

User Manual

De Wiki

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[User Manual](#)

Basic principles

- [GFrame and GPanel](#): how to create frames et panels
- [Main widgets](#): list of available main widgets
- [Links with Swing](#): how **GENIUS** is linked with **swing**
- [GLayout](#): widget positioning
- [Conditional Display](#): how widgets are displayed depending on conditions
- [GListener interface](#): interaction with the mouse

More deeper in the concept

- [Units management](#): units management as conversions ...
- [GContainer](#): grouping widgets but not in a panel
- [GReadWrite interface and data files management](#): how to read and write data previously displayed
- [Modified data](#): how modified data are identified
- [Process management](#): how to launch a computation program

Still more ...

- [Validity controls](#): checks on data values
- [Menu bar](#): how to build a menu bar
- [Icons](#): how to use icons
- [GClear interface](#): how to reset data

Still more again ...

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- [Plots](#): widgets for plotting data
- [Results File Management](#): specific widgets to manage how to save results in file.
- [GPlotPanel](#): advanced widget for plotting data read in files
- [GGroundPlotPanel](#): advanced widget to plot satellite Earth ground tracks
- [Internationalization](#): how to manage several languages
- [Log file](#): how to use log files
- [Update data](#): how to observe some data to update other ones

Some other widgets

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- [GTable1D](#): one dimension tables
- [GTable2D](#): two dimension tables
- [GComponentList](#): list of widgets

- [GDialog and GDetachedPanel](#); pop-up windows
- [GContextFileManagement](#): high level widget to load data files
- [How to build a standard application](#): the way to build a "standard" **GUI**
- [GPanTest](#): specific widget for tests
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Récupérée de « http://genius.cnes.fr/index.php?title=User_Manual&oldid=833 »

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