

## gGauge

gGaugeDesktop is a Xojo Custom Control for generating and animating nice & clean gauges.

It is based on JustGage JavaScript plugin which uses Raphaël (library for vector drawing), so it's completely resolution independent and self-adjusting.

gGaugeDesktop is for Desktop applications ONLY (for Web Applications check our gGauge WEB). This component is cross-platform Windows & Mac and should work on Linux (not tested).

## Installation

4 simple steps:

- Open gGaugeDesktop project in Xojo IDE
- Copy the gGauge\_Desktop folder
- Open your own DESKTOP project in Xojo IDE
- Paste gGauge\_Desktop folder into your project

## How to use gGauge

Just drag the gGaugeCtl object (from gGauge\_Desktop folder) and drag it on a Window or a ContainerControl.

All gGaugeCtl instance properties are available from the IDE Inspector or within your application methods.

Important: the gGauge will be responsive ONLY if your control is « locked » left/right top/bottom. If you don't lock it will not be resized, responsiveness needs size changes !

See gGauge properties in the following pages for details and default values.

Example, a minimal gGauge with no title, no labels, no animation, could be set up as:

```
' gGauge1 is an instance of gGauge
gGauge1.value = 66
gGauge1.valueMin = 0
gGauge1.valueMax = 100
gGauge1.valueMinMaxVisible = False
gGauge1.gaugeColor = &cffffff ' white
gGauge1.colorDefault1 = &c000000 ' black
gGauge1.colorDefault1 = &c000000 ' black
gGauge1.colorDefault1 = &c000000 ' black
gGauge1.shadowVisible = False
gGauge1.gaugeAnimationType = animations.none
```

## gGauge Methods

### UpdateValue (newValue As Double, optional newMax As Double)

This method will only adapt the gauge value and, optionally, set a new Max Value.

Example

```
Dim r As new Random
Dim newVal As Double = r.InRange(0,100)

' gGauge1 is an instance of the gGauge WebControlWrapper
gGauge1.UpdateValue(newVal)
```

Note:

If the maximum value is changed and there are customLevels defined the gauge will be rebuild.

### Reload ()

This method will completely rebuild the gGauge object.

This method should be called every time gGauge property(ies) are changed.

Example

```
' gGauge1 is an instance of the gGauge WebControlWrapper
gGauge1.valueAnimate = True

' use custom values when empty or full
if gGauge1.value = gGauge1.valueMin then
    gGauge1.valueCustom = "Empty !"
elseif gGauge1.value = gGauge1.valueMax then
    gGauge1.valueCustom = "Full !"
else
    gGauge1.valueCustom = ""
end if

gGauge1.Reload
```



## **Reload vs UpdateValue**

The Reload method is slightly slower than UpdateValue because Reload must delete the DOM element and recreate it.

So, prefer UpdateValue when you just change the value.

Note that it's up to you to decide if you need to use Reload, i.e. when other properties are changed.

## gGauge Properties

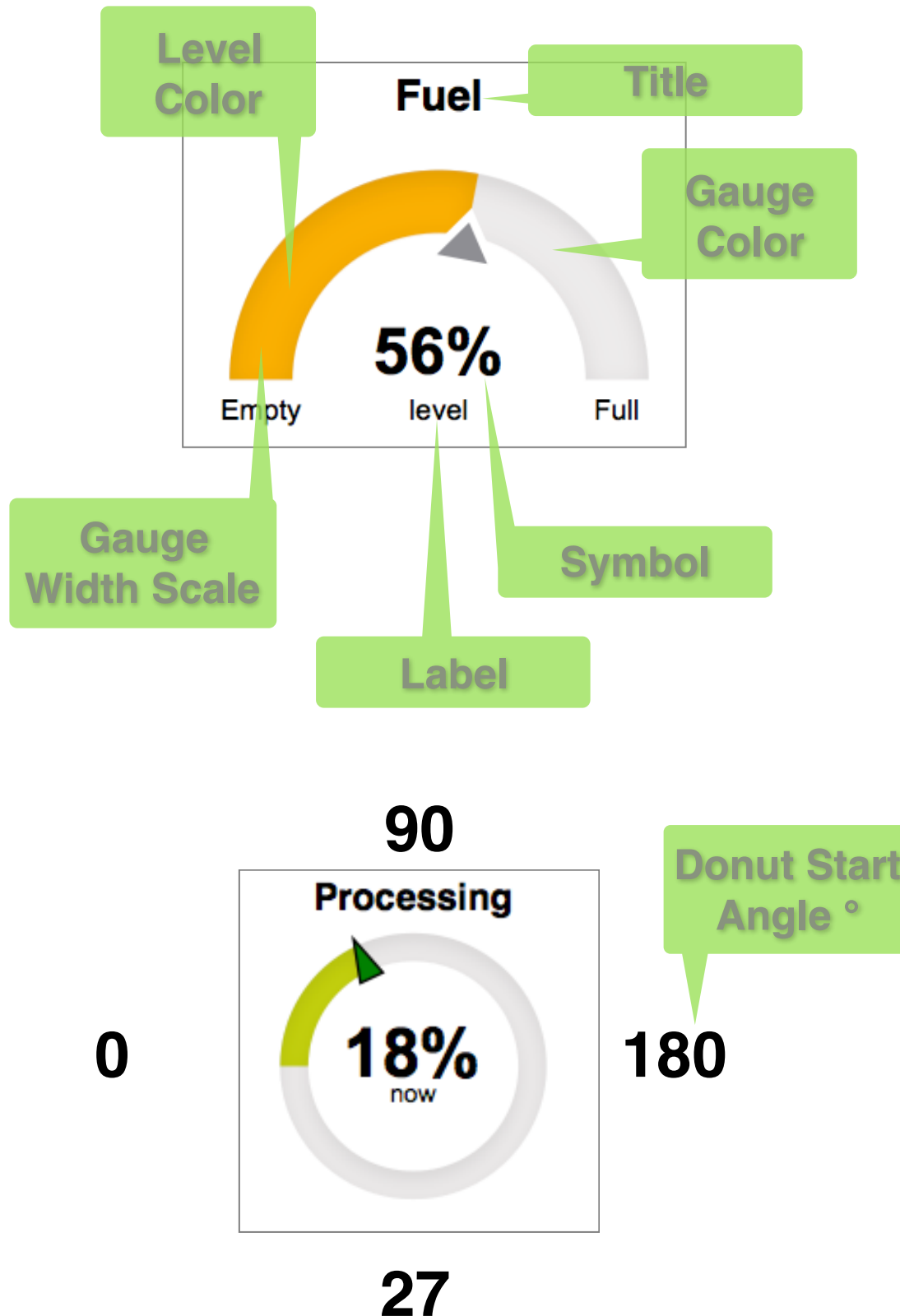
Gauge Properties			
Property	Type	Default	Remark
gaugeDonut	Boolean	False	
donutStartAngle	Integer	90	0-360 (90° is on top of the gauge)
gaugeColor	Color	&cedebef	background color of gauge element
gaugeBackColor	Color	&ce3e3e3	background color of the control
gaugeWidthScale	Double	1	
title	String		
titleFontColor	Color	&c000000	
titleFontFamily	String	sans-serif	
titlePosition	Integer	0	enumerations: titlePositions.above (0) titlePositions.below (1)
label	String		text to show below value
labelFontColor	Color	&c000000	

Value Properties			
Property	Type	Default	Remark
value	Double	0	Initial value. Use method UpdateValue to update the value, or change initial value and call Reload method.
valueMin	Double	0	* ignored for donut shape
valueMax	Double	0	* ignored for donut shape
valueDecimals	Integer	0	
valueSymbol	String		special symbol to show next to value
valueFormat	Boolean	True	Show dot and commas where appropriate
valueHumanFriendly	Boolean	False	convert large numbers for min, max, value to human friendly (e.g. 1234567 -> 1.23M)
valueCustom	String		replace value with a custom string, if specified
valueFontColor	Color	&c010101	color of label showing current value
valueFontFamily	String	Arial	font of label showing current value
valueVisible	Boolean	True	
valueMinTxt	String		replace Min value if specified * ignored for donut shape
valueMaxTxt	String		replace Max value if specified * ignored for donut shape
valueReverseMinMax	Boolean	False	reverse min and max * ignored for donut shape
valueMinMaxVisible	Boolean	True	always False for donut shape

Animation Properties			
Property	Type	Default	Remark
gaugeAnimationType	Integer	0	initial animation enumerations: animations.none (0) animations.bounce (1) animations.linear (2)
gaugeAnimationSpeed	Integer	700	is forced to 1 with animations.none
valueAnimate	Boolean	False	animate level number change (do not apply to valueCustom)

Pointer (needle) Properties			
Property	Type	Default	Remark
pointerVisible	Boolean	False	
pointerColor	Color	&c000000	needle color
pointerStrokeColor	Color	&c000000	needle border color
pointerStrokeWidth	Integer	False	animate level number change
pointerTopLength	Integer	0	dynamic calculation if 0
pointerBottomLength	Integer	0	dynamic calculation if 0
pointerBottomWidth	Integer	0	dynamic calculation if 0

## gGauge Properties Illustrated





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gGauge use the following components:

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