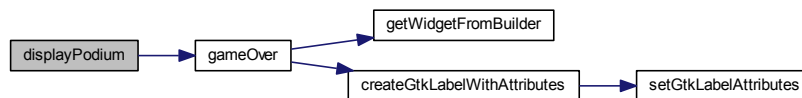
4.11.2.15 G_MODULE_EXPORT void displayPodium (GtkWidget * *widget*, gpointer *data*)

Display the podium

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:

4.11.2.16 G_MODULE_EXPORT void displayStatistics (GtkWidget * *widget*, gpointer *data*)

Display the statistics window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



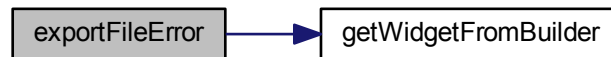
4.11.2.17 void exportFileError (globalData * data)

Display a dialog box which said that there is a problem when exporting the file.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.11.2.18 void openFileError (globalData * data)

Display a dialog box which said that there is a problem when loading the file.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.11.2.19 G_MODULE_EXPORT void pastFromClipboard (GtkWidget * widget, gpointer data)

Past a text from the clipboard

Parameters

in	widget	the widget which send the signal
in	data	the globalData

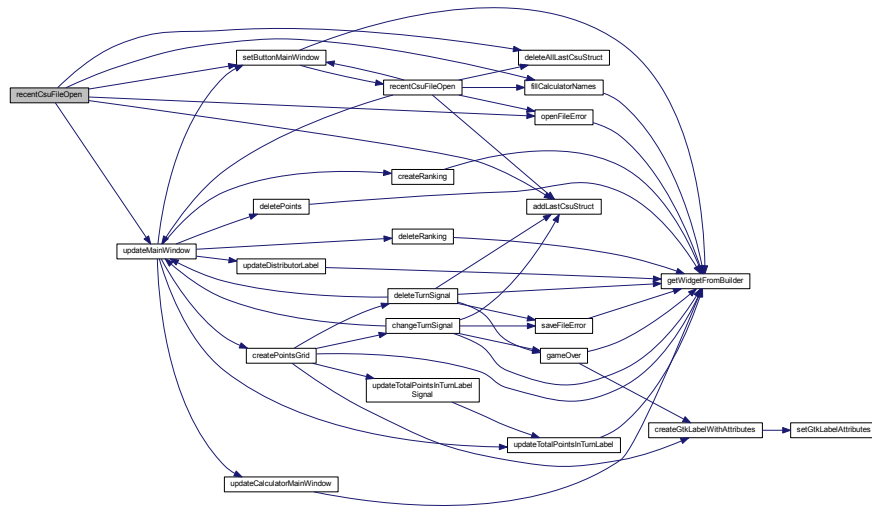
4.11.2.20 G_MODULE_EXPORT void recentCsuFileOpen (GtkRecentChooser * chooser, gpointer data)

Open a recent csu file.

Parameters

in	<i>chooser</i>	the GtkRecentChooser which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



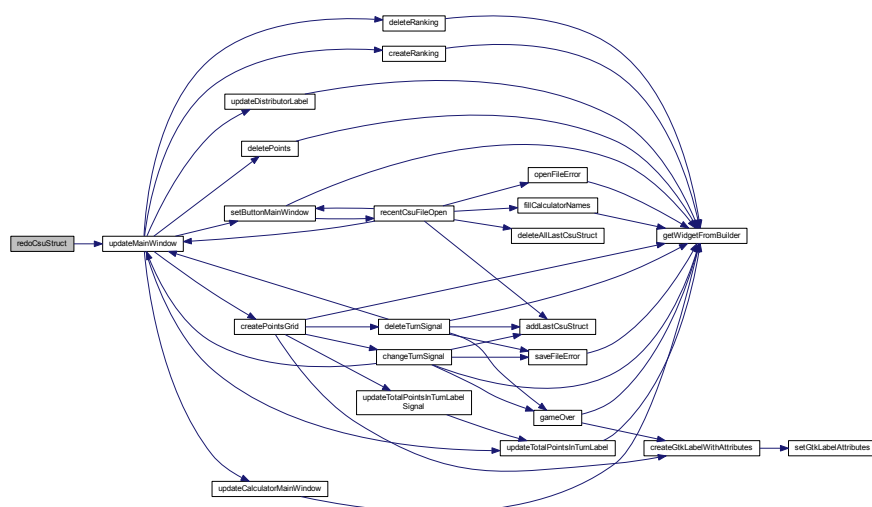
4.11.2.21 G_MODULE_EXPORT void redoCsuStruct (GtkWidget * widget, gpointer data)

Get the last new csu structure

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.11.2.22 void saveFileError (**globalData** * *data*)

Display a dialog box which said that there is a problem when saving the file.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



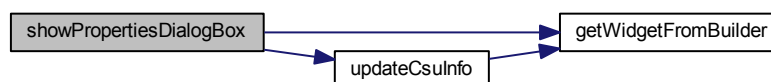
4.11.2.23 G_MODULE_EXPORT void showPropertiesDialogBox (GtkWidget * widget, gpointer data)

Show the properties window

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



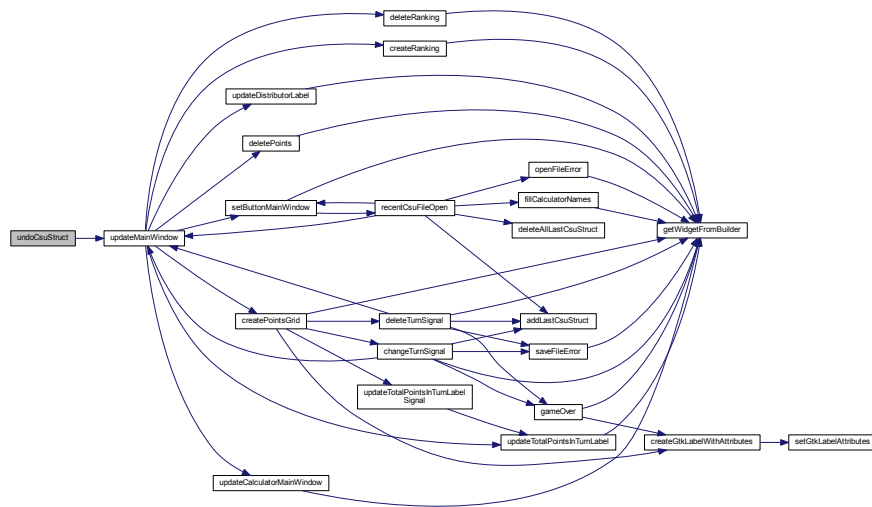
4.11.2.24 G_MODULE_EXPORT void undoCsuStruct (GtkWidget * widget, gpointer data)

Get the last csu structure

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



4.11.2.25 G_MODULE_EXPORT void updateCalculatorMainWindow (GtkWidget * widget, gpointer data)

Update the result of the calculator of the main window

Parameters

in	widget	the widget which send the signal
in	data	the globalData

4.11.2.26 void updateCsuInfo (globalData * data)

Update the csu informations in the right panel.

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.11.2.27 void updateToolbarButton (globalData * data)

Show or hide button of the toolbar

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

Here is the call graph for this function:



4.12 main_window.c File Reference

Main window.

```
#include "main_window.h"
```

Functions

- void [noCsuFileRanking](#) ([globalData](#) *data)
- void [deleteRanking](#) ([globalData](#) *data)
- void [createRanking](#) ([globalData](#) *data)
- void [updateMainWindow](#) ([globalData](#) *data, bool editable)
- void [updateDistributorLabel](#) ([globalData](#) *data)
- G_MODULE_EXPORT void [updateTotalPointsInTurnLabelSignal](#) (GtkWidget *widget, gpointer data)
- void [updateTotalPointsInTurnLabel](#) ([globalData](#) *data, bool updatable_points)
- void [noCsuFilePoints](#) ([globalData](#) *data)
- void [deletePoints](#) ([globalData](#) *data)
- void [createPointsGrid](#) ([globalData](#) *data, bool spin_button)
- G_MODULE_EXPORT void [deleteTurnSignal](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [changeTurnSignal](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [endOfTurn](#) (GtkWidget *widget, gpointer data)
- void [gameOver](#) ([globalData](#) *data)
- void [setButtonMainWindow](#) ([globalData](#) *data)
- G_MODULE_EXPORT gboolean [setButtonMainWindowClipboardSensitive](#) (gpointer data)
- void [readMainWindowSize](#) ([globalData](#) *data)
- G_MODULE_EXPORT gboolean [saveMainWindowSize](#) (GtkWidget *widget, GdkEvent *event, gpointer data)
- G_MODULE_EXPORT void [changeDistributorButton](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [updateCalculatorMainWindow](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [validateCalculatorPoints](#) (GtkWidget *widget, gpointer data)
- void [fillCalculatorNames](#) ([globalData](#) *data)
- void [updateMainWindowSide](#) ([globalData](#) *data)

4.12.1 Detailed Description

Main window.

Author

Remi BERTHO

Date

31/08/14

Version

4.2.0

4.12.2 Function Documentation

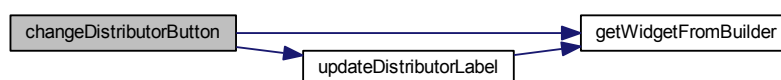
4.12.2.1 G_MODULE_EXPORT changeDistributorButton (GtkWidget * *widget*, gpointer *data*)

Change distributor

Parameters

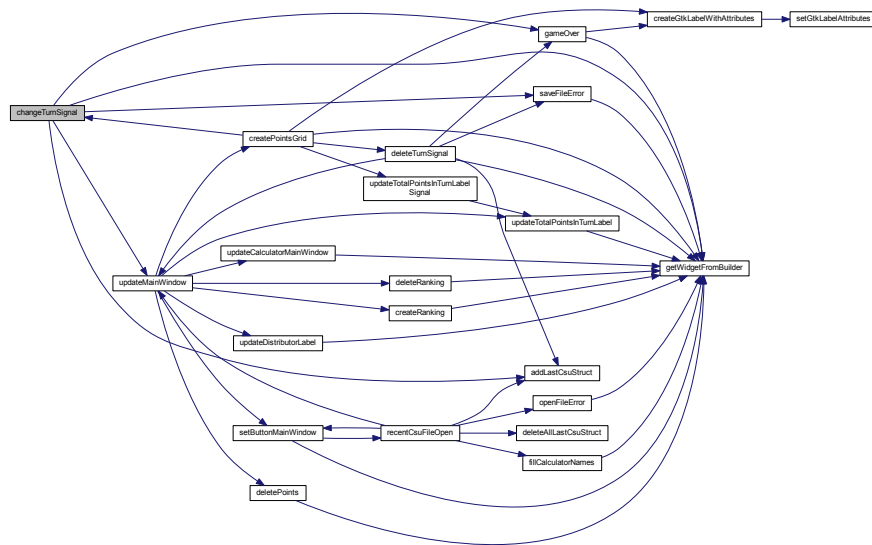
in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.12.2.2 G_MODULE_EXPORT void changeTurnSignal (GtkWidget * *widget*, gpointer *data*)

Here is the call graph for this function:

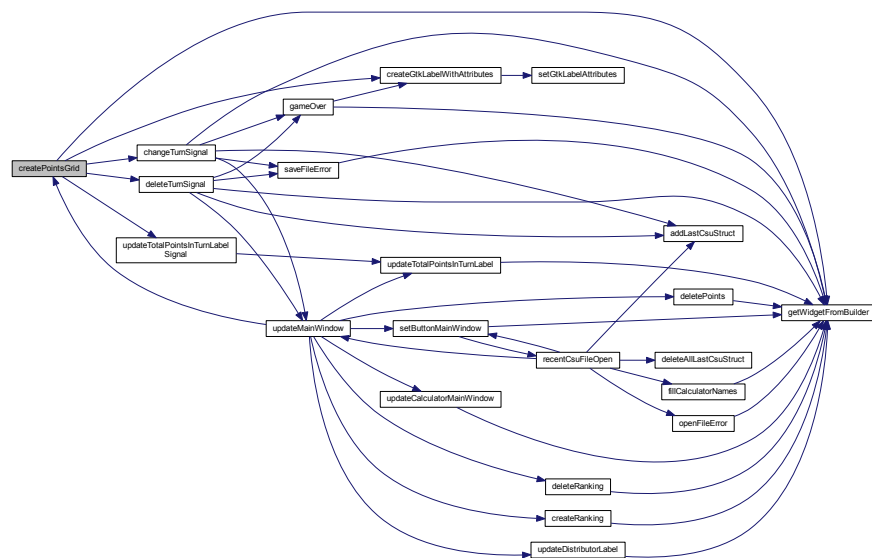
4.12.2.3 void createPointsGrid (globalData * *data*, bool *spin_button*)

Create the points grid

Parameters

in	<i>data</i>	the globalData
in	<i>spin_button</i>	indicate if we must add a spin button for the new points

Here is the call graph for this function:



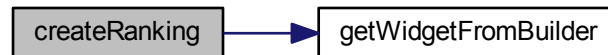
4.12.2.4 void createRanking (**globalData** * *data*)

Create the ranking

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

Here is the call graph for this function:



4.12.2.5 void deletePoints (globalData * data)

Delete the points window

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

Here is the call graph for this function:



4.12.2.6 void deleteRanking (globalData * data)

Delete the ranking

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

Here is the call graph for this function:



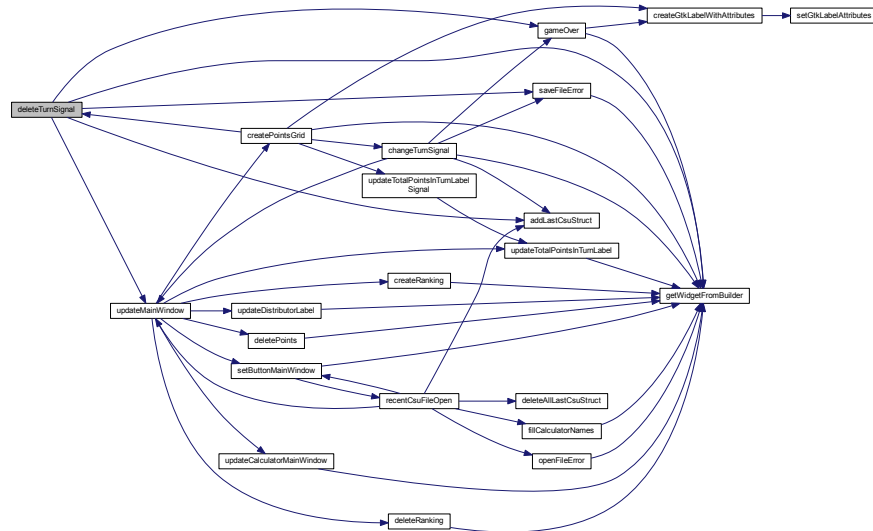
4.12.2.7 G_MODULE_EXPORT deleteTurnSignal (GtkWidget * *widget*, gpointer *data*)

Delete a turn

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



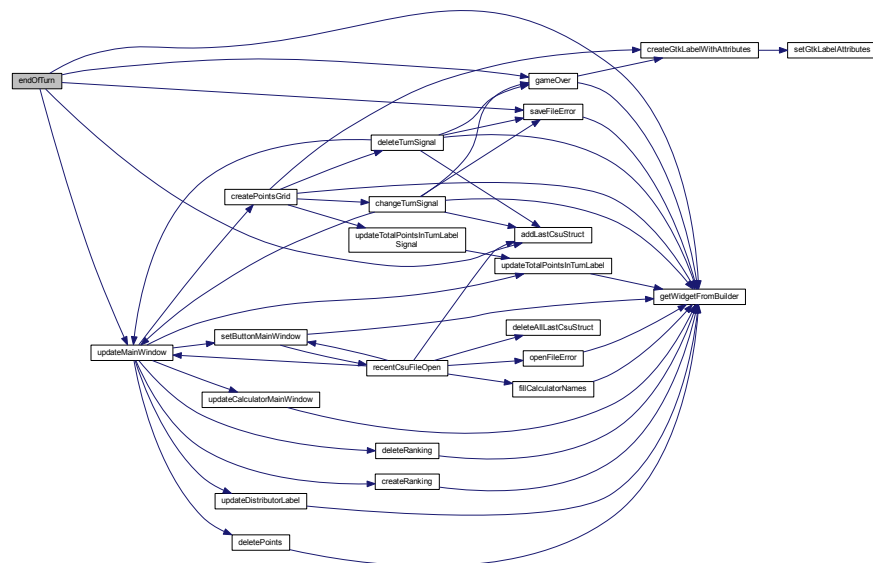
4.12.2.8 G_MODULE_EXPORT endOfTurn (GtkWidget * widget, gpointer data)

End of a turn

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.12.2.9 void fillCalculatorNames (globalData * data)

Fill the combobox of the calculator with the names of the players

Parameters

in	data	the globalData
----	------	--------------------------------

Update the display of the main window left side

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



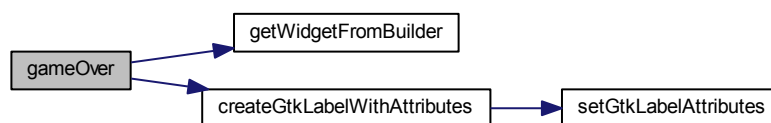
4.12.2.10 void gameOver (globalData * data)

Display the game over window

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.12.2.11 void noCsuFilePoints (globalData * data)

Fill the points with no csu file

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.12.2.12 void noCsuFileRanking (globalData * data)

Fill the ranking with no ranking

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.12.2.13 void readMainWindowSize (globalData * data)

Read and apply the main window size store is the file

Parameters

in	data	the globalData
----	------	--------------------------------

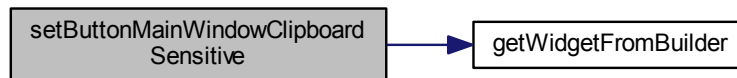
Here is the call graph for this function:



4.12.2.14 G_MODULE_EXPORT gboolean saveMainWindowSize (GtkWidget * widget, GdkEvent * event, gpointer data)

Save the main window size in a file

Here is the call graph for this function:



4.12.2.17 G_MODULE_EXPORT void updateCalculatorMainWindow (GtkWidget * *widget*, gpointer *data*)

Update the result of the calculator of the main window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.12.2.18 void updateDistributorLabel (globalData * *data*)

Update the distributor

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

Here is the call graph for this function:



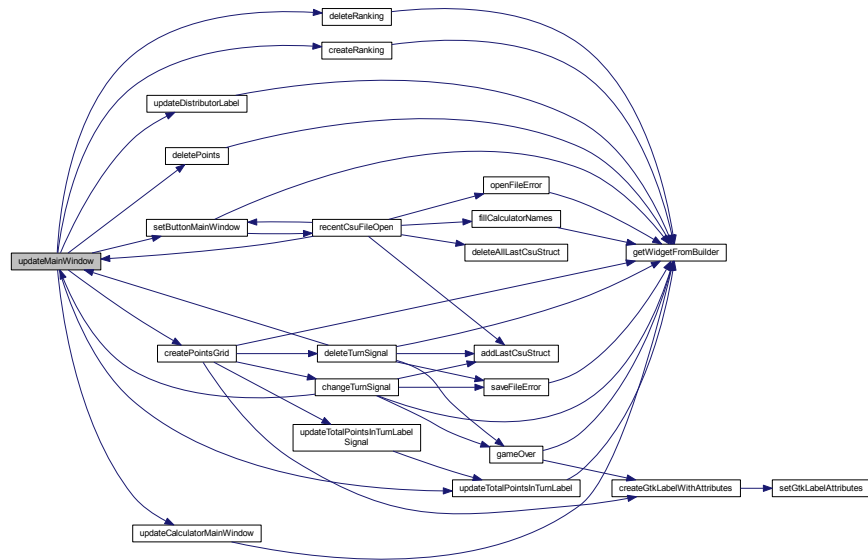
4.12.2.19 void updateMainWindow (globalData * *data*, bool *editable*)

Update the main window

Parameters

in	<i>data</i>	the globalData
in	<i>editable</i>	indicate if we can add points in the game

Here is the call graph for this function:



4.12.2.20 void updateMainWindowSide (globalData * data)

Here is the call graph for this function:



4.12.2.21 void updateTotalPointsInTurnLabel (globalData * data, bool updatable_points)

Here is the call graph for this function:



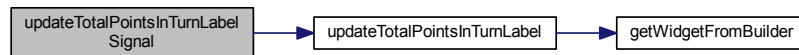
4.12.2.22 G_MODULE_EXPORT void updateTotalPointsInTurnLabelSignal (GtkWidget * *widget*, gpointer *data*)

Update the total points in the turn

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



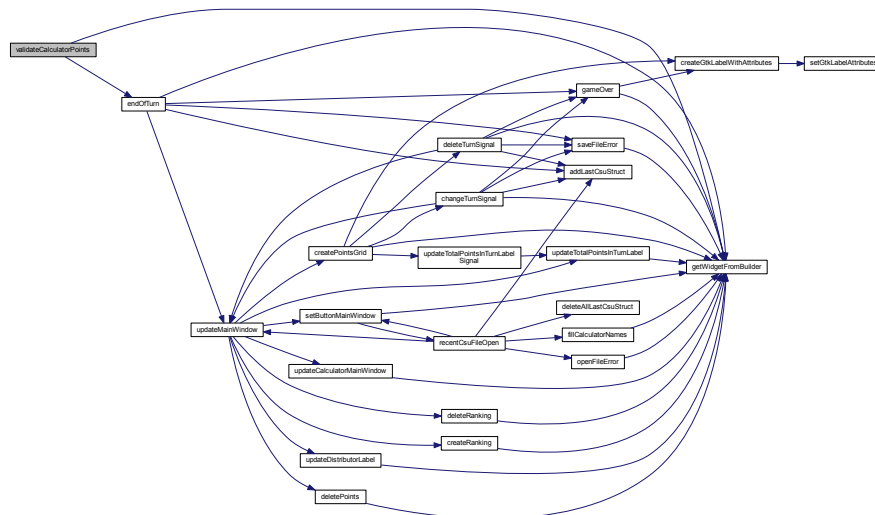
4.12.2.23 G_MODULE_EXPORT void validateCalculatorPoints (GtkWidget * widget, gpointer data)

Change the points of the person selected to the result of the calculator.

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.13 main_window.h File Reference

Main window.

```
#include "csuper-gui.h"
#include "utils.h"
#include "main_menu.h"
```

Functions

- void [noCsuFileRanking](#) ([globalData](#) *data)
- void [deleteRanking](#) ([globalData](#) *data)
- void [createRanking](#) ([globalData](#) *data)
- void [updateMainWindow](#) ([globalData](#) *data, bool editable)
- void [updateDistributorLabel](#) ([globalData](#) *data)
- G_MODULE_EXPORT void [updateTotalPointsInTurnLabelSignal](#) (GtkWidget *widget, gpointer data)
- void [updateTotalPointsInTurnLabel](#) ([globalData](#) *data, bool updatable_points)
- void [noCsuFilePoints](#) ([globalData](#) *data)
- void [deletePoints](#) ([globalData](#) *data)
- void [createPointsGrid](#) ([globalData](#) *data, bool spin_button)
- G_MODULE_EXPORT void [deleteTurnSignal](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [changeTurnSignal](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [endOfTurn](#) (GtkWidget *widget, gpointer data)
- void [gameOver](#) ([globalData](#) *data)
- void [setButtonMainWindow](#) ([globalData](#) *data)
- G_MODULE_EXPORT gboolean [setButtonMainWindowClipboardSensitive](#) (gpointer data)
- void [readMainWindowSize](#) ([globalData](#) *data)
- G_MODULE_EXPORT gboolean [saveMainWindowSize](#) (GtkWidget *widget, GdkEvent *event, gpointer user_data)
- G_MODULE_EXPORT void [changeDistributorButton](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [updateCalculatorMainWindow](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [validateCalculatorPoints](#) (GtkWidget *widget, gpointer data)
- void [fillCalculatorNames](#) ([globalData](#) *data)
- void [updateMainWindowSide](#) ([globalData](#) *data)

4.13.1 Detailed Description

Main window.

Author

Remi BERTHO

Date

26/04/14

Version

4.0.0

4.13.2 Function Documentation

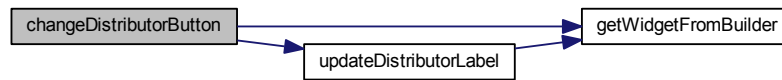
4.13.2.1 G_MODULE_EXPORT void [changeDistributorButton](#) (GtkWidget * *widget*, gpointer *data*)

Change distributor

Parameters

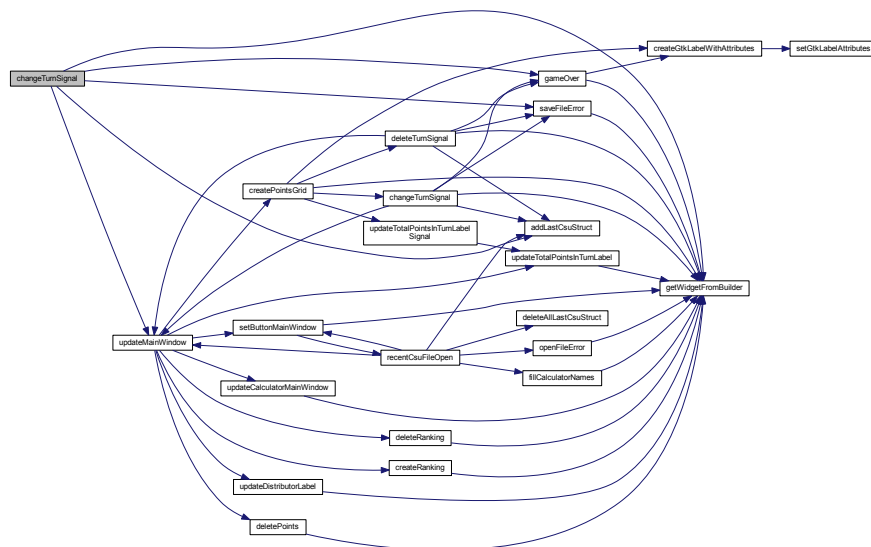
in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.13.2.2 G_MODULE_EXPORT void changeTurnSignal (GtkWidget * *widget*, gpointer *data*)

Here is the call graph for this function:



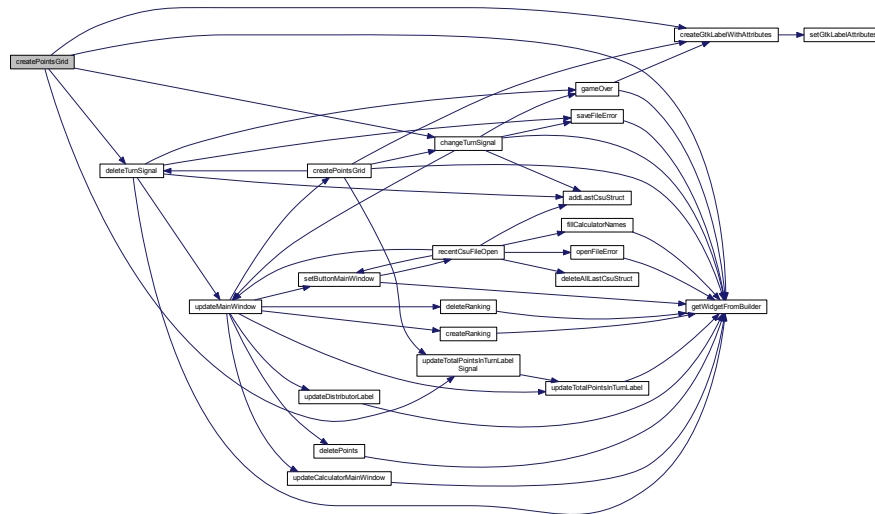
4.13.2.3 void createPointsGrid (globalData * *data*, bool *spin_button*)

Create the points grid

Parameters

in	<i>data</i>	the globalData
in	<i>spin_button</i>	indicate if we must add a spin button for the new points

Here is the call graph for this function:



4.13.2.4 void createRanking (globalData * data)

Create the ranking

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.13.2.5 void deletePoints (globalData * data)

Delete the points window

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.13.2.6 void deleteRanking (globalData * data)

Delete the ranking

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

Here is the call graph for this function:



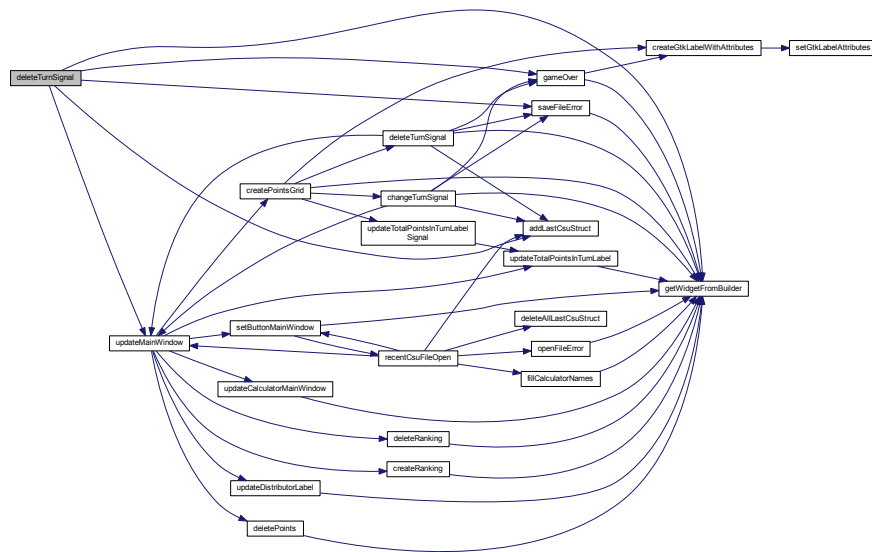
4.13.2.7 G_MODULE_EXPORT void deleteTurnSignal (GtkWidget * widget, gpointer data)

Delete a turn

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



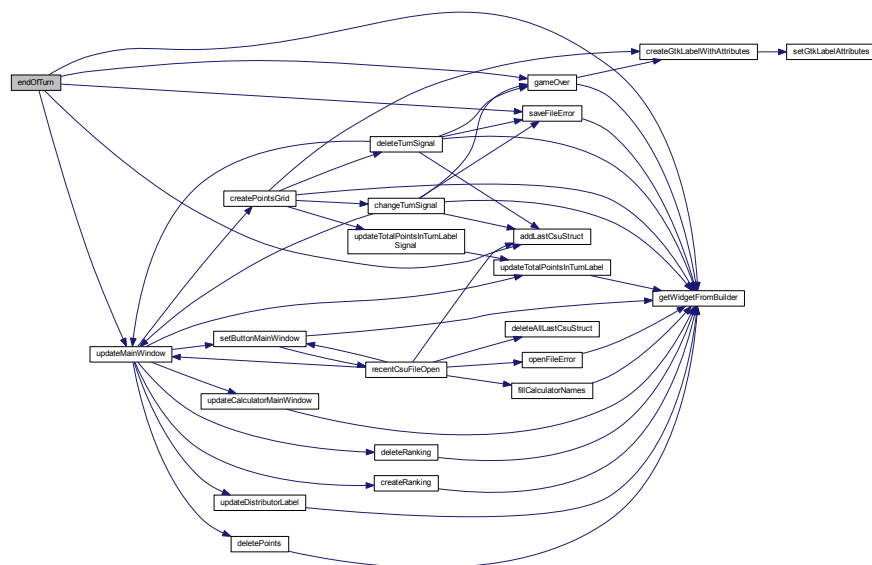
4.13.2.8 G_MODULE_EXPORT void endOfTurn (GtkWidget * widget, gpointer data)

End of a turn

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



4.13.2.9 void fillCalculatorNames (**globalData** * *data*)

Fill the combobox of the calculator with the names of the players

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

Update the display of the main window left side

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

Here is the call graph for this function:

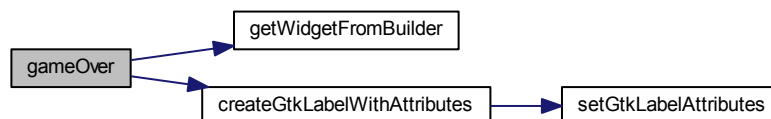
**4.13.2.10 void gameOver (globalData * data)**

Display the game over window

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

Here is the call graph for this function:

**4.13.2.11 void noCsuFilePoints (globalData * data)**

Fill the points with no csu file

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

Here is the call graph for this function:



4.13.2.12 void noCsuFileRanking (globalData * data)

Fill the ranking with no ranking

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.13.2.13 void readMainWindowSize (globalData * data)

Read and apply the main window size store is the file

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.13.2.14 G_MODULE_EXPORT gboolean saveMainWindowSize (GtkWidget * widget, GdkEvent * event, gpointer data)

Save the main window size in a file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData
in	<i>event</i>	the GdkEventConfigure which triggered this signal

Here is the call graph for this function:



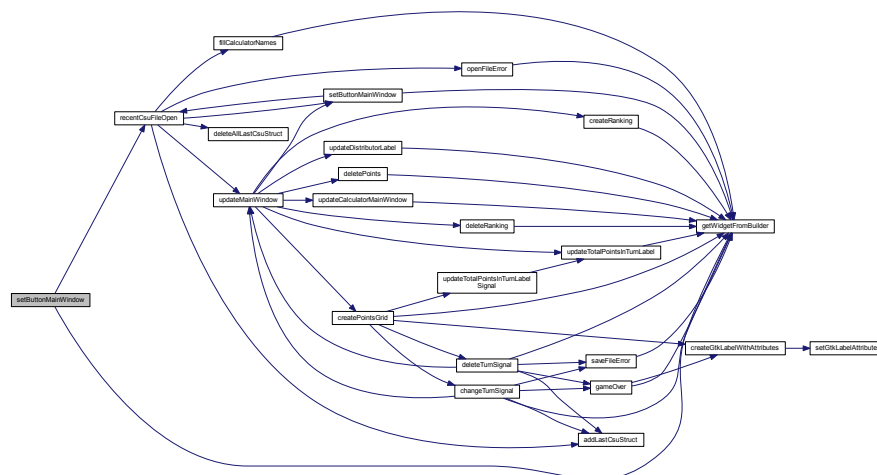
4.13.2.15 void setButtonMainWindow (globalData * data)

Set the button of the main window sensitive or not

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

Here is the call graph for this function:



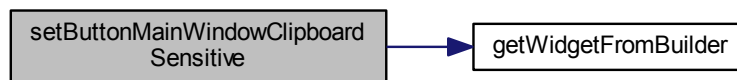
4.13.2.16 G_MODULE_EXPORT gboolean setButtonMainWindowClipboardSensitive (gpointer data)

Delete the selected text

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

Here is the call graph for this function:



4.13.2.17 G_MODULE_EXPORT void updateCalculatorMainWindow (GtkWidget * *widget*, gpointer *data*)

Update the result of the calculator of the main window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.13.2.18 void updateDistributorLabel (globalData * *data*)

Update the distributor

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

Here is the call graph for this function:



4.13.2.19 void updateMainWindow (globalData * *data*, bool *editable*)

Update the main window

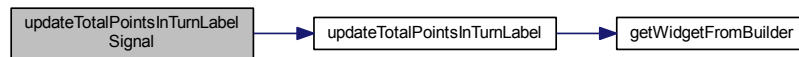
4.13.2.22 G_MODULE_EXPORT void updateTotalPointsInTurnLabelSignal (GtkWidget * *widget*, gpointer *data*)

Update the total points in the turn

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



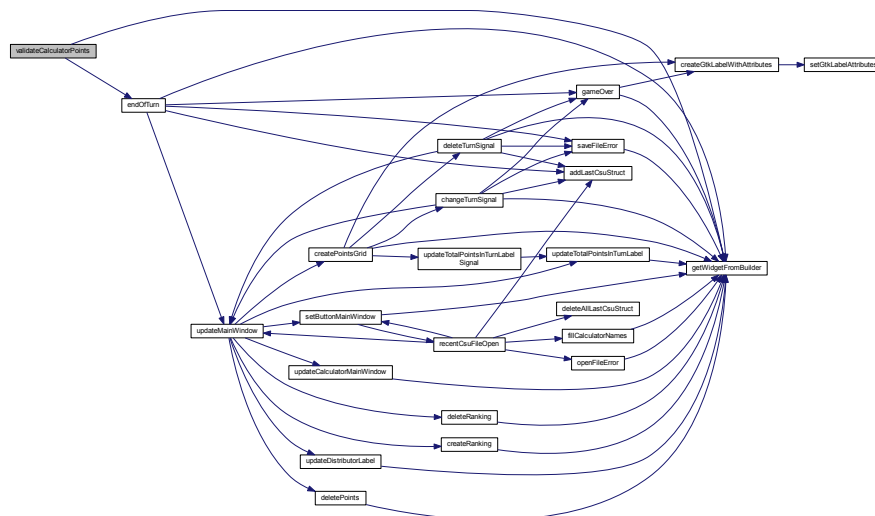
4.13.2.23 G_MODULE_EXPORT void validateCalculatorPoints (GtkWidget * *widget*, gpointer *data*)

Change the points of the person selected to the result of the calculator.

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.14 new_file_assistant.c File Reference

The new file assistant function.

```
#include "new_file_assistant.h"
```

Functions

- G_MODULE_EXPORT void [openAssistantNewCsu](#) (GtkWidget **widget*, gpointer *data*)

- G_MODULE_EXPORT void [deleteEventAssistantNewCsu](#) (GtkWidget *widget, GdkEvent *event, gpointer data)
- G_MODULE_EXPORT void [deleteAssistantNewCsu](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [validAssistantNewCsuOne](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseGameConfigurationNewAssistant](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [preparePageAssistantNewCsu](#) (GtkAssistant *assistant, GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [validAssistantNewCsuTwo](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [validAssistantNewCsuThree](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [endAssistantNewCsu](#) (GtkWidget *widget, gpointer data)
- void [cleanAssistantNewCsu](#) (globalData *data)

4.14.1 Detailed Description

The new file assistant function.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.1

4.14.2 Function Documentation

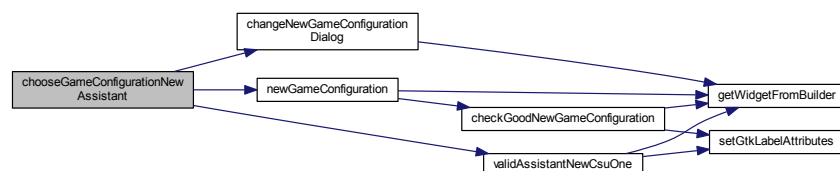
4.14.2.1 G_MODULE_EXPORT void chooseGameConfigurationNewAssistant (GtkWidget * widget, gpointer data)

Load the game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.14.2.2 cleanAssistantNewCsu (globalData * data)

Clean all value of the assistant

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.14.2.3 `G_MODULE_EXPORT void deleteAssistantNewCsu (GtkWidget * widget, gpointer data)`

Here is the call graph for this function:



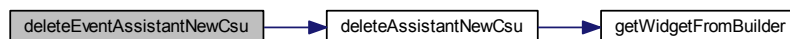
4.14.2.4 `G_MODULE_EXPORT void deleteEventAssistantNewCsu (GtkWidget * widget, GdkEvent * event, gpointer data)`

Open the assistant for a new csu file

Parameters

in	widget	the widget which send the signal
in	event	the GdkEvent
in	data	the globalData

Here is the call graph for this function:



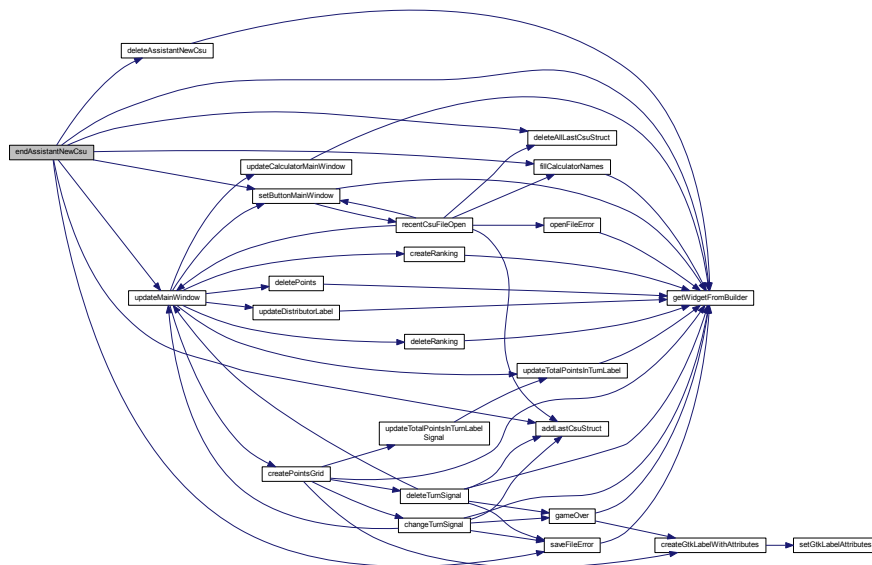
4.14.2.5 `G_MODULE_EXPORT void endAssistantNewCsu (GtkWidget * widget, gpointer data)`

End the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.14.2.6 G_MODULE_EXPORT void openAssistantNewCsu (GtkWidget * widget, gpointer data)

Open the assistant for a new csu file

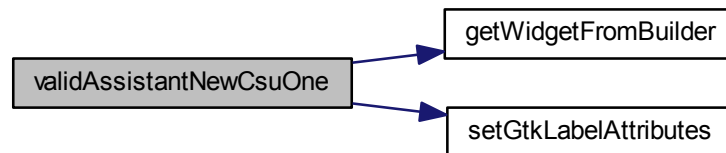
Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



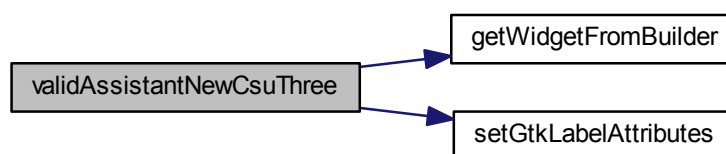
4.14.2.9 G_MODULE_EXPORT void validAssistantNewCsuThree (GtkWidget * *widget*, gpointer *data*)

Valid the third page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



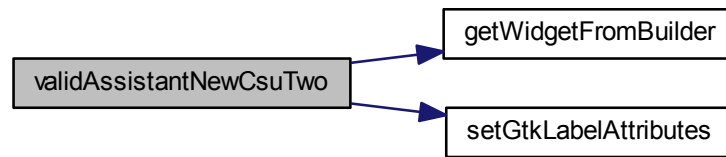
4.14.2.10 G_MODULE_EXPORT void validAssistantNewCsuTwo (GtkWidget * *widget*, gpointer *data*)

Valid name of the second page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.15 new_file_assistant.h File Reference

The new file assistant function.

```
#include "csuper-gui.h"
#include "main_window.h"
#include "main_menu.h"
#include "game_config_preferences.h"
#include "utils.h"
```

Functions

- G_MODULE_EXPORT void [openAssistantNewCsu](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [deleteEventAssistantNewCsu](#) (GtkWidget *widget, GdkEvent *event, gpointer data)
- G_MODULE_EXPORT void [deleteAssistantNewCsu](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [validAssistantNewCsuOne](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseGameConfigurationNewAssistant](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [preparePageAssistantNewCsu](#) (GtkAssistant *assistant, GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [validAssistantNewCsuTwo](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [validAssistantNewCsuThree](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [endAssistantNewCsu](#) (GtkWidget *widget, gpointer data)
- void [cleanAssistantNewCsu](#) (globalData *data)

4.15.1 Detailed Description

The new file assistant function.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.15.2 Function Documentation

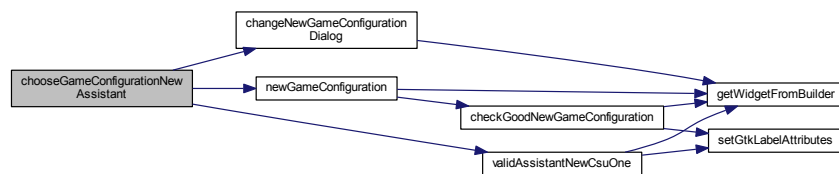
4.15.2.1 G_MODULE_EXPORT void chooseGameConfigurationNewAssistant (GtkWidget * *widget*, gpointer *data*)

Load the game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.15.2.2 void cleanAssistantNewCsu (globalData * *data*)

Clean all value of the assistant

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

Here is the call graph for this function:



4.15.2.3 G_MODULE_EXPORT void deleteAssistantNewCsu (GtkWidget * *widget*, gpointer *data*)

Here is the call graph for this function:



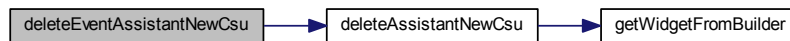
4.15.2.4 G_MODULE_EXPORT void deleteEventAssistantNewCsu (GtkWidget * *widget*, GdkEvent * *event*, gpointer *data*)

Open the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>event</i>	the GdkEvent
in	<i>data</i>	the globalData

Here is the call graph for this function:



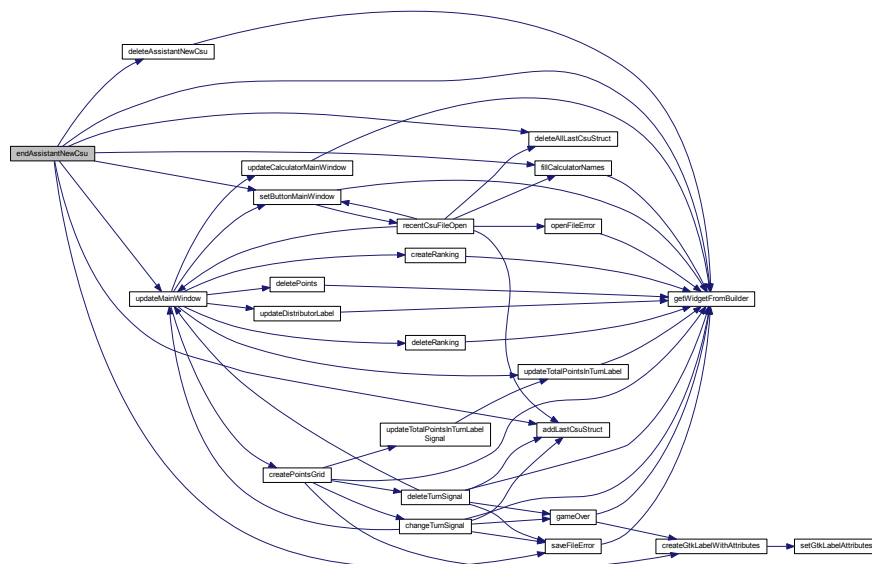
4.15.2.5 G_MODULE_EXPORT void endAssistantNewCsu (GtkWidget * *widget*, gpointer *data*)

End the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



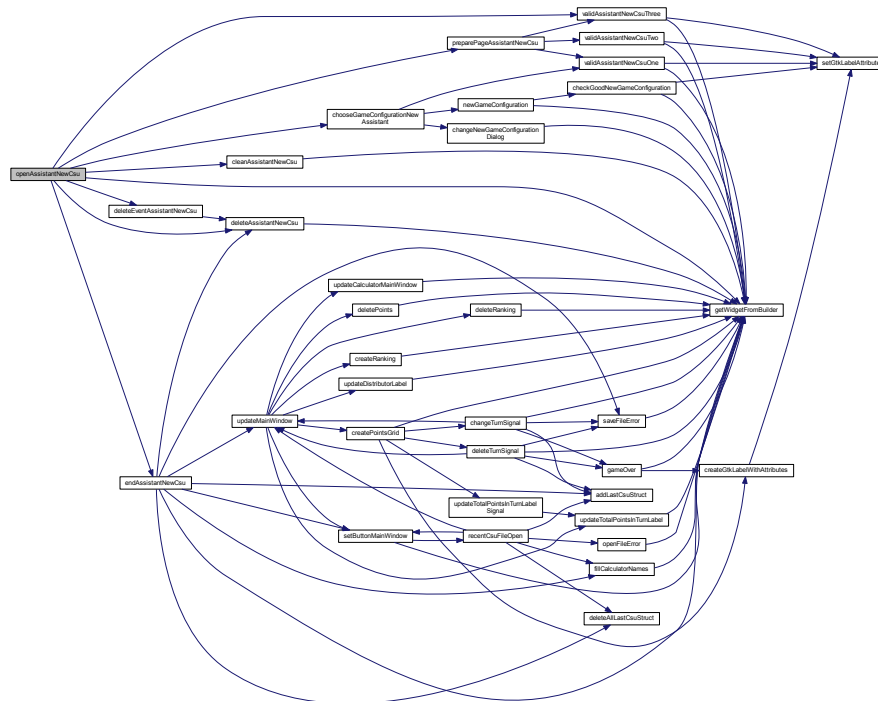
4.15.2.6 G_MODULE_EXPORT void openAssistantNewCsu (GtkWidget * *widget*, gpointer *data*)

Open the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



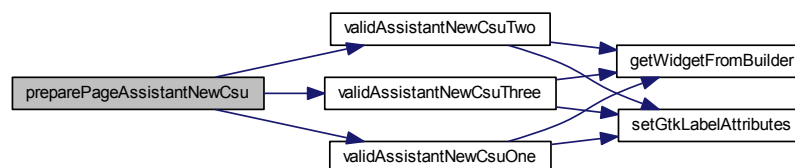
4.15.2.7 G_MODULE_EXPORT void preparePageAssistantNewCsu (GtkAssistant * *assistant*, GtkWidget * *widget*, gpointer *data*)

Prepare the new pages

Parameters

in	<i>assistant</i>	the GtkAssistant
in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



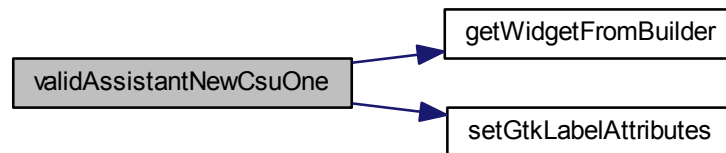
4.15.2.8 G_MODULE_EXPORT void validAssistantNewCsuOne (GtkWidget * *widget*, gpointer *data*)

Valid the first page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



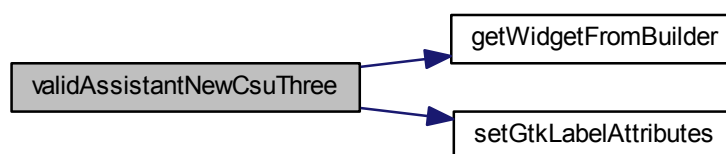
4.15.2.9 G_MODULE_EXPORT void validAssistantNewCsuThree (GtkWidget * *widget*, gpointer *data*)

Valid the third page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



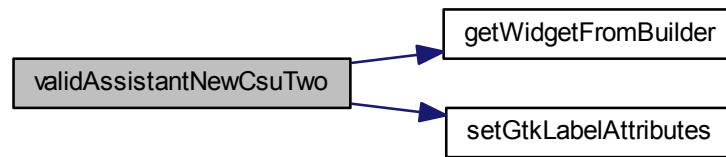
4.15.2.10 G_MODULE_EXPORT void validAssistantNewCsuTwo (GtkWidget * *widget*, gpointer *data*)

Valid name of the second page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.16 preferences.c File Reference

The preferences of csuper.

```
#include "preferences.h"
```

Functions

- G_MODULE_EXPORT void [openPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [openGameConfigurationPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [openToolBarButtonPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [openExporationPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [closePreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT gboolean [closePreferencesQuit](#) (GtkWidget *widget, GdkEvent *event, gpointer user_data)

4.16.1 Detailed Description

The preferences of csuper.

Author

Remi BERTHO

Date

10/01/15

Version

4.2.0

4.16.2 Function Documentation

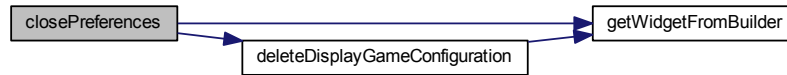
4.16.2.1 G_MODULE_EXPORT void closePreferences (GtkWidget * widget, gpointer data)

Close the preferences

Parameters

in	<i>widget</i>	the button which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.16.2.2 G_MODULE_EXPORT gboolean closePreferencesQuit (GtkWidget * *widget*, GdkEvent * *event*, gpointer *user_data*)

Close the preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>event</i>	the event which triggered this signal
in	<i>user_data</i>	the globalData

Here is the call graph for this function:



4.16.2.3 G_MODULE_EXPORT void openExporationPreferences (GtkWidget * *widget*, gpointer *data*)

Open the exportation preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.17 preferences.h File Reference

The preferences of csuper.

```
#include "csuper-gui.h"
#include "game_config_preferences.h"
#include "toolbar_button_preferences.h"
#include "exportation_preferences.h"
```

Functions

- G_MODULE_EXPORT void [openPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [openGameConfigurationPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [openToolBarButtonPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [openExporationPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [closePreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT gboolean [closePreferencesQuit](#) (GtkWidget *widget, GdkEvent *event, gpointer user_data)

4.17.1 Detailed Description

The preferences of csuper.

Author

Remi BERTHO

Date

10/01/15

Version

4.2.0

4.17.2 Function Documentation

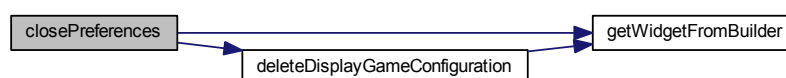
4.17.2.1 G_MODULE_EXPORT void closePreferences (GtkWidget * widget, gpointer data)

Close the preferences

Parameters

in	<i>widget</i>	the button which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.17.2.2 G_MODULE_EXPORT gboolean closePreferencesQuit (GtkWidget * *widget*, GdkEvent * *event*, gpointer *user_data*)

Close the preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>event</i>	the event which triggered this signal
in	<i>user_data</i>	the globalData

Here is the call graph for this function:



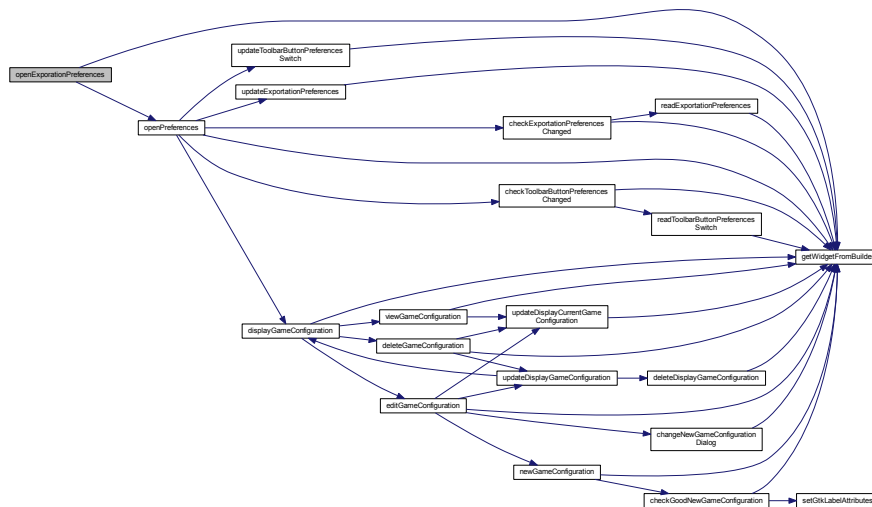
4.17.2.3 G_MODULE_EXPORT void openExporationPreferences (GtkWidget * *widget*, gpointer *data*)

Open the exportation preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.17.2.4 G_MODULE_EXPORT void openGameConfigurationPreferences (GtkWidget * *widget*, gpointer *data*)

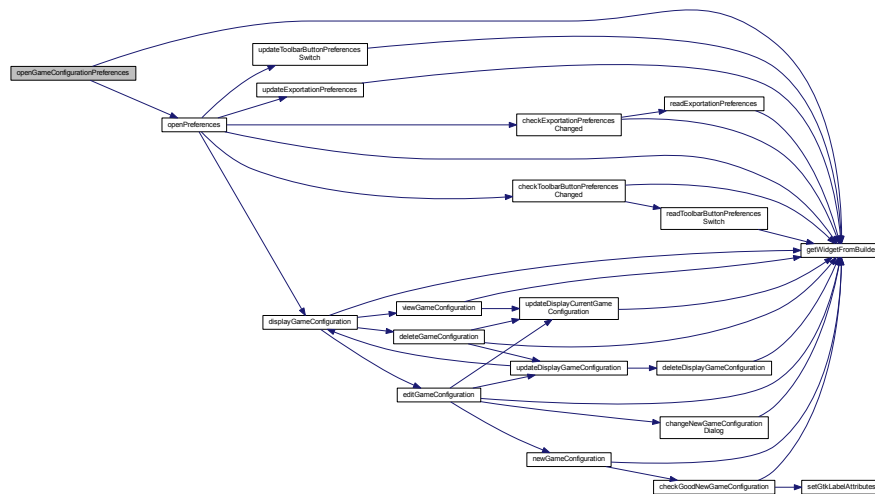
Open the game configuration preferences

Parameters

in	<i>widget</i>	the widget which send the signal
----	---------------	----------------------------------

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



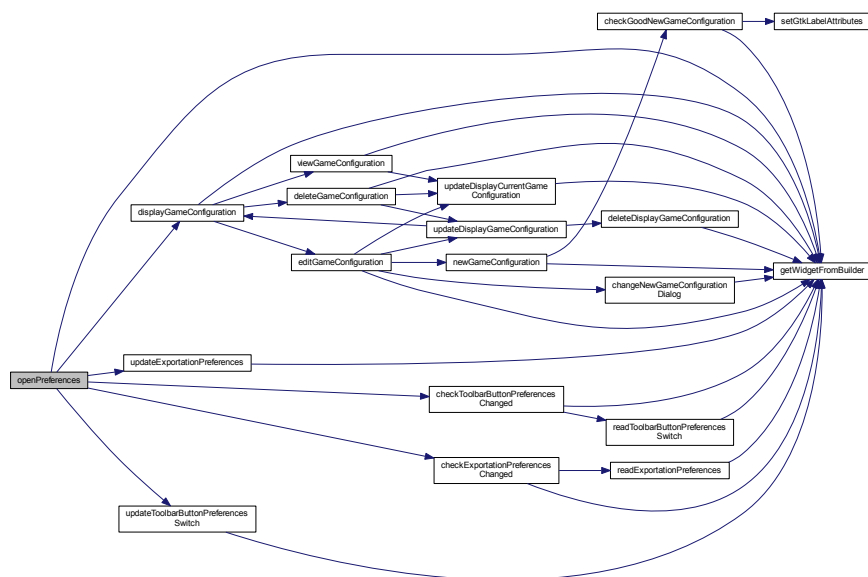
4.17.2.5 G_MODULE_EXPORT void openPreferences (GtkWidget * widget, gpointer data)

Open the preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



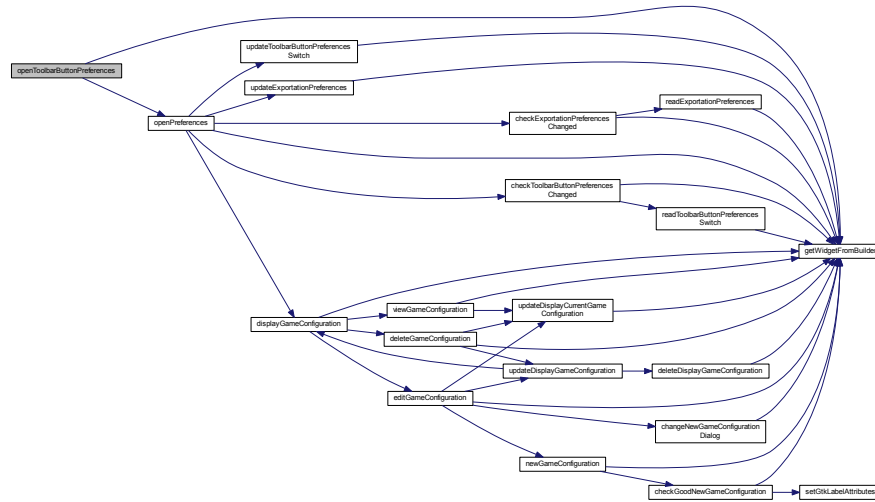
4.17.2.6 G_MODULE_EXPORT void openToolBarButtonPreferences (GtkWidget * *widget*, gpointer *data*)

Open the toolbar button preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.18 toolbar_button_preferences.c File Reference

The preferences of csuper.

```
#include "toolbar_button_preferences.h"
```

Functions

- void [updateToolbarButtonPreferencesSwitch](#) ([globalData](#) *data)
- void [readToolbarButtonPreferencesSwitch](#) ([globalData](#) *data, [toolbar_button_preferences_struct](#) *toolbar)
- G_MODULE_EXPORT void [checkToolbarButtonPreferencesChanged](#) ([GtkWidget](#) *widget, [gpointer](#) data)
- G_MODULE_EXPORT void [validToolbarButtonPreferences](#) ([GtkWidget](#) *widget, [gpointer](#) data)

4.18.1 Detailed Description

The preferences of csuper.

Author

Remi BERTHO

Date

10/01/15

Version

4.2.0

4.18.2 Function Documentation

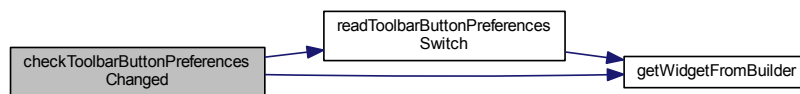
4.18.2.1 G_MODULE_EXPORT void checkToolBarButtonPreferencesChanged (GtkWidget * *widget*, gpointer *data*)

Check if the toolbar button preferences change relative to this save in the file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.18.2.2 void readToolBarButtonPreferencesSwitch (globalData * *data*, toolbar_button_preferences_struct * *toolbar*)

Read the toolbar_button_preferences_struct with the switch of the toolbar button preferences window

Parameters

in	<i>data</i>	the globalData
in	<i>toolbar</i>	the toolbar button preferences

Here is the call graph for this function:



4.18.2.3 void updateToolBarButtonPreferencesSwitch (globalData * *data*)

Update the switch of the toolbar button preferences

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

Here is the call graph for this function:



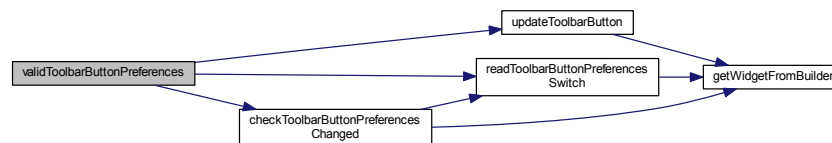
4.18.2.4 G_MODULE_EXPORT void validToolBarButtonPreferences (GtkWidget * widget, gpointer data)

Validate the new toolbar button preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.19 toolbar_button_preferences.h File Reference

The preferences of csuper.

```
#include "csuper-gui.h"
#include "utils.h"
#include "main_window.h"
```

Functions

- void [updateToolBarButtonPreferencesSwitch](#) ([globalData](#) *data)
- void [readToolBarButtonPreferencesSwitch](#) ([globalData](#) *data, toolbar_button_preferences_struct *toolbar)
- G_MODULE_EXPORT void [checkToolBarButtonPreferencesChanged](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [validToolBarButtonPreferences](#) (GtkWidget *widget, gpointer data)

4.19.1 Detailed Description

The preferences of csuper.

Author

Remi BERTHO

Date

10/01/15

Version

4.2.0

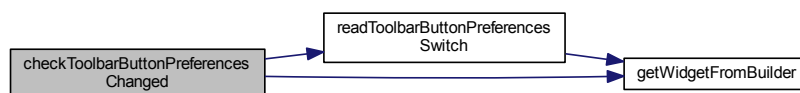
4.19.2 Function Documentation**4.19.2.1 G_MODULE_EXPORT void checkToolBarButtonPreferencesChanged (GtkWidget * *widget*, gpointer *data*)**

Check if the toolbar button preferences change relative to this save in the file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:

**4.19.2.2 void readToolBarButtonPreferencesSwitch (globalData * *data*, toolbar_button_preferences_struct * *toolbar*)**

Read the `toolbar_button_preferences_struct` with the switch of the toolbar button preferences window

Parameters

in	<i>data</i>	the globalData
in	<i>toolbar</i>	the toolbar button preferences

Here is the call graph for this function:

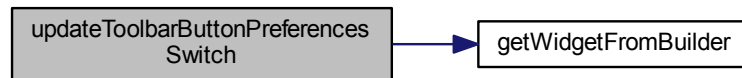
**4.19.2.3 void updateToolBarButtonPreferencesSwitch (globalData * *data*)**

Update the switch of the toolbar button preferences

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



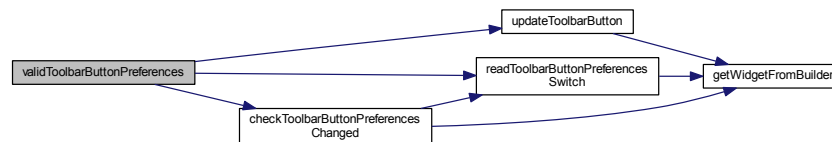
4.19.2.4 G_MODULE_EXPORT void validToolBarButtonPreferences (GtkWidget * widget, gpointer data)

Validate the new toolbar button preferences

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



4.20 utils.c File Reference

The new file assistant function.

```
#include "utils.h"
```

Functions

- void [setGtkLabelAttributes](#) (GtkWidget *label, int text_size, gboolean use_foreground, guint16 foreground_red, guint16 foreground_green, guint16 foreground_blue, gboolean use_background, guint16 background_red, guint16 background_green, guint16 background_blue)
- GtkWidget * [createGtkLabelWithAttributes](#) (gchar *text, int text_size, gboolean use_foreground, guint16 foreground_red, guint16 foreground_green, guint16 foreground_blue, gboolean use_background, guint16 background_red, guint16 background_green, guint16 background_blue)
- GtkWidget * [getWidgetFromBuilder](#) (GtkBuilder *ptr_builder, gchar *widget_name)

4.20.1 Detailed Description

The new file assistant function.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.20.2 Function Documentation

4.20.2.1 `GtkLabel * createGtkLabelWithAttributes (gchar * text, int text_size, gboolean use_foreground, guint16 foreground_red, guint16 foreground_green, guint16 foreground_blue, gboolean use_background, guint16 background_red, guint16 background_green, guint16 background_blue)`

Set the foreground color, the background color and the size of a gtklabel

Parameters

in	<i>text</i>	the text for the new gtklabel
in	<i>text_size</i>	the size of the text, -1 if not used
in	<i>use_foreground</i>	indicate if it use the foreground color, if FALSE use the default color
in	<i>foreground_red</i>	the red value of the foreground (ranging from 0 to 100)
in	<i>foreground_↔ green</i>	the green value of the foreground (ranging from 0 to 100)
in	<i>foreground_blue</i>	the blue value of the foreground (ranging from 0 to 100)
in	<i>use_background</i>	indicate if it use the background color, if FALSE use the default color
in	<i>background_red</i>	the red value of the background (ranging from 0 to 100)
in	<i>background_↔ green</i>	the green value of the background (ranging from 0 to 100)
in	<i>background_↔ blue</i>	the blue value of the background (ranging from 0 to 100)

Returns

a new allocate gtklabel with attributes

Here is the call graph for this function:



4.20.2.2 `GtkWidget * getWidgetFromBuilder (GtkBuilder * ptr_builder, gchar * widget_name)`

Get the widget pointer from the builder

Parameters

in	<i>ptr_builder</i>	the GtkBuilder
in	<i>widget_name</i>	the widget name

Returns

the widget

4.20.2.3 void `setGtkLabelAttributes` (GtkLabel * *label*, int *text_size*, gboolean *use_foreground*, guint16 *foreground_red*, guint16 *foreground_green*, guint16 *foreground_blue*, gboolean *use_background*, guint16 *background_red*, guint16 *background_green*, guint16 *background_blue*)

Set the foreground color, the background color and the size of a gtklabel

Parameters

in	<i>label</i>	the label
in	<i>text_size</i>	the size of the text, -1 if not used
in	<i>use_foreground</i>	indicate if it use the foreground color, if FALSE use the default color
in	<i>foreground_red</i>	the red value of the foreground (ranging from 0 to 100)
in	<i>foreground_green</i>	the green value of the foreground (ranging from 0 to 100)
in	<i>foreground_blue</i>	the blue value of the foreground (ranging from 0 to 100)
in	<i>use_background</i>	indicate if it use the background color, if FALSE use the default color
in	<i>background_red</i>	the red value of the background (ranging from 0 to 100)
in	<i>background_green</i>	the green value of the background (ranging from 0 to 100)
in	<i>background_blue</i>	the blue value of the background (ranging from 0 to 100)

4.21 utils.h File Reference

The new file assistant function.

```
#include "csuper-gui.h"
```

Functions

- void [setGtkLabelAttributes](#) (GtkLabel **label*, int *text_size*, gboolean *use_foreground*, guint16 *foreground_red*, guint16 *foreground_green*, guint16 *foreground_blue*, gboolean *use_background*, guint16 *background_red*, guint16 *background_green*, guint16 *background_blue*)
- GtkLabel * [createGtkLabelWithAttributes](#) (gchar **text*, int *text_size*, gboolean *use_foreground*, guint16 *foreground_red*, guint16 *foreground_green*, guint16 *foreground_blue*, gboolean *use_background*, guint16 *background_red*, guint16 *background_green*, guint16 *background_blue*)
- GtkWidget * [getWidgetFromBuilder](#) (GtkBuilder **ptr_builder*, gchar **widget_name*)

4.21.1 Detailed Description

The new file assistant function.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.21.2 Function Documentation

4.21.2.1 `GtkLabel* createGtkLabelWithAttributes (gchar * text, int text_size, gboolean use_foreground, guint16 foreground_red, guint16 foreground_green, guint16 foreground_blue, gboolean use_background, guint16 background_red, guint16 background_green, guint16 background_blue)`

Set the foreground color, the background color and the size of a gtklabel

Parameters

in	<i>text</i>	the text for the new gtklabel
in	<i>text_size</i>	the size of the text, -1 if not used
in	<i>use_foreground</i>	indicate if it use the foreground color, if FALSE use the default color
in	<i>foreground_red</i>	the red value of the foreground (ranging from 0 to 100)
in	<i>foreground_↔ green</i>	the green value of the foreground (ranging from 0 to 100)
in	<i>foreground_blue</i>	the blue value of the foreground (ranging from 0 to 100)
in	<i>use_background</i>	indicate if it use the background color, if FALSE use the default color
in	<i>background_red</i>	the red value of the background (ranging from 0 to 100)
in	<i>background_↔ green</i>	the green value of the background (ranging from 0 to 100)
in	<i>background_↔ blue</i>	the blue value of the background (ranging from 0 to 100)

Returns

a new allocate gtklabel with attributes

Here is the call graph for this function:



4.21.2.2 `GtkWidget* getWidgetFromBuilder (GtkBuilder * ptr_builder, gchar * widget_name)`

Get the widget pointer from the builder

Parameters

in	<i>ptr_builder</i>	the GtkBuilder
in	<i>widget_name</i>	the widget name

Returns

the widget

4.21.2.3 void setGtkLabelAttributes (GtkLabel * *label*, int *text_size*, gboolean *use_foreground*, guint16 *foreground_red*, guint16 *foreground_green*, guint16 *foreground_blue*, gboolean *use_background*, guint16 *background_red*, guint16 *background_green*, guint16 *background_blue*)

Set the foreground color, the background color and the size of a gtklabel

Parameters

in	<i>label</i>	the label
in	<i>text_size</i>	the size of the text, -1 if not used
in	<i>use_foreground</i>	indicate if it use the foreground color, if FALSE use the default color
in	<i>foreground_red</i>	the red value of the foreground (ranging from 0 to 100)
in	<i>foreground_↔ green</i>	the green value of the foreground (ranging from 0 to 100)
in	<i>foreground_blue</i>	the blue value of the foreground (ranging from 0 to 100)
in	<i>use_background</i>	indicate if it use the background color, if FALSE use the default color
in	<i>background_red</i>	the red value of the background (ranging from 0 to 100)
in	<i>background_↔ green</i>	the green value of the background (ranging from 0 to 100)
in	<i>background_↔ blue</i>	the blue value of the background (ranging from 0 to 100)

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