

binary_dtc.doc

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| COLLABORATORS |
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Chapter 1

binary_dtc.doc

1.1 binary_dtc.doc

binary.datatype

1.2 binary.datatype/binary.datatype

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

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 :

| | |
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| 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 ?)
