07a6b6d0-0

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COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

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1.1 AFImageButton

```
                    **********************************

          ImageButton C++ Object

          The Image Gadget Wrapper.

          AFrame Version 1.0
          ImageButton Object Version 1.0

          (c) 1995,1996 Jeffry A Worth
                          Deryk B Robosson


          **********************************
```

TABLE OF CONTENTS

1.2   ImageButton Object Information

```
AFImageButton/Object Information
```

   The ImageButton Object was written to provide a C++ Object Class interface to ↩
      the image gadgets.

1.3   AFImageButton

```
                 AFImageButton/AFImageButton
```

   NAME AFImageButton()

   DESCRIPTION
     Default class constructor. Modify this only if you wish each class to have
     the modifications

   INPUTS
     none

   RESULT
     none

   BUGS
     none known

   SEE ALSO

                 ~AFImageButton

1.4   ~AFImageButton

```
                 AFImageButton/~AFImageButton
```

   NAME ~AFImageButton()

   DESCRIPTION
     Default class destructor. Modify this only if you wish each class to have
     the modifications

   INPUTS
     none

   RESULT
     none

   BUGS
     none known

   SEE ALSO

                 AFImageButton

1.5 Create

AFImageButton/Create

```
NAME Create()

  void = Create(AFWindow *pwindow, AFRect* rect, ULONG id, LPImage image,
                LPImage select, LPImage disabled);

  void = Create(AFWindow *pwindow, AFRect* rect, ULONG id, LPImage image,
                LPImage select);


DESCRIPTION
  The Create function creates the image gadget at the points supplied by rect

INPUTS
  pwindow - pointer to an AFWindow
  rect    - pointer to an AFRect object for gadget placement
  id      - gadget id
  image   - render image
  select  - select image
  disabled - disabled image

RESULT
  none

BUGS
  none known

SEE ALSO
  AFWindow
  AFRect
  LPImage
```

1.6 SizeToFit

AFImageButton/SizeToFit

```
NAME SizeToFit()

  void = SizeToFit()

DESCRIPTION
  This function manipulates the gadget size to match the image size

INPUTS
  none

RESULT
  none

BUGS
  none known
```

```
   SEE ALSO
```

1.7 Misc Members

```
                    AFImageButton/Misc Members (private)

   LPImage
                 m_pRender
                 ;
   LPImage
                 m_pSelect
                 ;
   LPImage
                 m_pDisabled
                 ;
```

1.8 Includes

```
//////////////////////////////////////////////////////////////////////////
// ImageButton.hpp
//
// Jeffry A Worth
// Deryk B Robosson
// December 4, 1995
//////////////////////////////////////////////////////////////////////////

#ifndef __AFIMAGEBUTTON_HPP__
#define __AFIMAGEBUTTON_HPP__

//////////////////////////////////////////////////////////////////////////
// INCLUDES
#include "aframe:include/gadget.hpp"
#include "aframe:include/rastport.hpp"

//////////////////////////////////////////////////////////////////////////
// IButton Class

class AFImageButton : public AFGadget
{
public:
   AFImageButton();
   ~AFImageButton();

   virtual void DestroyObject();
   virtual char *ObjectType() { return "AFImageButton"; };

   virtual void Create(AFWindow* pwindow, AFRect* rect, ULONG id, LPImage image, ←
      LPImage select);
   virtual void Create(AFWindow* pwindow, AFRect* rect, ULONG id, LPImage image, ←
      LPImage select, LPImage
disabled);
```

```
   virtual void SizeToFit();

   // December 19,1995 Jeffry A Worth
 private:
   LPImage m_pRender;
   LPImage m_pSelect;
   LPImage m_pDisabled;
   // End Additions
 };

 ////////////////////////////////////////////////////////////////////////////
 #endif // __AFIMAGEBUTTON_HPP__
```

1.9 Source

```
 ////////////////////////////////////////////////////////////////////////////
 // IButton.cpp
 //
 // Deryk B Robosson
 // Jeffry A Worth
 // December 4, 1995
 ////////////////////////////////////////////////////////////////////////////

 ////////////////////////////////////////////////////////////////////////////
 // INCLUDES
 #include "AFrame:include/ImageButton.hpp"

 ////////////////////////////////////////////////////////////////////////////
 //

 AFImageButton::AFImageButton()
 {
   //Do nothing as default constructor;
 }

 AFImageButton::~AFImageButton()
 {
   DestroyObject();
 }

 void AFImageButton::DestroyObject()
 {
   AFGadget::DestroyObject();
 }

 void AFImageButton::Create(AFWindow* pwindow, AFRect* rect, ULONG id, LPImage ↩
     image, LPImage select)
 {
   Create(pwindow, rect, id, image, select, NULL);
 }

 void AFImageButton::Create(AFWindow* pwindow, AFRect* rect, ULONG id, LPImage ↩
     image, LPImage select, LPImage
 disabled)
 {
```

```
  AFRastPort rp(pwindow);

  // Store the imagery imformation
  m_pRender = image;
  m_pSelect = select;
  m_pDisabled = disabled;

  // Create the gadget
  AFGadget::Create(pwindow,rect,id);

  // Attach ImageStruct to Gadget Struct
  m_pgadget->Activation = GACT_RELVERIFY | GACT_IMMEDIATE;
  m_pgadget->GadgetType = GTYP_BOOLGADGET;
  m_pgadget->GadgetRender = m_pRender;

  if(select == NULL) {
    m_pgadget->SelectRender = NULL;
    m_pgadget->Flags = GFLG_GADGHIMAGE | GFLG_GADGIMAGE;
  } else {
      m_pgadget->SelectRender = m_pSelect;
      m_pgadget->Flags = GFLG_GADGHIMAGE | GFLG_GADGIMAGE;
  }

  m_pgadget->GadgetText = NULL;
  m_pgadget->MutualExclude = NULL;
  m_pgadget->SpecialInfo = NULL;
}

// December 19, 1995 - Jeffry A Worth
void AFImageButton::SizeToFit()
{
  m_pgadget->Width = m_pRender->Width;
  m_pgadget->Height = m_pRender->Height;
}
```

1.10 History

```
                ***HISTORY***

****************************************************************
 ReqTools Object v1.0

 Created December 4, 1995
 Release December 5, 1995

  - Created all function class objects.
****************************************************************

****************************************************************
 ReqTools Object v1.01

 Modified December 19, 1995 By Jeff Worth

  - Added SizeToFit function
```

```
 **********************************************************
```

1.11 Distribution

```
Distribution

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     also Copyright (c) Jeff Worth and
Deryk Robosson. They may be freely distributed as long as no more than a nominal  ←
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uses aframe.library and that AFrame is Copyright (c) Jeff Worth and Deryk Robosson
```

1.12 m_pRender

```
AFImageButton/m_pRender
```

```
  MEMBER TYPE (private)
   struct Image
```

```
  DESCRIPTION
   A Image struct unique to each class
```

```
  SEE ALSO
   <intuition/intuition.h>
```

1.13   m_pSelect

```
AFImageButton/m_pSelect
```

```
  MEMBER TYPE (private)
   struct Image
```

```
  DESCRIPTION
   A Image struct unique to each class
```

```
  SEE ALSO
   <intuition/intuition.h>
```

1.14   m_pDisabled

```
AFImageButton/m_pDisabled
```

```
  MEMBER TYPE (private)
   struct Image
```

```
  DESCRIPTION
   A Image struct unique to each class
```

```
  SEE ALSO
   <intuition/intuition.h>
```