FC_AdjustFrame

Olivier LAVIALE 2004

COLLABORATORS

	TITLE : FC_AdjustFrame		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Olivier LAVIALE 2004	January 13, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

FC_AdjustFrame

1.1   Feelin : FC_AdjustFrame

FC_AdjustFrame (01.00)

IDs: Dynamic Super: FC_Group Include: <libraries/feelin.h>

Use this class to create or modify frame specifications (spec). It features a nice frame editor, with samples. Rendered and selected aspects can be choosen, as inner spacing for both states. Changes are applied in real time on a FC_PreviewFrame object.

This class is used by FC_PopFrame, which adds inputs capabilities to FC_PreviewFrame. You should rarely use this class directly, but instances of FC_PopFrame.

MODIFIED METHODS

FM_New FM_Set

FM_Get

ATTRIBUTES

FA_AdjustFrame_Spec

1.2   FC_AdjustFrame / FM_New

NAME

FM_New -- (01.00)

CHANGE

This method is intercepted to create several objects. The most important is a FC_PreviewFrame object used for real time rendering, and also used as a parser for frame specifications.

A notification is set upon the FA_PreviewFrame_Spec, FC_AdjustFrame reacts on changes made on the FC_PreviewFrame object and updates itself to reflect modifications.

SEE ALSO

FC_Object / FM_New

1.3   FC_AdjustFrame / FM_Set

NAME

FM_Set -- (01.00)

CHANGE

This method is intercepted to handle the FA_AdjustFrame_Spec attribute.

The specifications are not really handled by FC_AdjustFrame, but are applied to its FC_PreviewFrame object. Because a notification as been set upon the FA_PreviewFrame_Spec, FC_AdjustFrame reacts on changes made on its FC_PreviewFrame object and updates itself to reflect modifications.

SEE ALSO

FC_Object / FM_Set

1.4   FC_AdjustFrame / FM_Get

NAME

FM_Get -- (01.00)

CHANGE

This method is intercepted to handle the FA_AdjustFrame_Spec attribute.

SEE ALSO

FC_Object / FM_Get

1.5   FC_AdjustFrame / FA_AdjustFrame_Spec

NAME

FA_AdjustFrame_Spec -- (01.00) -- [ISG], STRPTR

FUNCTION

Use this attribute to initialize the object and get the result.

A frame spec looks like this : "0:12.02050205,04.03060104". Where "0:" is the header, it will by used for future extensions. "12.02050205" describes the rendered frame. The coma "," is a separator between the rendered and the selected frame specifications. "04.03060104" describes the selected frame. Now, let see how a frame is described, for example the selected frame.

"04" is an hexadecimal number representing the frame ID. "." the dot seperates frame ID from frame spacing. "03" is an hexadecimal number representing the left spacing (between the frame and its contents). "06" is the top spacing. "01" is the right spacing. "04" is the bottom spacing.

SEE ALSO

FA_PreviewFrame_Spec