```
menus := [=];
menus.file := [=];
menus.file::text := 'File';
.
.
.
menus.file.dismiss := [=];
menus.file.dismiss.text := 'Dismiss'
menus.options := [=];
.
.
.
a := guiframework('My app', menus, T, T)
a.addactionhandler('filedismiss', a.dismiss);
```

---

guiframework.cleanup - Function

Package	**display**
Module	**guiutils**
Tool	**guiframework**

removes agents generated by guiframework

Synopsis
cleanup()

Returns
Nothing

1.1.9 gui - Tool

Package	**display**
Module	**guiutils**

Standard Input Forms generated from Glish records
include "inputframe.g"

Description

The GUI tool provies a way for generating standard input forms. Input forms are supported in two ways:

1. Stand-alone input form,
2. Input form imbedded in a glishTk frame,

Additionally the input forms may be selected either via tabs or a scrolling list. The inputform and tabform methods use a *screen input record* or a collection of screen input records (passed as a record). The *screen input record* has the following members

title	text in the window title
label	text in the window
actions	(a.label a.function)record of functions
layout	ignored for now
data	record of datums
progress	T or F (Shows a progress bar, not implemented)

Each member of a *data record* is a datum and has the following members

label	Description of datum field
type	one of the following: string, vector_string, float, double long, integer, file, table, time, date, or text - string with more than oneline of text
required	boolean, T if required for processing
hint	check, radio, list, menu
enums	vector of allowed values
multiple	boolean for allowing multiple choices of enums
range.min	minimum value
range.max	maximum value
default	default value
verify	function to verify input
mask	display mask (not implemented)
help.url	a URL to drive a web browser (not implemented)
help.text	text for help of this field (not implemented)

If a user keys in a value starting with a $, the Glish variable with that same name (minus the $) will be used for that input value.

Constructors

Functions

inputform	Creates a input form, either stand-alone or in a frame
tabform	Creates a tab-styled input form, either stand-alone or in a frame

gui.inputform - Function

Package	**display**
Module	**guiutils**
Tool	**gui**

Creates a input form, either stand-alone or in a frame

Synopsis
inputform(scrnInputs, title, dismiss, parent)

Arguments

scrnInputs	Screen input record Allowed:any valid screen input record
title	Label or window title of input form Allowed:Any String Default: AIPS++ Input Form
dismiss	Dismiss flag Allowed:Flag to dismiss the form after returning from one of the action events Default: T
parent	The parent frame Allowed:Either F or the frame to put the input form Default: F

---

gui.tabform - Function

Package	**display**
Module	**guiutils**
Tool	**gui**

Creates a tab-styled input form, either stand-alone or in a frame

Synopsis
tabform(methods, title, dismiss, parent, tabcount, side)

Arguments