FC_Render

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COLLABORATORS

	TITLE : FC_Render	

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

FC_Render

1.1 Feelin : FC_Render

FC_Render

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

FC_Render objects hold precious information about the graphic context (display context, rastport, color scheme...) and the system context (application, window...). An instance of this class is used by FC_Window objects and shared with their children.

This class is also very useful to install transparent Clip regions.

METHODS

FM_Render_AddClip FM_Render_AddClipRegion

FM_Render_RemClip

ATTRIBUTES

FA_Render_Application FA_Render_Display

FA_Render_Window FA_Render_RPort

FA_Render_Palette FA_Render_Friend

FA_Render_Forbid

TYPES

FRender

1.2 FC_Render / FM_Render_AddClip

NAME

FM_Render_AddClip -- (01.00)

SYNOPSIS

F_Do(Obj,FM_Render_AddClip,FRect *Rect);

FUNCTION

Installs a transparent Clip region in the layer of the current rastport. All subsequent graphics calls will be clipped to this region. You MUST remember to invoke the FM_Render_RemClip method for each FM_Render_AddClip.

INPUTS

Rect (FRect *)

A pointer to a FRect defining the region to clip.

RESULTS

A pointer to an opaque structure. Use this pointer with the FM_Render_RemClip method to remove the Clip region.

SEE ALSO

FM_Render_AddClipRegion

1.3 FC_Render / FM_Render_AddClipRegion

NAME

FM_Render_AddClipRegion -- (01.00)

SYNOPSIS

F_Do(Obj,FM_Render_AddClipRegion,struct Region *Region);

FUNCTION

Installs a transparent Clip region in the layer of the current rastport. All subsequent graphics calls will be clipped to this region. You MUST remember to invoke the FM_Render_RemClip method for each FM_Render_AddClipRegion.

The Clip region is installed on the current rastport. Complex mecanisms are used to trace and overlap clippings, you don't need to worry about anything.

INPUTS

Region (struct Region *)

A pointer to a region to clip.

RESULTS

A pointer to an opaque structure. Use this pointer with the FM_Render_RemClip method to remove the Clip region.

SEE ALSO

FM_Render_AddClip

1.4 FC_Render / FM_Render_RemClip

NAME

FM_Render_RemClip -- (01.00)

SYNOPSIS

F_Do(Obj,FM_Render_RemClip,APTR Handle);

FUNCTION

Removes a Clip region from the current rastport.

INPUTS

Handle (APTR)

A pointer to an opaque structure returned by FM_Render_AddClip or FM_Render_AddClipRegion .

1.5 FC_Render / FRender

NAME

FRender -- (02.00)

STRUCT

struct FeelinRender { FObject Application; FObject Display; FObject Window; struct RastPort *RPort; FPalette *Palette; ULONG Flags; };

FUNCTION

This structure holds precious information such as the application, the display and the window an object may belongs to. This structure is involved in many graphic related function such as drawing or image remaping. It's the only way to know everything from the context environnement: display, application, window and rastport.

This structure is the public part of the FC_Render object.

FIELDS

Application (FObject)

This is the FC_Application object. For FC_Area objects, this field is only valid between FM_Setup and FM_Cleanup methods.

Display (FObject)

This is the FC_Display object. For FC_Area objects, this field is only valid between FM_Setup and FM_Cleanup methods.

Window (FObject)

This is the FC_Window object. For FC_Area objects, this field is only valid between FM_Setup and FM_Cleanup methods.

RPort (struct RastPort)

This is the RastPort where rendering must take place. For FC_Area objects, this field is only valid between FM_Setup and FM_Cleanup methods.

Palette (FPalette *)

This field is only used by support classes such as FC_TextDisplay or FC_FrameDisplay to know which pens should be used for rendering. Palette should be set before calling any rendering method. FC_Area Subclasses must use the macro _pens to obtain appropriate pens.

Flags (ULONG)

FF_Render_Refreshing - This flag is set by FC_Window while the window is refreshing (redrawing objects).

FF_Render_Complex - This flag is set when the user have requested a complex (or no clear) redraw. Then, each object is responsible of clearing it's very own region. You shouldn't care about this flag as everything is handled by the system.

FF_Render_TrueColors - This flag is set when the display environnement have more than 256 colours (16, 24 or 32 bits).