

microui

*User Manual*



**MICROEJ<sup>®</sup>**

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# Table of Contents

1. Data Structure Documentation .....	1
1.1. ui_rect_collection_t Struct Reference .....	1
1.1.1. Detailed Description .....	1
2. File Documentation .....	2
2.1. bsp/ui/src/LLUI_DISPLAY_HEAP_impl.c File Reference .....	2
2.1.1. Detailed Description .....	2
2.2. bsp/ui/src/LLUI_INPUT_LOG_impl.c File Reference .....	2
2.2.1. Detailed Description .....	3
2.3. bsp/ui/src/microui_event_decoder.c File Reference .....	3
2.3.1. Detailed Description .....	3
Index .....	4

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# Chapter 1. Data Structure Documentation

## 1.1. ui\_rect\_collection\_t Struct Reference

### Data Fields

- ui\_rect\_t [UI\_RECT\_COLLECTION\_MAX\_LENGTH]
- size\_t

### 1.1.1. Detailed Description

Definition at line 45 of file ui\_rect\_collection.h.

The documentation for this struct was generated from the following file:  
bsp/ui/inc/ui\_rect\_collection.h

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# Chapter 2. File Documentation

## 2.1. bsp/ui/src/LLUI\_DISPLAY\_HEAP\_impl.c File Reference

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.

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

### Macros

- #define (68)
- #define (block) ((\*uint32\_t\*)((block)-sizeof(uint32\_t))) & 0x7ffffff)

### Functions

- uint32\_t (void)
- uint32\_t (void)
- uint32\_t (void)
- void (uint8\_t \*heap\_start, uint8\_t \*heap\_limit)
- uint8\_t \* (uint32\_t size)
- void (uint8\_t \*block)

#### 2.1.1. 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

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## 2.2. bsp/ui/src/LLUI\_INPUT\_LOG\_impl.c File Reference

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.

```
#include <assert.h>
#include <string.h>
#include <LLUI_INPUT_impl.h>
#include "microui_event_decoder.h"
```

## 2.2.1. 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

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## 2.3. bsp/ui/src/microui\_event\_decoder.c File Reference

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

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

### 2.3.1. Detailed Description

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

See also. `LLUI_INPUT_LOG_impl.c` file comment

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---

# Index

## B

bsp/ui/src/LLUI\_DISPLAY\_HEAP\_impl.c, 2

bsp/ui/src/LLUI\_INPUT\_LOG\_impl.c, 2

bsp/ui/src/microui\_event\_decoder.c, 3

## U

ui\_rect\_collection\_t, 1