

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 propclass.guide

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1.2 propclass/--background--

NAME

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

FUNCTION

To provide a BGUI compatible extension of the system propgclass. In addition to the normal propgclass functionality you get the possibility to add arrow gadgets to the object. Objects from this class send out the following attribute pairs in notification events:

GA_ID - Gadget object ID.
PGA_Top - Top position of the prop knob.

NOTE

All of the system propgclass attributes are also valid for this class. Please refer to the documentation on the propgclass for more information on these attributes.

1.3 propclass/PGA_Arrows

NAME

PGA_Arrows -- (BOOL)

FUNCTION

To determine whether or not the created object will get arrow gadgets attached to the proportional gadget.

DEFAULT

TRUE.

APPLICABILITY

(I).

SEE ALSO

PGA_ArrowSize

1.4 propclass/PGA_ArrowSize

NAME

PGA_ArrowSize -- (ULONG)

FUNCTION

To determine the size of the arrows. The size affected is the height of the arrows in vertical prop objects or the width of the arrows in horizontal prop objects.

DEFAULTS

10 horizontal and 9 vertical.

APPLICABILITY

(I).

SEE ALSO

PGA_Arrows

1.5 propclass/PGA_NoFrame

NAME

```
PGA_NoFrame -- ( BOOL ) ** V40 **
```

FUNCTION

To make a scroller object without a frame around the proportional part of the object. Any attached arrows will keep framing.

DEFAULT

```
FALSE.
```

APPLICABILITY

```
(I).
```

1.6 propclass/PGA_ThinFrame

NAME

```
PGA_ThinFrame -- ( BOOL )
```

FUNCTION

To make all scroller object framing appear as thin frames. This will help you to make an aspect-ratio dependant GUI.

DEFAULT

```
FALSE.
```

APPLICABILITY

```
(I).
```

1.7 propclass/PGA_XenFrame

NAME

```
PGA_XenFrame -- ( BOOL )
```

FUNCTION

To make all scroller object framing appear as Xen style framing.

DEFAULT

```
FALSE.
```

APPLICABILITY

(I) .
