

in

COLLABORATORS

	<i>TITLE :</i> in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 24, 2022	

REVISION HISTORY

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Chapter 1

in

1.1 progressclass.guide

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1.2 progressclass/--background--

NAME

```
Class: progressclass
Superclass: baseclass
Include File: <libraries/bgui.h>
```

FUNCTION

To provide a progression indicator in the form of a fuel gauge.
Objects from this class will send out the following attribute pairs in notification events:

```
GA_ID - Gadget object ID.
PROGRESS_Done - Current level of progression.
```

1.3 progressclass/PROGRESS_Divisor

NAME

PROGRESS_Divisor -- (ULONG)

FUNCTION

Set a divisor which is used to divide the level of progression before it is rendered. This is necessary when the progression minimum and maximum levels are very far apart (I.E. 0 to 0xFFFFFFFF). This way a fairly accurate progression is displayed.

1.4 progressclass/PROGRESS_Done

NAME

PROGRESS_Done -- (LONG)

FUNCTION

Set or update the current level of progression.

DEFAULT

0.

APPLICABILITY

(ISGNU).

SEE ALSO

PROGRESS_Min, PROGRESS_Max

1.5 progressclass/PROGRESS_FormatString

NAME

PROGRESS_FormatString -- (STRPTR)

FUNCTION

Set the C-style format string which is used to format the current progression. By default this tag is set to NULL which means that no textual progression is rendered in the object. When this points to a 0-terminated C-style format string a textual progression is rendered in the object.

NOTE:

Since V38 of the library it is possible to use locale's

FormatString() formatting codes. Locale specific formatting codes will only work when the locale.library is available.

DEFAULT

NULL.

APPLICABILITY

(I).

SEE ALSO

exec.library/RawDoFmt(), PROGRESS_Done

1.6 progressclass/PROGRESS_Max

NAME

PROGRESS_Max - (LONG)

FUNCTION

Set maximum possible progression.

DEFAULTS

100.

APPLICABILITY

(IS).

SEE ALSO

PROGRESS_Min, PROGRESS_Done

1.7 progressclass/PROGRESS_Min

NAME

PROGRESS_Min - (LONG)

FUNCTION

Set the minimum possible progression.

DEFAULT

0.

APPLICABILITY

(IS) .

SEE ALSO

PROGRESS_Max, PROGRESS_Done

1.8 progressclass/PROGRESS_Vertical

NAME

PROGRESS_Vertical -- (BOOL)

FUNCTION

To make the indication vertical. By default the gauge is horizontal which is filled from left to right. A vertical gauge is filled from bottom to top.

DEFAULT

FALSE.

APPLICABILITY

(I) .
