

FC_String

Olivier LAVIALE 2004

COLLABORATORS

	<i>TITLE :</i> FC_String		
<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

Contents

1	FC_String	1
1.1	Feelin : FC_String	1
1.2	FC_String / FA_String_Accept	1
1.3	FC_String / FA_String_AdvanceOnCR	2
1.4	FC_String / FA_String_Blink	2
1.5	FC_String / FA_String_BlinkSpeed	2
1.6	FC_String / FA_String_Changed	3
1.7	FC_String / FA_String_Contents	3
1.8	FC_String / FA_String_Cursor	3
1.9	FC_String / FA_String_Integer	4
1.10	FC_String / FA_String_Justify	4
1.11	FC_String / FA_String_MaxLen	4
1.12	FC_String / FA_String_Reject	5
1.13	FC_String / FA_String_TextActive	5
1.14	FC_String / FA_String_TextCursor	5
1.15	FC_String / FA_String_TextInactive	5

Chapter 1

FC_String

1.1 Feelin : FC_String

FC_String

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

This class generates string gadgets with all editing facilities (clear, undo, copy, paste, etc.) enabled.

FC_String objects are highly customizable. You can change background, cursor look, blink look, blink speed, font, text color, active text color, cursor text color...

ATTRIBUTES

FA_String_Contents FA_String_Integer

FA_String_MaxLen FA_String_Justify

FA_String_Changed

FA_String_Accept FA_String_Reject

FA_String_AdvanceOnCR

FA_String_Cursor FA_String_Blink

FA_String_BlinkSpeed FA_String_TextActive

FA_String_TextCursor FA_String_TextInactive

KEYS

KEY_UP Previous window's object KEY_DOWN Next window's object KEY_LEFT Previous char KEY_RIGHT Next char
KEY_STEPLLEFT Previous word KEY_STEPRIGHT Next word KEY_START Start of the string KEY_END End of the string

(KEY_xxx are defined by the user through preferences)

Amiga U : Undo Amiga C : Copy to clipboard Amiga V : Paste from clipboard Amiga X : Copy to clipboard and clear Amiga L
: String to lower case Amiga Shift L : String to upper case

1.2 FC_String / FA_String_Accept

NAME

FA_String_Accept -- (00.00) [ISG], STRPTR

FUNCTION

A string containing characters allowed as input for the string gadget. Whenever the user hits a character not found in `FA_String_Accept`, he will hear a beep and gadgets contents won't have changed.

EXAMPLE

```
StringObject, "FA_String_Accept", "0123456789-", End;
```

SEE ALSO

[FA_String_Reject](#)

1.3 FC_String / FA_String_AdvanceOnCR

NAME

`FA_String_AdvanceOnCR` -- (00.00) [ISG], BOOL

FUNCTION

Set this if you want carriage returns in string gadgets behave like the cycle keys, i.e. pressing `KEY_PRESS` will activate the next/previous gadget in the cycle chain.

Default: TRUE.

SEE ALSO

[FA_ChainToCycle](#)

1.4 FC_String / FA_String_Blink

NAME

`FA_String_Blink` -- (02.00) [I.G], [STRPTR].[APTR]

FUNCTION

Use this attribute to modify the look of the cursor when it blinks. By default cursor will be cleared e.i. filled with object's background.

A `FC_ImageDisplay` object will be created, see `FA_Image_Render` attribute to know about image specifications.

SEE ALSO

[FA_String_BlinkSpeed](#) [FA_String_Cursor](#)

1.5 FC_String / FA_String_BlinkSpeed

NAME

`FA_String_BlinkSpeed` -- (02.00) [ISG], ULONG

FUNCTION

Adjust blinking speed e.i. how many intuition ticks to wait for between each blink. Setting this attribute to 0 will disable blinking.

Default: 0.

SEE ALSO

[FA_String_Blink](#)

1.6 FC_String / FA_String_Changed

NAME

FA_String_Changed -- (00.00) [..G], STRPTR

FUNCTION

This attribute will be set to the contents of the string whenever the user hits FV_KEY_PRESS in the gadget. An application can listen with notification and take the appropriate action.

Using cycle keys or a mouse click to (de)activate the gadget will not trigger FA_String_Changed.

NOTE

The undo string is only update when the user press FV_KEY_PRESS.

SEE ALSO

[FA_String_Contents](#)

1.7 FC_String / FA_String_Contents

NAME

FA_String_Contents -- (00.00) [ISG], STRPTR

FUNCTION

Get and set a string gadgets contents. It is illegal to modify the returned string.

FA_String_Contents gets updated every time when the contents of the string gadget change. When you set up a notification on this attribute, you will hear about every keystroke.

NOTE

If you try to set contents to something larger than [FA_String_MaxLen](#) (including the 0-byte!), additional characters will silently be striped.

SEE ALSO

[FA_String_Accept](#) [FA_String_Reject](#)

1.8 FC_String / FA_String_Cursor

NAME

FA_String_Cursor -- (02.00) [I.G], [STRPTR].[APTR]

FUNCTION

Use this attribute to modify the look of the cursor. By default cursor will be drawn using FA_Pen_Highlight.

A FC_ImageDisplay object will be created, see FA_Image_Render attribute to know about image specifications.

SEE ALSO

[FA_String_Blink](#)

1.9 FC_String / FA_String_Integer

NAME

FA_String_Integer -- (00.00) [ISG], LONG

FUNCTION

Useful for turning a string gadget into an integer gadget. Setting this attribute puts the value with "%ld" into the gadget, getting it returns a longword containing the string gadgets contents as number.

You should set [FA_String_Accept](#) to "0123456789" or something like that to avoid wrong characters.

EXAMPLE

StringObject, "FA_String_Accept", "0123456879", "FA_String_Integer", 42, End

SEE ALSO

[FA_String_Accept](#)

1.10 FC_String / FA_String_Justify

NAME

FA_String_Justify -- (00.00) [I.G], ULONG

SPECIAL INPUTS

FV_String_Left FV_String_Center FV_String_Right

FUNCTION

Used to adjust the alignment of the input string.

Default: FV_String_Left.

SEE ALSO

[FA_String_Contents](#)

1.11 FC_String / FA_String_MaxLen

NAME

FA_String_MaxLen -- (00.00) [I.G], ULONG

FUNCTION

Setup the maximum length for the string gadget. This attribute is only valid at object creation time.

Default maximum length is 80.

NOTE

The maximum length includes the 0-byte at the end of the string. To let the user enter e.g. 10 characters, you would have to specify a maxlen of 11.

SEE ALSO

[FA_String_Contents](#)

1.12 FC_String / FA_String_Reject

NAME

FA_String_Reject -- (00.00) [ISG], STRPTR

FUNCTION

A string containing characters that should not be accepted as input for the string gadget. Whenever the user hits such a char, he will hear a beep and gadgets contents won't have changed.

SEE ALSO

[FA_String_Accept](#)

1.13 FC_String / FA_String_TextActive

NAME

FA_String_TextActive -- (2.00) [I.G], [STRPTR].[ULONG]

FUNCTION

Adjust active text color. Text will be drawn with this color when the string object is active. Color is created using the FM_CreatePen method, take a look at this method to know about pen specification. By default active text pen is FA_Pen_Dark.

SEE ALSO

[FA_String_TextInactive](#) [FA_String_TextCursor](#)

1.14 FC_String / FA_String_TextCursor

NAME

FA_String_TextCursor -- (2.00) [I.G], [STRPTR].[ULONG]

FUNCTION

Adjust cursor text color. Character under cursor be drawn with this color when. Color is created using the FM_CreatePen method, take a look at this method to know about pen specification. By default cursor text pen is FA_Pen_Highlight.

SEE ALSO

[FA_String_TextActive](#) [FA_String_TextInactive](#)

1.15 FC_String / FA_String_TextInactive

NAME

FA_String_TextInactive -- (2.00) [I.G], [STRPTR].[ULONG]

FUNCTION

Adjust inactive text color. Text will be drawn with this color when the string object is inactive. Color is created using the FM_CreatePen method, take a look at this method to know about pen specification. By default inactive text pen is FA_Pen_Shine.

SEE ALSO

[FA_String_TextActive](#) [FA_String_TextCursor](#)
