

microui

User Manual



MICROEJ[®]

Reference:	TLT-XXX-MAN-microui-microui
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Chapter 1. File Documentation

1.1. microui_event_decoder.h File Reference

```
#include <stdlib.h>
```

```
#include <stdint.h>
```

```
#include <stdbool.h>
```

```
#include "microui_event_decoder_conf.h"
```

1.1.1. Typedefs

- typedef void(* MICROUI_EVENT_DECODER_decode_event_data

1.1.2. Functions

- void MICROUI_EVENT_DECODER_describe_dump_start (void)
- void MICROUI_EVENT_DECODER_describe_dump_past (void)
- void MICROUI_EVENT_DECODER_describe_dump_future (void)
- void MICROUI_EVENT_DECODER_describe_dump_events_objects (void)
- void MICROUI_EVENT_DECODER_describe_dump_end (void)
- void MICROUI_EVENT_DECODER_drop_data (uint32_t data, uint32_t index)
- void MICROUI_EVENT_DECODER_decode_event (uint32_t event, uint32_t index, MICROUI_EVENT_DECODER_decode_event_data * fct_data_decoder)

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/inc/microui_event_decoder.h

1.2. microui_event_decoder_conf.h File Reference

```
#include <stdio.h>
```

```
#include "microui_constants.h"
```

1.2.1. Macros

- #define MICROUIEVENTDECODER_ENABLED
- #define MICROUIEVENTDECODER_EVENTGEN_COMMAND MICROUI_EVENTGEN_COMMANDS
- #define MICROUIEVENTDECODER_EVENTGEN_BUTTONS MICROUI_EVENTGEN_BUTTONS
- #define MICROUIEVENTDECODER_EVENTGEN_TOUCH MICROUI_EVENTGEN_TOUCH
- #define LLUI_DEBUG_TRACE (void)printf

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/inc/microui_event_decoder_conf.h

1.3. microui_heap.h File Reference

```
#include <stdint.h>
```

1.3.1. Functions

- uint32_t MICROUI_HEAP_total_space (void)
- uint32_t MICROUI_HEAP_free_space (void)
- uint32_t MICROUI_HEAP_number_of_allocated_blocks (void)

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/inc/microui_heap.h

1.4. ui_drawing.h File Reference

```
#include <LLUI_PAINTER_impl.h>
```

```
#include <LLDW_PAINTER_impl.h>
```

1.4.1. Macros

- `#define CONCAT0 p ## s`
- `#define CONCAT CONCAT0(p,s)`

1.4.2. Functions

- `uint32_t UI_DRAWING_getNewImageStrideInBytes (jbyte image_format, uint32_t image_width, uint32_t image_height, uint32_t default_stride)`
- `void UI_DRAWING_adjustNewImageCharacteristics (jbyte image_format, uint32_t width, uint32_t height, uint32_t * data_size, uint32_t * data_alignment)`
- `void UI_DRAWING_initializeNewImage (MICROUI_Image * image)`
- `void UI_DRAWING_freelImageResources (MICROUI_Image * image)`
- `DRAWING_Status UI_DRAWING_writePixel (MICROUI_GraphicsContext * gc, jint x, jint y)`
- `DRAWING_Status UI_DRAWING_drawLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY)`
- `DRAWING_Status UI_DRAWING_drawHorizontalLine (MICROUI_GraphicsContext * gc, jint x1, jint x2, jint y)`
- `DRAWING_Status UI_DRAWING_drawVerticalLine (MICROUI_GraphicsContext * gc, jint x, jint y1, jint y2)`
- `DRAWING_Status UI_DRAWING_drawRectangle (MICROUI_GraphicsContext * gc, jint x1, jint y1, jint x2, jint y2)`
- `DRAWING_Status UI_DRAWING_fillRectangle (MICROUI_GraphicsContext * gc, jint x1, jint y1, jint x2, jint y2)`
- `DRAWING_Status UI_DRAWING_drawRoundedRectangle (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint cornerEllipseWidth, jint cornerEllipseHeight)`
- `DRAWING_Status UI_DRAWING_fillRoundedRectangle (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint cornerEllipseWidth, jint cornerEllipseHeight)`
- `DRAWING_Status UI_DRAWING_drawCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle)`
- `DRAWING_Status UI_DRAWING_drawEllipseArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jfloat startAngle, jfloat arcAngle)`
- `DRAWING_Status UI_DRAWING_fillCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle)`
- `DRAWING_Status UI_DRAWING_fillEllipseArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jfloat startAngle, jfloat arcAngle)`

- DRAWING_Status UI_DRAWING_drawEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- DRAWING_Status UI_DRAWING_fillEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- DRAWING_Status UI_DRAWING_drawCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter)
- DRAWING_Status UI_DRAWING_fillCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter)
- DRAWING_Status UI_DRAWING_drawImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- DRAWING_Status UI_DRAWING_copyImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y)
- DRAWING_Status UI_DRAWING_drawRegion (MICROUI_GraphicsContext * gc, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- DRAWING_Status UI_DRAWING_drawThickFadedPoint (MICROUI_GraphicsContext * gc, jint x, jint y, jint thickness, jint fade)
- DRAWING_Status UI_DRAWING_drawThickFadedLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY, jint thickness, jint fade, DRAWING_Cap startCap, DRAWING_Cap endCap)
- DRAWING_Status UI_DRAWING_drawThickFadedCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jint thickness, jint fade)
- DRAWING_Status UI_DRAWING_drawThickFadedCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle, jint thickness, jint fade, DRAWING_Cap start, DRAWING_Cap end)
- DRAWING_Status UI_DRAWING_drawThickFadedEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint thickness, jint fade)
- DRAWING_Status UI_DRAWING_drawThickLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY, jint thickness)
- DRAWING_Status UI_DRAWING_drawThickCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jint thickness)
- DRAWING_Status UI_DRAWING_drawThickEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint thickness)
- DRAWING_Status UI_DRAWING_drawThickCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle, jint thickness)
- DRAWING_Status UI_DRAWING_drawFlippedImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, DRAWING_Flip transformation, jint alpha)

- DRAWING_Status UI_DRAWING_drawRotatedImageNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- DRAWING_Status UI_DRAWING_drawRotatedImageBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- DRAWING_Status UI_DRAWING_drawScaledImageNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)
- DRAWING_Status UI_DRAWING_drawScaledImageBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/inc/ui_drawing.h

1.5. ui_drawing_stub.h File Reference

```
#include "ui_drawing.h"
```

1.5.1. Functions

- DRAWING_Status UI_DRAWING_STUB_writePixel (MICROUI_GraphicsContext * gc, jint x, jint y)
- DRAWING_Status UI_DRAWING_STUB_drawLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY)
- DRAWING_Status UI_DRAWING_STUB_drawHorizontalLine (MICROUI_GraphicsContext * gc, jint x1, jint x2, jint y)
- DRAWING_Status UI_DRAWING_STUB_drawVerticalLine (MICROUI_GraphicsContext * gc, jint x, jint y1, jint y2)
- DRAWING_Status UI_DRAWING_STUB_drawRectangle (MICROUI_GraphicsContext * gc, jint x1, jint y1, jint x2, jint y2)
- DRAWING_Status UI_DRAWING_STUB_fillRectangle (MICROUI_GraphicsContext * gc, jint x1, jint y1, jint x2, jint y2)
- DRAWING_Status UI_DRAWING_STUB_drawRoundedRectangle (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint cornerEllipseWidth, jint cornerEllipseHeight)
- DRAWING_Status UI_DRAWING_STUB_fillRoundedRectangle (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint cornerEllipseWidth, jint cornerEllipseHeight)

- DRAWING_Status UI_DRAWING_STUB_drawCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle)
- DRAWING_Status UI_DRAWING_STUB_drawEllipseArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jfloat startAngle, jfloat arcAngle)
- DRAWING_Status UI_DRAWING_STUB_fillCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle)
- DRAWING_Status UI_DRAWING_STUB_fillEllipseArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jfloat startAngle, jfloat arcAngle)
- DRAWING_Status UI_DRAWING_STUB_drawEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- DRAWING_Status UI_DRAWING_STUB_fillEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- DRAWING_Status UI_DRAWING_STUB_drawCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter)
- DRAWING_Status UI_DRAWING_STUB_fillCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter)
- DRAWING_Status UI_DRAWING_STUB_drawImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_copyImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y)
- DRAWING_Status UI_DRAWING_STUB_drawRegion (MICROUI_GraphicsContext * gc, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_drawThickFadedPoint (MICROUI_GraphicsContext * gc, jint x, jint y, jint thickness, jint fade)
- DRAWING_Status UI_DRAWING_STUB_drawThickFadedLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY, jint thickness, jint fade, DRAWING_Cap startCap, DRAWING_Cap endCap)
- DRAWING_Status UI_DRAWING_STUB_drawThickFadedCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jint thickness, jint fade)
- DRAWING_Status UI_DRAWING_STUB_drawThickFadedCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle, jint thickness, jint fade, DRAWING_Cap start, DRAWING_Cap end)
- DRAWING_Status UI_DRAWING_STUB_drawThickFadedEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint thickness, jint fade)
- DRAWING_Status UI_DRAWING_STUB_drawThickLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY, jint thickness)

- DRAWING_Status UI_DRAWING_STUB_drawThickCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jint thickness)
- DRAWING_Status UI_DRAWING_STUB_drawThickEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint thickness)
- DRAWING_Status UI_DRAWING_STUB_drawThickCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle, jint thickness)
- DRAWING_Status UI_DRAWING_STUB_drawFlippedImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, DRAWING_Flip transformation, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_drawRotatedImageNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_drawRotatedImageBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_drawScaledImageNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_drawScaledImageBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/inc/ui_drawing_stub.h

1.6. ui_image_drawing.h File Reference

```
#include "ui_drawing.h"
```

1.6.1. Functions

- DRAWING_Status UI_IMAGE_DRAWING_draw (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_copy (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y)
- DRAWING_Status UI_IMAGE_DRAWING_drawRegion (MICROUI_GraphicsContext * gc, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)

- DRAWING_Status UI_IMAGE_DRAWING_drawFlipped (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, DRAWING_Flip transformation, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_drawRotatedNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_drawRotatedBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_drawScaledNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_drawScaledBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/inc/ui_image_drawing.h

1.7. LLDW_PAINTER_impl.c File Reference

```
#include <LLDW_PAINTER_impl.h>
```

```
#include <LLUI_DISPLAY.h>
```

```
#include "ui_drawing.h"
```

1.7.1. Macros

- #define LOG_DRAW_START LLUI_DISPLAY_logDrawingStart(CONCAT_DEFINES(LOG_DRAW_, fn))
- #define LOG_DRAW_END LLUI_DISPLAY_logDrawingEnd(CONCAT_DEFINES(LOG_DRAW_, fn))
- #define LOG_DRAW_drawThickFadedPoint 100
- #define LOG_DRAW_drawThickFadedLine 101
- #define LOG_DRAW_drawThickFadedCircle 102
- #define LOG_DRAW_drawThickFadedCircleArc 103
- #define LOG_DRAW_drawThickFadedEllipse 104

- #define LOG_DRAW_drawThickLine 105
- #define LOG_DRAW_drawThickCircle 106
- #define LOG_DRAW_drawThickEllipse 107
- #define LOG_DRAW_drawThickCircleArc 108
- #define LOG_DRAW_drawFlippedImage 200
- #define LOG_DRAW_drawRotatedImageNearestNeighbor 201
- #define LOG_DRAW_drawRotatedImageBilinear 202
- #define LOG_DRAW_drawScaledImageNearestNeighbor 203
- #define LOG_DRAW_drawScaledImageBilinear 204

1.7.2. Functions

- void LLDW_PAINTER_IMPL_drawThickFadedPoint (MICROUI_GraphicsContext * gc, jint x, jint y, jint thickness, jint fade)
- void LLDW_PAINTER_IMPL_drawThickFadedLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY, jint thickness, jint fade, DRAWING_Cap startCap, DRAWING_Cap endCap)
- void LLDW_PAINTER_IMPL_drawThickFadedCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jint thickness, jint fade)
- void LLDW_PAINTER_IMPL_drawThickFadedCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle, jint thickness, jint fade, DRAWING_Cap start, DRAWING_Cap end)
- void LLDW_PAINTER_IMPL_drawThickFadedEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint thickness, jint fade)
- void LLDW_PAINTER_IMPL_drawThickLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY, jint thickness)
- void LLDW_PAINTER_IMPL_drawThickCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jint thickness)
- void LLDW_PAINTER_IMPL_drawThickEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint thickness)
- void LLDW_PAINTER_IMPL_drawThickCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle, jint thickness)
- void LLDW_PAINTER_IMPL_drawFlippedImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, DRAWING_Flip transformation, jint alpha)

- void LLDW_PAINTER_IMPL_drawRotatedImageNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- void LLDW_PAINTER_IMPL_drawRotatedImageBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- void LLDW_PAINTER_IMPL_drawScaledImageNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)
- void LLDW_PAINTER_IMPL_drawScaledImageBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/src/LLDW_PAINTER_impl.c

1.8. LLUI_DISPLAY_HEAP_impl.c File Reference

```
#include "microui_heap.h"
```

```
#include "BESTFIT_ALLOCATOR.h"
```

1.8.1. Macros

- #define BESTFITALLOCATOR_HEADER_SIZE (68)
- #define BESTFITALLOCATOR_BLOCK_SIZE ((*(uint32_t*)((block)-sizeof(uint32_t))) & 0x7ffffff)

1.8.2. Variables

- static BESTFIT_ALLOCATOR image_heap
- static uint32_t heap_size
- static uint32_t free_space
- static uint32_t allocated_blocks_number

1.8.3. Functions

- uint32_t MICROUI_HEAP_total_space (void)
- uint32_t MICROUI_HEAP_free_space (void)
- uint32_t MICROUI_HEAP_number_of_allocated_blocks (void)

- void LLUI_DISPLAY_IMPL_image_heap_initialize (uint8_t * heap_start, uint8_t * heap_limit)
- uint8_t * LLUI_DISPLAY_IMPL_image_heap_allocate (uint32_t size)
- void LLUI_DISPLAY_IMPL_image_heap_free (uint8_t * block)

Detailed Description

This MicroUI images heap allocator replaces the default allocator embedded in the MicroUI Graphics Engine. It is using a best fit allocator and provides some additional APIs to retrieve the heap information: total space, free space, number of blocks allocated.

See also: . LLUI_DISPLAY_impl.h file comment

Author: . MicroEJ Developer Team

Version: . 3.1.0

Since: . MicroEJ UI Pack 13.1.0

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/src/LLUI_DISPLAY_HEAP_impl.c

1.9. LLUI_INPUT_LOG_impl.c File Reference

```
#include <assert.h>
```

```
#include <string.h>
```

```
#include <LLUI_INPUT_impl.h>
```

```
#include "microui_event_decoder.h"
```

Detailed Description

This MicroUI FIFO (queue) logger replaces the default logger embedded in the MicroUI Input Engine. For each queue event, it stores the event's data size. This allows to be able to decode the event when LLUI_INPUT_dump() is called.

This logger does not interpret the event: it just recognizes the event's first element and event's data. When an event is detected, the logger calls microui_event_decoder.h functions.

See also: . LLUI_INPUT_impl.h file comment

Author: . MicroEJ Developer Team

Version: . 3.1.0

Since: . MicroEJ UI Pack 13.1.0

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/src/LLUI_INPUT_LOG_impl.c

1.10. LLUI_PAINTER_impl.c File Reference

```
#include <LLUI_PAINTER_impl.h>
```

```
#include <LLUI_DISPLAY.h>
```

```
#include <LLUI_DISPLAY_impl.h>
```

```
#include "ui_drawing.h"
```

1.10.1. Macros

- `#define LOG_DRAW_START LLUI_DISPLAY_logDrawingStart(CONCAT_DEFINES(LOG_DRAW_, fn))`
- `#define LOG_DRAW_END LLUI_DISPLAY_logDrawingEnd(CONCAT_DEFINES(LOG_DRAW_, fn))`
- `#define LOG_DRAW_writePixel 1`
- `#define LOG_DRAW_drawLine 2`
- `#define LOG_DRAW_drawHorizontalLine 3`
- `#define LOG_DRAW_drawVerticalLine 4`
- `#define LOG_DRAW_drawRectangle 5`
- `#define LOG_DRAW_fillRectangle 6`
- `#define LOG_DRAW_drawRoundedRectangle 8`
- `#define LOG_DRAW_fillRoundedRectangle 9`
- `#define LOG_DRAW_drawCircleArc 10`
- `#define LOG_DRAW_fillCircleArc 11`
- `#define LOG_DRAW_drawEllipseArc 12`
- `#define LOG_DRAW_fillEllipseArc 13`

- #define LOG_DRAW_drawEllipse 14
- #define LOG_DRAW_fillEllipse 15
- #define LOG_DRAW_drawCircle 16
- #define LOG_DRAW_fillCircle 17
- #define LOG_DRAW_drawARGB 18
- #define LOG_DRAW_drawImage 19

1.10.2. Functions

- static void _check_bound (jint max, jint * bound, jint * size, jint * origin)
- void LLUI_PAINTER_IMPL_writePixel (MICROUI_GraphicsContext * gc, jint x, jint y)
- void LLUI_PAINTER_IMPL_drawLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY)
- void LLUI_PAINTER_IMPL_drawHorizontalLine (MICROUI_GraphicsContext * gc, jint x, jint y, jint length)
- void LLUI_PAINTER_IMPL_drawVerticalLine (MICROUI_GraphicsContext * gc, jint x, jint y, jint length)
- void LLUI_PAINTER_IMPL_drawRectangle (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- void LLUI_PAINTER_IMPL_fillRectangle (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- void LLUI_PAINTER_IMPL_drawRoundedRectangle (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint cornerEllipseWidth, jint cornerEllipseHeight)
- void LLUI_PAINTER_IMPL_fillRoundedRectangle (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint cornerEllipseWidth, jint cornerEllipseHeight)
- void LLUI_PAINTER_IMPL_drawCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle)
- void LLUI_PAINTER_IMPL_drawEllipseArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jfloat startAngle, jfloat arcAngle)
- void LLUI_PAINTER_IMPL_fillCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle)
- void LLUI_PAINTER_IMPL_fillEllipseArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jfloat startAngle, jfloat arcAngle)
- void LLUI_PAINTER_IMPL_drawEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)

- void LLUI_PAINTER_IMPL_fillEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- void LLUI_PAINTER_IMPL_drawCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter)
- void LLUI_PAINTER_IMPL_fillCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter)
- void LLUI_PAINTER_IMPL_drawImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/src/LLUI_PAINTER_impl.c

1.11. microui_event_decoder.c File Reference

```
#include "microui_event_decoder.h"
```

Detailed Description

This MicroUI Events decoder describes the events to the standard output stream.

See also: . LLUI_INPUT_LOG_impl.c file comment

Author: . MicroEJ Developer Team

Version: . 3.1.0

Since: . MicroEJ UI Pack 13.1.0

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/src/microui_event_decoder.c

1.12. ui_drawing.c File Reference

```
#include <LLUI_DISPLAY.h>
```

```
#include "ui_drawing.h"
```

```
#include "ui_drawing_stub.h"
```

```
#include "ui_drawing_soft.h"
```

```
#include "dw_drawing_soft.h"
```

```
#include "ui_image_drawing.h"
```

```
#include "bsp_util.h"
```

1.12.1. Macros

- #define UI_DRAWING_DEFAULT_writePixel UI_DRAWING_writePixel
- #define UI_DRAWING_DEFAULT_drawLine UI_DRAWING_drawLine
- #define UI_DRAWING_DEFAULT_drawHorizontalLine UI_DRAWING_drawHorizontalLine
- #define UI_DRAWING_DEFAULT_drawVerticalLine UI_DRAWING_drawVerticalLine
- #define UI_DRAWING_DEFAULT_drawRectangle UI_DRAWING_drawRectangle
- #define UI_DRAWING_DEFAULT_fillRectangle UI_DRAWING_fillRectangle
- #define UI_DRAWING_DEFAULT_drawRoundedRectangle UI_DRAWING_DRAW_ROUND_RECTANGLE
UI_DRAWING_DRAW_ROUND_RECTANGLE
- #define UI_DRAWING_DEFAULT_fillRoundedRectangle UI_DRAWING_fillRoundedRectangle
- #define UI_DRAWING_DEFAULT_drawCircleArc UI_DRAWING_drawCircleArc
- #define UI_DRAWING_DEFAULT_drawEllipseArc UI_DRAWING_drawEllipseArc
- #define UI_DRAWING_DEFAULT_fillCircleArc UI_DRAWING_fillCircleArc
- #define UI_DRAWING_DEFAULT_fillEllipseArc UI_DRAWING_fillEllipseArc
- #define UI_DRAWING_DEFAULT_drawEllipse UI_DRAWING_drawEllipse
- #define UI_DRAWING_DEFAULT_fillEllipse UI_DRAWING_fillEllipse
- #define UI_DRAWING_DEFAULT_drawCircle UI_DRAWING_drawCircle
- #define UI_DRAWING_DEFAULT_fillCircle UI_DRAWING_fillCircle
- #define UI_DRAWING_DEFAULT_drawImage UI_DRAWING_drawImage
- #define UI_DRAWING_DEFAULT_copyImage UI_DRAWING_copyImage
- #define UI_DRAWING_DEFAULT_drawRegion UI_DRAWING_drawRegion
- #define UI_DRAWING_DEFAULT_drawThickFadedPoint UI_DRAWING_drawThickFadedPoint

- `#define UI_DRAWING_DEFAULT_drawThickFadedLine UI_DRAWING_drawThickFadedLine`
- `#define UI_DRAWING_DEFAULT_drawThickFadedCircle UI_DRAWING_drawThickFadedCircle`
- `#define UI_DRAWING_DEFAULT_drawThickFadedCircleArc UI_DRAWING_drawThickFadedCircleArc`
- `#define UI_DRAWING_DEFAULT_drawThickFadedEllipse UI_DRAWING_drawThickFadedEllipse`
- `#define UI_DRAWING_DEFAULT_drawThickLine UI_DRAWING_drawThickLine`
- `#define UI_DRAWING_DEFAULT_drawThickCircle UI_DRAWING_drawThickCircle`
- `#define UI_DRAWING_DEFAULT_drawThickEllipse UI_DRAWING_drawThickEllipse`
- `#define UI_DRAWING_DEFAULT_drawThickCircleArc UI_DRAWING_drawThickCircleArc`
- `#define UI_DRAWING_DEFAULT_drawFlippedImage UI_DRAWING_drawFlippedImage`
- `#define UI_DRAWING_DEFAULT_drawRotatedImageNearestNeighbor UI_DRAWING_drawRotatedImageNearestNeighbor`
- `#define UI_DRAWING_DEFAULT_drawRotatedImageBilinear UI_DRAWING_drawRotatedImageBilinear`
- `#define UI_DRAWING_DEFAULT_drawScaledImageNearestNeighbor UI_DRAWING_drawScaledImageNearestNeighbor`
- `#define UI_DRAWING_DEFAULT_drawScaledImageBilinear UI_DRAWING_drawScaledImageBilinear`

1.12.2. Functions

- `int32_t LLUI_DISPLAY_IMPL_getDrawerIdentifier (jbyte image_format)`
- `uint32_t LLUI_DISPLAY_IMPL_getNewImageStrideInBytes (jbyte image_format, uint32_t width, uint32_t height, uint32_t default_stride)`
- `void LLUI_DISPLAY_IMPL_adjustNewImageCharacteristics (jbyte image_format, uint32_t width, uint32_t height, uint32_t * data_size, uint32_t * data_alignment)`
- `void LLUI_DISPLAY_IMPL_initializeNewImage (MICROUI_Image * image)`
- `void LLUI_DISPLAY_IMPL_freelImageResources (MICROUI_Image * image)`
- `BSP_DECLARE_WEAK_FCNT uint32_t UI_DRAWING_getNewImageStrideInBytes (jbyte image_format, uint32_t width, uint32_t height, uint32_t default_stride)`
- `BSP_DECLARE_WEAK_FCNT void UI_DRAWING_adjustNewImageCharacteristics (jbyte image_format, uint32_t width, uint32_t height, uint32_t * data_size, uint32_t * data_alignment)`
- `BSP_DECLARE_WEAK_FCNT void UI_DRAWING_initializeNewImage (MICROUI_Image * image)`
- `BSP_DECLARE_WEAK_FCNT void UI_DRAWING_freelImageResources (MICROUI_Image * image)`

- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_writePixel
(MICROUI_GraphicsContext * gc, jint x, jint y)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawLine
(MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawHorizontalLine
(MICROUI_GraphicsContext * gc, jint x1, jint x2, jint y)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawVerticalLine
(MICROUI_GraphicsContext * gc, jint x, jint y1, jint y2)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawRectangle
(MICROUI_GraphicsContext * gc, jint x1, jint y1, jint x2, jint y2)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_fillRectangle
(MICROUI_GraphicsContext * gc, jint x1, jint y1, jint x2, jint y2)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status
UI_DRAWING_DEFAULT_drawRoundedRectangle (MICROUI_GraphicsContext * gc, jint x, jint y,
jint width, jint height, jint cornerEllipseWidth, jint cornerEllipseHeight)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_fillRoundedRectangle
(MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint cornerEllipseWidth, jint
cornerEllipseHeight)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawCircleArc
(MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawEllipseArc
(MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jfloat startAngle, jfloat ar-
cAngle)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_fillCircleArc
(MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_fillEllipseArc
(MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jfloat startAngle, jfloat ar-
cAngle)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawEllipse
(MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_fillEllipse
(MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawCircle
(MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_fillCircle
(MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter)

- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawImage
(MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_copyImage
(MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawRegion
(MICROUI_GraphicsContext * gc, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawThickFadedPoint
(MICROUI_GraphicsContext * gc, jint x, jint y, jint thickness, jint fade)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawThickFadedLine
(MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY, jint thickness, jint fade, DRAWING_Cap startCap, DRAWING_Cap endCap)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawThickFadedCircle
(MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jint thickness, jint fade)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawThickFadedCircleArc
(MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle, jint thickness, jint fade, DRAWING_Cap start, DRAWING_Cap end)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawThickFadedEllipse
(MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint thickness, jint fade)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawThickLine
(MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY, jint thickness)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawThickCircle
(MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jint thickness)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawThickEllipse
(MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint thickness)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawThickCircleArc
(MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle, jint thickness)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawFlippedImage
(MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, DRAWING_Flip transformation, jint alpha)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status UI_DRAWING_DEFAULT_drawRotatedImageNearestNeighbor
(MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)

- BSP_DECLARE_WEAK_FCNT DRAWING_Status
UI_DRAWING_DEFAULT_drawRotatedImageBilinear (MICROUI_GraphicsContext * gc,
MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status
UI_DRAWING_DEFAULT_drawScaledImageNearestNeighbor (MICROUI_GraphicsContext * gc,
MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)
- BSP_DECLARE_WEAK_FCNT DRAWING_Status
UI_DRAWING_DEFAULT_drawScaledImageBilinear (MICROUI_GraphicsContext * gc,
MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/src/ui_drawing.c

1.13. ui_drawing_stub.c File Reference

```
#include <LLUI_DISPLAY.h>
```

```
#include "ui_drawing_stub.h"
```

1.13.1. Functions

- static DRAWING_Status not_implemented (MICROUI_GraphicsContext * gc)
- DRAWING_Status UI_DRAWING_STUB_writePixel (MICROUI_GraphicsContext * gc, jint x, jint y)
- DRAWING_Status UI_DRAWING_STUB_drawLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY)
- DRAWING_Status UI_DRAWING_STUB_drawHorizontalLine (MICROUI_GraphicsContext * gc, jint x1, jint x2, jint y)
- DRAWING_Status UI_DRAWING_STUB_drawVerticalLine (MICROUI_GraphicsContext * gc, jint x, jint y1, jint y2)
- DRAWING_Status UI_DRAWING_STUB_drawRectangle (MICROUI_GraphicsContext * gc, jint x1, jint y1, jint x2, jint y2)
- DRAWING_Status UI_DRAWING_STUB_fillRectangle (MICROUI_GraphicsContext * gc, jint x1, jint y1, jint x2, jint y2)
- DRAWING_Status UI_DRAWING_STUB_drawRoundedRectangle (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint cornerEllipseWidth, jint cornerEllipseHeight)

- DRAWING_Status UI_DRAWING_STUB_fillRoundedRectangle (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint cornerEllipseWidth, jint cornerEllipseHeight)
- DRAWING_Status UI_DRAWING_STUB_drawCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle)
- DRAWING_Status UI_DRAWING_STUB_drawEllipseArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jfloat startAngle, jfloat arcAngle)
- DRAWING_Status UI_DRAWING_STUB_fillCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle)
- DRAWING_Status UI_DRAWING_STUB_fillEllipseArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jfloat startAngle, jfloat arcAngle)
- DRAWING_Status UI_DRAWING_STUB_drawEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- DRAWING_Status UI_DRAWING_STUB_fillEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height)
- DRAWING_Status UI_DRAWING_STUB_drawCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter)
- DRAWING_Status UI_DRAWING_STUB_fillCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter)
- DRAWING_Status UI_DRAWING_STUB_drawImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_copyImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y)
- DRAWING_Status UI_DRAWING_STUB_drawRegion (MICROUI_GraphicsContext * gc, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_drawThickFadedPoint (MICROUI_GraphicsContext * gc, jint x, jint y, jint thickness, jint fade)
- DRAWING_Status UI_DRAWING_STUB_drawThickFadedLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY, jint thickness, jint fade, DRAWING_Cap startCap, DRAWING_Cap endCap)
- DRAWING_Status UI_DRAWING_STUB_drawThickFadedCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jint thickness, jint fade)
- DRAWING_Status UI_DRAWING_STUB_drawThickFadedCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle, jint thickness, jint fade, DRAWING_Cap start, DRAWING_Cap end)
- DRAWING_Status UI_DRAWING_STUB_drawThickFadedEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint thickness, jint fade)

- DRAWING_Status UI_DRAWING_STUB_drawThickLine (MICROUI_GraphicsContext * gc, jint startX, jint startY, jint endX, jint endY, jint thickness)
- DRAWING_Status UI_DRAWING_STUB_drawThickCircle (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jint thickness)
- DRAWING_Status UI_DRAWING_STUB_drawThickEllipse (MICROUI_GraphicsContext * gc, jint x, jint y, jint width, jint height, jint thickness)
- DRAWING_Status UI_DRAWING_STUB_drawThickCircleArc (MICROUI_GraphicsContext * gc, jint x, jint y, jint diameter, jfloat startAngle, jfloat arcAngle, jint thickness)
- DRAWING_Status UI_DRAWING_STUB_drawFlippedImage (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, DRAWING_Flip transformation, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_drawRotatedImageNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_drawRotatedImageBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_drawScaledImageNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)
- DRAWING_Status UI_DRAWING_STUB_drawScaledImageBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/src/ui_drawing_stub.c

1.14. ui_image_drawing.c File Reference

```
#include <LLUI_DISPLAY.h>
```

```
#include "ui_image_drawing.h"
```

```
#include "ui_drawing_soft.h"
```

```
#include "dw_drawing_soft.h"
```



```
#include "ui_drawing_stub.h"
```

```
#include "bsp_util.h"
```

1.14.1. Functions

- static bool _can_call_soft_algo (MICROUI_GraphicsContext * gc)
- DRAWING_Status UI_IMAGE_DRAWING_draw (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_copy (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y)
- DRAWING_Status UI_IMAGE_DRAWING_drawRegion (MICROUI_GraphicsContext * gc, jint regionX, jint regionY, jint width, jint height, jint x, jint y, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_drawFlipped (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint regionX, jint regionY, jint width, jint height, jint x, jint y, DRAWING_Flip transformation, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_drawRotatedNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_drawRotatedBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jint rotationX, jint rotationY, jfloat angle, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_drawScaledNearestNeighbor (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)
- DRAWING_Status UI_IMAGE_DRAWING_drawScaledBilinear (MICROUI_GraphicsContext * gc, MICROUI_Image * img, jint x, jint y, jfloat factorX, jfloat factorY, jint alpha)

Detailed Description

Definition in file C:/Jenkins/workspace/masterfb994a57/bsp-llmicroui/target~/ccomponentWorking/bsp/ui/src/ui_image_drawing.c