

title

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Chapter 1

title

1.1 title_plugin: Introduction

title_plugin

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title_plugin offers a simple interface through which you can place titles within bars in your EasyGUI programs, much like the other GUI toolkits.

e.g.

Configuration -----

or: ----- Configuration -----

or: ----- Configuration

Usage

History

1.2 title_plugin: Usage

title_plugin has one publically accessible method: setup().

The calling procedure for this method is as follows:

```
PROC setup(title_text:PTR TO CHAR,
           title_type=TITLEPLUGIN_THREEDEE,
           title_justification=TITLEPLUGIN_JUSTIFYCENTER,
           title_ta=NIL:PTR TO textattr) OF title_plugin
```

title_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.

title_type, an optional argument, can be one of three values:

```
TITLEPLUGIN_NORMAL      - simple (black) text
TITLEPLUGIN_HIGHLIGHT  - highlighted (white) text
(default) TITLEPLUGIN_THREEDEE - highlighted text with a shadow
```

title_justification, an optional argument, can be one of three values:

```
TITLEPLUGIN_JUSTIFYLEFT
TITLEPLUGIN_JUSTIFYRIGHT
(default) TITLEPLUGIN_JUSTIFYCENTER
```

These, of course, determine where within the PLUGIN the text will be rendered relative to the lines around it.

title_ta, an optional argument, is a pointer to an OBJECT of type textattr (see 'graphics/text.m' for details). This font must already be open if title_plugin is to use it. If this argument is not present, the plugin will use the standard window font as provided by EasyGUI.

See the example source code, title_demo.e, for some actual examples of this plugin in use.

1.3 title_plugin: History

v1.0 (10.5.97)

- o Initial release.

v1.1 (6.8.97)

- o Slightly smaller.
- o Now defined as COND_RESIZEX; i.e. will not force other elements to be resizable. (See the EasyGUI docs for more on this.)

v1.2 (30.8.97)

- o Folded into the EasyPLUGINS package.

v1.3

(28.10.97)

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