

FC_Balance

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COLLABORATORS

	<i>TITLE :</i> FC_Balance		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

FC_Balance

1.1 Feelin : FC_Balance

FC_Balance

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

This class is very simple. Inserting objects of this class somewhere in your group (only horizontal or vertical groups, nothing 2-dimensional) allows your users to dynamically change the weight of your children. More over, if you give a FC_Balance object an ID all balance settings of the GUI will be saved.

CHANGES

FM_Import FM_Export

ATTRIBUTES

FA_Balance_QuickDraw

1.2 FC_Balance / FA_Balance_QuickDraw

NAME

FA_Balance_QuickDraw -- (01.00) [ISG], BOOL

FUNCTION

Balancing complex objects may produce heavy drawings, if you set this attribute to TRUE then objects will be represented by simple boxes making drawing faster.

Do not use this attribute as you will override user preferences.

1.3 FC_Balance / FM_Export

NAME

FM_Export -- (01.00)

CHANGE

Objects with an ID exports balance settings.

SEE ALSO

FC_Object / FM_Export

1.4 FC_Balance / FM_Import

NAME

FM_Import -- (01.00)

CHANGE

Objects with an ID imports balance settings.

SEE ALSO

FC_Object / FM_Import