FC_Image

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	COLLABORATORS		
	TITLE : FC_Image		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

FC_Image

1.1 Feelin : FC_Image

FC_Image

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

This class is used to create image buttons. Images are created and handled by FC_ImageDisplay. FC_Image takes care of resolving image specifications and adjust image state according to the FA_Selected attribute.

ATTRIBUTES

FA_Image_Spec

1.2 FC_Image / FA_Image_Spec

NAME

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

FUNCTION

Define the type of your image. Usually, you will use one of the predefined standard images here, (one of the FI_Xxx definitions from feelin.h) or a preference item such as "FP_CDPlayer_Stop", but you can also supply a string containing an image specification.

A FC_ImageDisplay object is used to create and manage images.

SEE ALSO

FA_ImageDisplay_Spec