

[Blazer Help File](#)

The main context page for the help file. It may contain jumps to other pages.

Adding A File To MRU

This menu choice selects a file from the Open File common dialog and adds it into the most-recently-used list.

To select multiple files, see [TListWindow](#).

Adding Files to MRU

This button adds the selected files in the TListWindow into the most-recently-used list.

Sending Files Using MAPI

This menu choice sends the selected files in the TListWindow using MAPI.

Exiting The Application

This menu choice terminates the application.

About Blazer

This menu choice creates a modal window with WinG animation in it.

TreeView Control (TTreeView)

This control shows the directories of a particular drive. Select a directory to see the files in that directory displayed in the TListWindow.

ListView Control (TListView)

This control shows the files in the selected directory of the TreeView control. You can select files to perform either of two actions on those files: Adding the files to a most-recently-used list or Sending the files using MAPI.

Ok Button (About Window)

This button closes the about window.

About Window

This resizable window demonstrates the WinG encapsulation in OWL. It also showcases layout windows.

Help Button

This button displays help about this window.

Options

This button displays a property-page dialog.

Destructive BitBlt

This radiobutton causes destructive blitting of the bitmap. Since part of the bitmap is the same color as the background of the window, it appears as if the bitmap is erasing after itself.

Sprite BitBlt

This radiobutton causes transparent blitting of the bitmap. This means whatever was on the screen before the blitting, remains after the blitting.

Enable Bouncing Sound

This checkbox enables a bouncing sound whenever the ball hits a wall.

Random Factor

Use this slider to vary the random factor of the bitmap's movement.

Delta Factor

Use this slider to vary the absolute delta of the bitmap's movement.

Delay Factor

Use this slider to vary the speed of the bitmap's movement.

