

text

COLLABORATORS

	<i>TITLE :</i> text		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 2, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	text	1
1.1	text_plugin: Introduction	1
1.2	text_plugin: Usage	1
1.3	text_plugin: History	2

Chapter 1

text

1.1 text_plugin: Introduction

text_plugin

by Ali Graham <agraham@hal9000.net.au>

text_plugin is a simple equivalent to the TEXT gadget in EasyGUI, that can also use a different font than the window is using. It also features the justification of the text within the gadget to the left, right or middle.

Usage

History

1.2 text_plugin: Usage

text_plugin has one publically accessible method: setup().

The calling procedure for this method is as follows:

```
PROC setup(text:PTR TO CHAR,  
           justification=TEXTPLUGIN_JUSTIFYCENTER,  
           font=NIL:PTR TO textattr) OF text_plugin
```

```
PROC setup(text:PTR TO CHAR, font=NIL:PTR TO textattr) OF text_plugin
```

text is not copied, and therefore should be either a static string, or a dynamically allocated string whose memory remains allocated throughout the lifetime of the window that the PLUGIN occupies.

justification can be one of three values:

```
TEXTPLUGIN_JUSTIFYCENTER
TEXTPLUGIN_JUSTIFYLEFT
TEXTPLUGIN_JUSTIFYRIGHT
```

This, of course, determines where in the text field the text should be rendered.

font, an optional parameter, is a pointer to an initialized 'textattr' object which refers to an already opened font. If omitted, the PLUGIN will just use the window font.

See the example source code, text_demo.e, for an example of this PLUGIN in use.

1.3 text_plugin: History

v1.0 (2.10.97)

- o Initial release.

v1.1 (28.10.97)

- o Added text justification (left, right & center).
 - o Some sources using this module may need to be changed; the calling parameters of the initial method have been modified. Sorry for the inconvenience :P
 - o Removed some unnecessary code from the render() method.
-