LibNSGDGUI Manual

Neruthes

2024-09-26

Contents

Chapter 1

Introduction

We maintain some GUI controller scripts for Godot in this repository. All scripts are written in pure GDScript for best portability.

Chapter 2

Classes

2.1 NSRadioContext

extends Node

@export var containers: Array[Control] = []

// TODO

2.2 NSTabsMgr

extends Node

@export var buttons: Array[Control] = []

@export var contents: Array[Control] = []

@export var contents_enabled: bool = true # If false, ignore contents

@export var is_joypad_active: bool = true # If true, allows game controller

@export var hierarchy_layer: JoypadControlGroup = JoypadControlGroup.L1_R1

@export var disabled_at_start: int = 0 # Hide initial N tabs

@export var disabled_at_end: int = 0 # Hide last N tabs

@export var is_index_remembered: bool = true

This class manages the switching of tabs.

You should maintain 2 arrays. One for tab buttons; the other for tab contents. When the user activates a different button, the current view will become invisible (visible = false), and the corresponding view will become visible (visible = true).