

FC_Area

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	<i>TITLE :</i> FC_Area		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

FC_Area

1.1 Feelin : FC_FrameDisplay

FC_FrameDisplay

This is a class of framing image, which can optionally fill itself. Its purpose is to frame other display elements using an embossed or recessed rectangular frame. A title may also be displayed within the upper or lower borders, on left, right or center of the border.

This class is a subclass of FC_Tool. This is needed as some part of the frame (portion of text written on parent background) need to be filled with owner's parent.

Methods

FM_ImageDisplay_Setup FM_ImageDisplay_Cleanup

FM_FrameDisplay_Draw

Attributes

FA_Image_State FA_Inner

FA_Inner_Left FA_Inner_Top

FA_Inner_Right FA_Inner_Bottom

FA_Back FA_AltBack

FA_Frame FA_AltFrame

FA_Frame_Font FA_Frame_Title

FA_Frame_PreParse FA_Frame_Position

1.2 FC_FrameDisplay / FM_ImageDisplay_Cleanup

NAME

FM_ImageDisplay_Cleanup -- (00.00)

SYNOPSIS

F_Do(obj,FM_ImageDisplay_Cleanup,struct FS_Render *psRender)

FUNCTION

FC_FrameDisplay is not a subclass of FC_ImageDisplay but it understand this method and use it to cleanup itself. Objects and ressources created / used during FM_ImageDisplay_Setup will be freed.

INPUTS

psRender - a pointer to a struct FS_Render.

SEE ALSO

[FM_ImageDisplay_Setup](#)

1.3 FC_FrameDisplay / FM_FrameDisplay_Draw

NAME

FM_FrameDisplay_Draw -- (00.00)

SYNOPSIS

F_Do(obj,FM_FrameDisplay_Draw,struct FS_Rect *psRect,struct FS_Render *psRender,ULONG nFlags)

FUNCTION

This method is used to draw the FrameDisplay object.

INPUTS

psRect is a pointer to a FS_Rect structure describing the rectangle to draw in. If (Rect -> x2 < Rect -> x1) or (Rect -> y2 < Rect -> y1) then nothing is drawn.

psRender is a pointer to a FS_Render structure. This structure must be provided as it holds critical information such as the RPort, the DisplayContext object... If psRender is NULL, or one of its critical element, then nothing is drawn.

nFlags - currently only one flag is defined. If FF_Frame_Fill is set then the frame fills its background with FA_Back or FA_AltBack depending on FA_Image_State.

SEE ALSO

[FM_ImageDisplay_Setup](#)

1.4 FC_FrameDisplay / FM_ImageDisplay_Setup

NAME

FM_ImageDisplay_Setup -- (00.00)

SYNOPSIS

F_Do(obj,FM_ImageDisplay_Setup,struct FS_Render *psRender)

FUNCTION

FC_FrameDisplay is not a subclass of FC_ImageDisplay but it understand this method and use it to setup itself. Symbolic values are resolved and some objects are created (especially an ImageDisplay object that will be used to fill background).

INPUTS

psRender - a pointer to a struct FS_Render needed to resolve symbolic values (especially psRender -> paClientObject).

RESULT

The method returns TRUE if the setup is ok.

SEE ALSO

[FM_ImageDisplay_Cleanup](#)

1.5 FC_FrameDisplay / FA_AltBack

NAME

FA_AltBack -- (00.00) [I.], ULONG | STRPTR

FUNCTION

Alternate background used instead of FA_Back when the object is in selected state.

NOTES

An ImageDisplay object is used to manage the background, this attribute is resolved on FM_ImageDisplay_Setup and used to create the object. You should have a look at the documentation of FC_ImageDisplay.

SEE ALSO

[FA_Back](#) [FA_Image_State](#)

1.6 FC_FrameDisplay / FA_AltFrame

NAME

FA_AltFrame -- (00.00) [I.], ULONG

FUNCTION

Frame that should be drawn when object is in FV_Image_Selected state.

SEE ALSO

[FA_Frame](#) [FA_Image_State](#)

1.7 FC_FrameDisplay / FA_Back

NAME

FA_Back -- (00.00) [IS.], ULONG | STRPTR

FUNCTION

Adjust the background for an object.

Every Feelin object has its own background setting. The background is displayed behind the actual object contents, e.g. behind a the text of a Text object or behind the image of an Image object.

This attribute is a synonymus of FA_Image.

An object without a specific background setting will inherit the pattern from its parent. The default background for a window and many other background patterns are adjustable with the preferences program.

Only a few FP_Xxx and FI_Xxx make sense as background. Important are:

FP_Back_Button: You have to set this when you create a button gadget. Thus, your button will be displayed in the users preferred style.

FP_Back_Text: Set this when you create a text object with a TextFrame, e.g. some kind of status line. Do not use FI_Back_Text for simple text without frame (e.g. gadget labels).

FI_Shine to FI_Shine_Highlight: 35 predefined patterns. These are not configurable by the user and will always look the same.

NOTES

It is important that you test your programs with a fancy pattern configuration. With the default setting you won't notice any errors in your backgrounds.

An ImageDisplay object is used to manage the background, this attribute is resolved on FM_ImageDisplay_Setup and used to create the object. You should have a look at the documentation of FC_ImageDisplay.

SEE ALSO

[FA_AltBack](#) [FA_Image_State](#)

1.8 FC_FrameDisplay / FA_Frame

NAME

FA_Frame -- (00.00) [L.], ULONG

SPECIAL INPUTS

FP_Frame_Xxx FP_Xxx_Frame

FUNCTION

Define a frame for the current object. This frame will be used as FV_Image_Normal, don't forget to specify FA_AltFrame if your object should have a different frame when in FV_Image_Selected state.

You can either specify a builtin value or a symbolic one that will be resolved on FM_ImageDisplay_Setup, most used one are :

FP_Frame_Button & FP_Frame_AltButton For standard buttons with text in it.

FP_Group_Frame For groups.

FP_Text_Frame For a text field, e.g. a status line display.

FP_String_Frame For a string object.

...

How the frame is going to look is adjustable via preference program.

Four spacing values belong to each frame that tell how many pixels should be left free between the frame and its contents. These spacing values are also user adjustable as long as you don't override them with one of FA_Inner_Left, F_Inner_Right, FA_Inner_Top, or FA_Inner_Bottom.

EXAMPLE

obj = TextObject, FA_Frame, FP_Frame_Button, FA_AltFrame, FP_Frame_ButtonAlt, End;

SEE ALSO

[FA_AltFrame](#) [FA_Image_State](#)

1.9 FC_FrameDisplay / FA_Frame_Font

NAME

FA_Frame_Font -- (00.00) [L.G], STRPTR

FUNCTION

Every frame can have its own font, just set it with this tag. Objects without an explicit font setting will have the resolved FP_Frame_Font. You don't have to open the font yourself, font definition is a simple string e.g. "Diamond/12". This font is only used when the frame has a title to display.

NOTES

Do not use this attribute as you will override user settings. Default is screen's font.

SEE ALSO

[FA_Frame_Title](#)

1.10 FC_FrameDisplay / FA_Frame_Title

NAME

FA_Frame_Title -- (00.00) [I.], STRPTR

FUNCTION

This tag identifies a text string that will be displayed in the top or bottom line of a frame. This can become handy if you want to name groups of objects.

You can choose the position of the string using the FA_Frame_Position attribute. The string can also be prepared using the FA_Frame_PreParse attribute.

SEE ALSO

[FA_Frame_Font](#) [FA_Frame_Position](#)

[FA_Frame_PreParse](#)

1.11 FC_FrameDisplay / FA_Frame_PreParse

NAME

FA_Frame_PreParse -- (00.00) [I.], STRPTR

FUNCTION

String containing format definition to be parsed before text from FA_Frame_Title is drawn.

Using this attribute, you can easily define different formats, colors and styles without modifying the original string. A TextDisplay object is used to display the string, you should have a look at its documentation.

NOTES

Do not use this attribute as you will override user settings. Default to "`<0>`Sf`Ss`".

SEE ALSO

[FA_Frame_Title](#)

1.12 FC_FrameDisplay / FA_Frame_Position

NAME

FA_Frame_Position -- (00.00) [I.], ULONG

SPECIAL INPUTS

FV_Frame_UpLeft FV_Frame_UpRight FV_Frame_UpCenter FV_Frame_DownLeft FV_Frame_DownRight FV_Frame_DownCenter

FUNCTION

This attribute sets the position of the frame's title.

NOTES

Do not use this attribute as you will override user settings. Default to FV_Frame_UpLeft.

SEE ALSO

[FA_Frame_Title](#)

1.13 FC_FrameDisplay / FA_Image_State

NAME

FA_Image_State -- (00.00) [ISG], ULONG

FUNCTION

Select frame's state. Currently only FV_Image_Normal and FV_Image_Selected and supported.

1.14 FC_FrameDisplay / FA_Inner

NAME

FA_Inner -- (00.00) [I.], UBYTE *

FUNCTION

Adjust the space between an object and its frame. Usually you shouldn't use this tag since you will override the users preferred default setting.

This attribute sets FA_Inner_Left, FA_Inner_Top, FA_Inner_Right and FA_Inner_Bottom in a single step.

SEE ALSO

[FA_Inner FA_Inner_Left](#)

[FA_Inner_Top FA_Inner_Right](#)

[FA_Inner_Bottom](#)

1.15 FC_FrameDisplay / FA_Inner_Bottom

NAME

FA_Inner_Bottom -- (00.00) [I.], ULONG

FUNCTION

Adjust the space between an object and its frame. Usually you shouldn't use this tag since you will override the users preferred default setting.

SEE ALSO

[FA_Inner FA_Inner_Left](#)

[FA_Inner_Top FA_Inner_Right](#)

1.16 FC_FrameDisplay / FA_Inner_Left

NAME

FA_Inner_Left -- (00.00) [I.], ULONG

FUNCTION

Adjust the space between an object and its frame. Usually you shouldn't use this tag since you will override the users preferred default setting.

SEE ALSO

[FA_Inner FA_Inner_Top](#)

[FA_Inner_Right FA_Inner_Bottom](#)

1.17 FC_FrameDisplay / FA_Inner_Right

NAME

FA_Inner_Right -- (00.00) [I.], ULONG

FUNCTION

Adjust the space between an object and its frame. Usually you shouldn't use this tag since you will override the users preferred default setting.

SEE ALSO

[FA_Inner](#) [FA_Inner_Left](#)

[FA_Inner_Top](#) [FA_Inner_Bottom](#)

1.18 FC_FrameDisplay / FA_Inner_Top

NAME

FA_Inner_Top -- (00.00) [I.], ULONG

FUNCTION

Adjust the space between an object and its frame. Usually you shouldn't use this tag since you will override the users preferred default setting.

SEE ALSO

[FA_Inner](#) [FA_Inner_Left](#)

[FA_Inner_Right](#) [FA_Inner_Bottom](#)
