

About This Document and Getting Help

This document is intended to be used with Matlab's extensive built in and online help system. It is not so much a quick reference as a collection of symbols, terms and concepts intended to make it easier to look up help information. Access the Matlab Help Browser window from Matlab Desktop using *Help / Matlab Help* or by pressing *F1* while in the Command Window. Corrections and suggestions to tritt@msoe.edu are encouraged.

Selected Matlab GUI Components

| Component | Creating F'n | Description |
|---------------------------------|----------------|--|
| Containers | | |
| Figure | figure | A figure is a container that can hold components and other containers. Figures are windows that have title bars and can have menus. |
| Panel | uipanel | Panels are like figures except they do not have title bars or menus. Panels can be placed inside figures or other panels. |
| Button Group | uibbuttongroup | A special kind of panel that automatically manages groups of radio buttons or toggle buttons assuring that only one item of the group is on at any given time. |
| Graphical Controls | | |
| Pushbutton | uicontrol | A Pushbutton triggers a specified callback function when clicked. |
| Toggle Button | uicontrol | A Toggle Button is always in one of two states, "on" or "off," and changes states each time it is clicked. Each mouse click also triggers a callback. |
| Radio Button | uicontrol | A Radio Button is a type of toggle button that appears as a small circle with a dot in the middle when in its "on" state. Groups of Radio Buttons (contained within a given Button Group) are used to implement mutually exclusive choices. Each mouse click also triggers a call back. |
| Check Box | uicontrol | A Check Box is a type of toggle button that appears as a small square with a check mark in it when in its "on" state. Each mouse click triggers a callback. |
| Edit Box | uicontrol | An Edit Box displays a text string (which can initially be empty) and allows user to modify its contents (the displayed text). A callback is triggered when the user presses the <i>Enter</i> key or when the control losses focus (say by the user clicking elsewhere on the figure). Also called editable text fields. |
| List Box | uicontrol | A List Box displays a series of text strings and allows the user to select one of them by double clicking on it. A callback is triggered when this occurs. |
| Popup Menu | uicontrol | A Popup Menu displays a series of text strings in response to a mouse click. When a Popup Menu is not clicked on, only the currently selected string is displayed. A callback is triggered whenever an item is selected. |
| Slider | uicontrol | A Slider allows the adjustment of a numeric quantity using the mouse. A callback is triggered whenever the Slider is changed. |
| Static Text | uicontrol | Static text is displayed as a label located at the specified location within a Frame or Panel. Static text never triggers callbacks. Also called text fields and static text labels. |
| Frame | uicontrol | A deprecated visual grouping control that should no longer be used. |
| Other Graphical Elements | | |
| Menu Items | uimenu | A Menu Item triggers a callback when the mouse is released over it. |
| Context Menus | uicontextmenu | A Context Menu is a menu that appears over a graphical object when the user right-clicks on the object. |
| Toolbar | uitoolbar | A bar across the top of a Figure that contains toolbar buttons for quick access to program functionally. |
| Toolbar Pushbutton | uipushtool | A pushbutton that can be placed on a toolbar. Toolbar pushbuttons can trigger callbacks. |
| Toolbar Toggle Button | uitoggletool | A toggle button that can be place on a toolbar. Toolbar toggle buttons can trigger callbacks. |
| Axes | axes | A set of axes on which data can be displayed. Axes never trigger callbacks. |

In general, callback functions need not be set or used.