

# XMLGui

## Code

```
class GameDialog
{
    GameDialog();
    ~GameDialog(void);

    bool Load(const char *file_);

    void Show(bool show_);
    void Show(const char *element_, bool show_);

    const char* StaticText_GetText(const char *element_);
    bool StaticText_SetText(const char *element_, const char *text_);

    const char* TextEdit_GetText(const char *element_);
    bool TextEdit_SetText(const char *element_, const char* text_);

    // togglebutton interface
    bool Togglebutton_GetValue(const char *toggleButton_);
    bool Togglebutton_SetValue(const char *toggleButton_, bool down_);
};
```

Alles anzeigen