

# **FC\_Prop**

Olivier LAVIALE 2004

**COLLABORATORS**

	<i>TITLE :</i> FC_Prop		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Olivier LAVIALE 2004	January 13, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## FC\_Prop

### 1.1 Feelin : FC\_Prop

FC\_Prop

IDs: Dynamic Super: FC\_Area Include: <libraries/feelin.h>

This class generates the well known proportional gadgets. It allows using any imagery for the knob and for the background.

METHODS

[FM\\_Prop\\_Decrease](#) [FM\\_Prop\\_Increase](#)

ATTRIBUTES

[FA\\_Horizontal](#)

[FA\\_Prop\\_Entries](#) [FA\\_Prop\\_First](#)

[FA\\_Prop\\_Visible](#) [FA\\_Prop\\_Knob](#)

### 1.2 FC\_Prop / FM\_Prop\_Decrease

NAME

[FM\\_Prop\\_Decrease](#) (01.00)

SYNOPSIS

F\_Do(Obj,FM\_Prop\_Decrease,LONG Amount);

FUNCTION

This method decreases the value of a proportional object by the specified amount. Negative values are ok. Range checking is done automatically.

INPUTS

Amount - Amount to subtract from the gadgets current position.

SEE ALSO

[FM\\_Prop\\_Increase](#) [FA\\_Prop\\_First](#)

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### 1.3 FC\_Prop / FM\_Prop\_Increase

NAME

FM\_Prop\_Increase (01.00)

SYNOPSIS

F\_Do(Obj,FM\_Prop\_Increase,LONG Amount);

FUNCTION

This method increases the value of a proportional object by the specified amount. Negative values are ok. Range checking is done automatically.

INPUTS

Amount - Amount to add to the gadgets current position.

SEE ALSO

[FM\\_Prop\\_Decrease FA\\_Prop\\_First](#)

### 1.4 FC\_Prop / FA\_Prop\_Entries

NAME

FA\_Prop\_Entries -- (01.00) [ISG], ULONG

FUNCTION

Set or get the total number of entries.

SEE ALSO

[FA\\_Prop\\_Visible FA\\_Prop\\_First](#)

### 1.5 FC\_Prop / FA\_Prop\_First

NAME

FA\_Prop\_First -- (01.00) [ISG], ULONG

FUNCTION

Set or get the number of the first entry.

SEE ALSO

[FA\\_Prop\\_Visible FA\\_Prop\\_Entries](#)

### 1.6 FC\_Prop / FA\_Prop\_Knob

NAME

FA\_Prop\_Knob -- (01.00) [I.G], APTR

FUNCTION

By default FC\_Prop creates a FC\_Area object for its knob, but this attribute gives you the possibility to supply your own object. This object will be treated as prop's children, it will be disposed as the FC\_Prop object.

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## 1.7 FC\_Prop / FA\_Prop\_Visible

NAME

FA\_Prop\_Visible -- (01.00) [ISG], ULONG

FUNCTION

Set or get the number of visible entries.

SEE ALSO

[FA\\_Prop\\_Entries](#) [FA\\_Prop\\_First](#)

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