

# **FC\_Text**

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**COLLABORATORS**

	<i>TITLE :</i> FC_Text		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## FC\_Text

### 1.1 Feelin : FC\_Text

FC\_Text

This class is a sub class of FC\_Area. It allows generating objects that contain some kind of text. FC\_Text uses a TextDisplay object to render its text. All attributes given at object creation time will be passed to this object. Take a look at FC\_TextDisplay documentation to know about these attributes.

Attributes

[FA\\_Text](#) [FA\\_Text\\_PreParse](#)

[FA\\_Text\\_AltPreParse](#) [FA\\_Text\\_HCenter](#)

[FA\\_Text\\_VCenter](#) [FA\\_Text\\_Static](#)

[FA\\_Text\\_SetMin](#)

### 1.2 FC\_Text / FA\_Text

NAME

FA\_Text -- (00.00) [ISG], SPTRPTR

FUNCTION

String to be displayed in a text object.

If the string is larger than available display space, it will be clipped. Setting FA\_Text to NULL results in an empty text object.

The string must remains valid until you dispose the object or set FA\_Text to NULL, unless you set FA\_Text\_Static to FALSE in which case the string is copied into a private buffer, thus you can destroy the original one after using this attribute.

Text class uses a TextDisplay object to render its text, you should take a look at the FC\_TextDisplay documentation to know about special character sequences defining format, color and style of the text.

If an underscore is found in the text string the following character will be used as shortcut, modifying the attribute FA\_ControlChar.

EXAMPLE

... FA\_Text, "'c`bFeelin`n\nis my sens" ...

would look like | Feelin | <-- bold | is my sens | <-- normal

SEE\_ALSO

[FA\\_Text\\_AltPreParse](#) [FA\\_Text\\_SetMin](#)

[FA\\_Text\\_PreParse](#)

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### 1.3 FC\_Text / FA\_Text\_AltPreParse

NAME

FA\_Text\_AltPreParse -- (00.00) [ISG], STRPTR

FUNCTION

Same as FA\_Text\_PreParse but this one will be used when object gets selected. If this attribute is not specified FA\_Text\_PreParse will be used instead.

SEE ALSO

[FA\\_Text\\_PreParse](#)

### 1.4 FC\_Text / FA\_Text\_HCenter

NAME

FA\_Text\_HCenter -- (00.00) [ISG], BOOL

FUNCTION

If set to TRUE text will be centered horizontally. Default to TRUE.

SEE ALSO

[FA\\_Text\\_VCenter](#)

### 1.5 FC\_Text / FA\_Text\_PreParse

NAME

FA\_Text\_PreParse -- (00.00) [ISG], STRPTR

FUNCTION

String containing format definitions to be parsed before the text from FA\_Text is printed.

Using this tag, you can easily define different formats, colors and styles without modifying the original string. This string must remain valid until you set it to NULL or dispose the object.

EXAMPLE

... FA\_Text\_PreParse, "`c`i", -> centered and italics FA\_Text, "foobar", ...

SEE ALSO

[FA\\_Text](#) [FA\\_Text\\_AltPreParse](#)

### 1.6 FC\_Text / FA\_Text\_SetMin

NAME

FA\_Text\_SetMin -- (00.00) [I.], BOOL

FUNCTION

Boolean value to indicate whether the object's minimal dimensions shall be calculated to fit the string given with FA\_Text.

When set to FALSE, minimum width will be set to 0 and the displayed string may be clipped. Defaults to FALSE.

SEE ALSO

[FA\\_Text](#)

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## 1.7 FC\_Text / FA\_Text\_Static

NAME

FA\_Text\_Static -- (00.00) [ISG], BOOL

FUNCTION

String given by the FA\_Text attribute is usually used as a reference, thus the string must remain valid until FA\_Text is set to NULL or the object is disposed. If FA\_Text\_Static is set to FALSE, the string will be copied into a private buffer, allowing you to free the original one.

Default is TRUE.

## 1.8 FC\_Text / FA\_Text\_VCenter

NAME

FA\_Text\_VCenter -- (00.00) [ISG], BOOL

FUNCTION

If set to TRUE text will be centered vertically. Default to FALSE.

SEE ALSO

[FA\\_Text\\_HCenter](#)

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