

FC_Text

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COLLABORATORS

	<i>TITLE :</i> FC_Text		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

FC_Text

1.1 Feelin : FC_Text

FC_Text

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

This class allows generating objects that contain some kind of text. FC_Text uses a FC_TextDisplay object to render its text. All attributes given at object creation time will be passed to this object.

ATTRIBUTES

FA_Text FA_Text_Parse

FA_Text_AltPreParse FA_Text_HCenter

FA_Text_VCenter FA_Text_Static

FA_Text_SetMin

1.2 FC_Text / FA_Text

NAME

FA_Text -- (00.00) [ISG], SPTRPTR

FUNCTION

String to be displayed in a text object.

If the string is larger than available display space, it will be clipped. Setting FA_Text to NULL results in an empty text object.

The string must remain valid until you dispose the object or set FA_Text to NULL, unless you set FA_Text_Static to FALSE in which case the string is copied into a private buffer, thus you can destroy the original one after using this attribute.

Text class uses a TextDisplay object to render its text, you should take a look at the FC_TextDisplay documentation to know about special character sequences defining format, color and style of the text.

If an underscore is found in the text string the following character will be used as shortcut, modifying the attribute FA_ControlChar.

EXAMPLE

... FA_Text, "\bFeelin\n\nis my sens" ...

would look like | Feelin | <-- bold | is my sens | <-- normal

SEE_ALSO

FA_Text_AltPreParse FA_Text_SetMin

FA_Text_Parse

1.3 FC_Text / FA_Text_AltPreParse

NAME

FA_Text_AltPreParse -- (00.00) [ISG], STRPTR

FUNCTION

Same as [FA_Text_PreParse](#) but this one will be used when object gets selected. If this attribute is not specified [FA_Text_PreParse](#) will be used instead.

1.4 FC_Text / FA_Text_HCenter

NAME

FA_Text_HCenter -- (00.00) [ISG], BOOL

FUNCTION

If set to TRUE text will be centered horizontally. Default to TRUE.

SEE ALSO

[FA_Text_VCenter](#)

1.5 FC_Text / FA_Text_PreParse

NAME

FA_Text_PreParse -- (00.00) [ISG], STRPTR

FUNCTION

String containing format definitions to be parsed before the text from [FA_Text](#) is printed.

Using this tag, you can easily define different formats, colors and styles without modifying the original string. This string must remain valid until you set it to NULL or dispose the object.

EXAMPLE

... FA_Text_PreParse, "`c`i", -> centered and italics FA_Text, "foobar", ...

SEE ALSO

[FA_Text_AltPreParse](#)

1.6 FC_Text / FA_Text_SetMin

NAME

FA_Text_SetMin -- (00.00) [I.], BOOL

FUNCTION

Boolean value to indicate whether the object's minimal dimensions shall be calculated to fit the string given with [FA_Text](#).

When set to FALSE, minimum width will be set to 0 and the displayed string may be clipped.

Default to FALSE.

1.7 FC_Text / FA_Text_Static

NAME

FA_Text_Static -- (00.00) [ISG], BOOL

FUNCTION

String given by the **FA_Text** attribute is usually used as a reference, thus the string must remain valid until **FA_Text** is set to NULL or the object is disposed. If **FA_Text_Static** is set to FALSE, the string will be copied into a private buffer, allowing you to free the original one.

Default to TRUE.

1.8 FC_Text / FA_Text_VCenter

NAME

FA_Text_VCenter -- (00.00) [ISG], BOOL

FUNCTION

If set to TRUE text will be centered vertically. Default to FALSE.

SEE ALSO

FA_Text_HCenter
