binary_dtc.doc

COLLABORATORS

	TITLE : binary_dtc.doc		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

binary_dtc.doc

1.1   binary_dtc.doc

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binary.datatype
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1.2   binary.datatype/binary.datatype

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NAME
    binary.datatype -- data type for any binary file

FUNCTION
    The binary data type, a base-class of all binary data, is used to
    load any binary file and displays the contents of the file in hex
    format.

PREFS
    The data type tries to load the prefs file "ENV:binary.prefs" on
    each OM_NEW method to set up the attributes !
    This prefs file has the following format :
    line = NOASCII     |  - set BDTA_ShowASCII to FALSE
           NOWRAP      |  - set BDTA_DisplayWrap to FALSE
           NONE        |  - set BDTA_DisplayHex to BDTDH_NONE
           BYTE        |  - set BDTA_DisplayHex to BDTDH_BYTE
           WORD        |  - set BDTA_DisplayHex to BDTDH_WORD
           LONG        |  - set BDTA_DisplayHex to BDTDH_LONG
           BYTES <bpl>    - set BDTA_BytesPerLine to <bpl> bytes

METHODS
    OM_NEW -- Create a new text object from a binary file in hex mode.

    OM_DISPOSE -- dispose a object

    OM_GET -- get a attribute of the object

    OM_SET -- set attributes of the object

    OM_UPDATE -- update some attributes of the object
```

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        GM_LAYOUT -- Method to layout the hex text

        GM_RENDER -- draw the object

        DTM_WRITE -- DTWM_RAW mode is supported

    TAGS
        BDTA_Buffer -- (UBYTE *) pointer to the buffer, which should be
            displayed.
            Applicability is (ISG).

        BDTA_BufferLen -- (ULONG) length of the buffer supplied with
            BDTA_Buffer tag. This must be given if the buffer tag is
            specified.
            Applicability is (ISG).

        BDTA_BytesPerLine -- (UWORD) number of bytes per line.
            If BDTA_DisplayHex is BDTDH_WORD it must be a multiply of 2,
            if it is BDTDH_LONG it must be a multiply of 4 !
            Default is 32.
            Applicability is (ISGNU).

        BDTA_DisplayHex -- (UWORD) type of the display. The following types
            are supported : BDTDH_NONE  - displays no hex values
                            BDTDH_BYTE  - displays each byte in hex ( 8 bit)
                            BDTDH_WORD  - displays each word in hex (16 bit)
                            BDTDH_LONG  - displays each long in hex (32 bit)
            Default is BDTDH_LONG.
            Applicability is (ISGNU).

        BDTA_ShowASCII -- (BOOL) display at the end of the line the
            appropriate ASCII string !
            Default is TRUE.
            Applicability is (ISGNU).

        BDTA_DisplayWrap -- (BOOL) the BDTA_BytesPerLine are ignored and the
            byte number is retrieved from the object width !
            Default is TRUE.
            Applicability is (ISGNU).

    BUGS
        At the moment proportional fonts can't be handled.

    SEE ALSO
        datatypesclass (where ?)
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