

# **FC\_Picture**

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**COLLABORATORS**

	<i>TITLE :</i> FC_Picture		
<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\_Picture

### 1.1 Feelin : FC\_Picture

FC\_Picture

IDs: Dynamic Super: NONE Include: <libraries/feelin.h>

This class is used to load and manage datatypes pictures (through datatypes.library or guigfx.library).

Pictures are cached, a picture may have multiple representation (one bitmap per screen) a single representation (bitmap) may be shared by multiple users.

METHODS ATTRIBUTES

### 1.2 FC\_ / FM\_

NAME

FM\_ -- (00.00)

SYNOPSIS

F\_Do(Obj,FM\_);

FUNCTION INPUTS RESULT EXAMPLE NOTE SEE ALSO

### 1.3 FC\_ / FA\_

NAME

FA\_ -- (00.00) -- [],

FUNCTION NOTE SEE ALSO

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