

**07a06450-0**

Deryk B Robosson

Copyright © 1995,1996 Synthetic Input

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> 07a06450-0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Deryk B Robosson	November 23, 2024	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>07a06450-0</b>	<b>1</b>
1.1	AFPanel . . . . .	1
1.2	Panel Object Information . . . . .	1
1.3	AFPanel . . . . .	2
1.4	~AFPanel . . . . .	2
1.5	Create . . . . .	2
1.6	Misc Members . . . . .	3
1.7	Includes . . . . .	3
1.8	Source . . . . .	4
1.9	History . . . . .	6
1.10	Distribution . . . . .	6
1.11	m_IntuiText . . . . .	7
1.12	m_gborder . . . . .	7
1.13	m_gborder2 . . . . .	8
1.14	m_text . . . . .	8
1.15	m_xyshine . . . . .	8
1.16	m_xyshadow . . . . .	8

---

# Chapter 1

## 07a06450-0

### 1.1 AFPanel

```
*****  
  
Panel C++ Object  
  
AFrame Version 1.0  
Panel Object Version 1.0  
  
(c) 1995,1996 Jeffry A Worth  
                Deryk B Robosson  
  
*****
```

#### TABLE OF CONTENTS

Panel~Object~Information

#### Methods:

AFPanel  
~AFPanel

Create

Misc~Members

Includes

Source

History

Distribution

### 1.2 Panel Object Information

AFPanel/Object Information

The Panel Object was written to provide a C++ Object Class interface in order to ↔  
visually group information such

as gadgets, images, text etc.

This Panel also offers all the features inherent of AFGadget.

## 1.3 AFPANEL

AFPanel/AFPanel

NAME AFImageButton()

DESCRIPTION

Default class constructor. Modify this only if you wish each class to have the modifications

INPUTS

none

RESULT

none

BUGS

none known

SEE ALSO

~AFPanel

## 1.4 ~AFPanel

AFPanel/~AFPanel

NAME ~AFImageButton()

DESCRIPTION

Default class destructor. Modify this only if you wish each class to have the modifications

INPUTS

none

RESULT

none

BUGS

none known

SEE ALSO

AFPanel

## 1.5 Create

---

## AFPanel/Create

NAME Create()

```
void = Create(char *text, AFWindow* pwindow, AFRect *rect, ULONG id, int bevel ←
)
```

## DESCRIPTION

The Create function creates the Panel gadget at the points supplied by rect

## INPUTS

```
text      - pointer to text to placed in the panel.  If NULL, no text is used.
pwindow   - pointer to the window to receive the panel
rect       - size and coordinates of panel
id         - gadget id of panel
bevel      - defines border type.  See Includes for description
```

## RESULT

none

## BUGS

none known

## SEE ALSO

AFWindow  
AFRect

## 1.6 Misc Members

## AFPanel/Misc Members

```
m_IntuiText
m_gborder, m_gborder2
m_text
m_xyshine
m_xyshadow
```

## 1.7 Includes

```
////////////////////////////////////
// panel.hpp
//
// Jeffry Worth
// November 10, 1995
////////////////////////////////////

#ifndef __PANEL_HPP__
#define __PANEL_HPP__

////////////////////////////////////
// INCLUDES
```

```

#include <string.h>
#include "aframe:include/gadget.hpp"

////////////////////////////////////
// Definitions
#define PANEL_BEVELDOWN    0
#define PANEL_BEVELUP      1
#define PANEL_NOBORDER     2

////////////////////////////////////
// Panel Class

class AFPanel : public AFGadget
{
public:
    AFPanel();
    ~AFPanel();

    virtual void DestroyObject();
    virtual char *ObjectType() { return "Panel"; };

    virtual void Create(char *text, AFWindow* pwindow, AFRect *rect, ULONG id,
                        int bevel);

    struct IntuiText m_IntuiText;
    struct Border m_gborder,m_gborder2;
    char *m_text;
    WORD m_xyshine[6];
    WORD m_xyshadow[6];
};

////////////////////////////////////
#endif // __PANEL_HPP__

```

## 1.8 Source

```

////////////////////////////////////
// panel.cpp
//
// Jeffrey A Worth
// November 10, 1995
////////////////////////////////////

////////////////////////////////////
// INCLUDES
#include "aframe:include/panel.hpp"

////////////////////////////////////
//

AFPanel::AFPanel()
{
    m_text=NULL;
}

```

```

AFPanel::~~AFPanel()
{
    DestroyObject();
}

void AFPanel::DestroyObject()
{
    AFGadget::DestroyObject();
    if(m_text) {
        delete m_text;
        m_text=NULL;
    }
}

void AFPanel::Create(char *text, AFWindow* pwindow, AFRect *rect, ULONG id, int ←
    bevel)
{
    WORD w,h;

    // Create the gadget
    AFGadget::Create(pwindow,rect,id);

    // Create string for the text
    if(text) {
        m_text = new char[strlen(text)+1];
        strcpy(m_text,text);
    }

    if(bevel!=PANEL_NOBORDER) {
        // Fill in coordinates to draw border
        w=rect->Width()-1;
        h=rect->Height()-1;
        m_xyshine[0]=m_xyshine[2]=m_xyshine[3]=m_xyshine[5]=0;
        _xyshine[1]=h;
        _xyshine[4]=w;

        _xyshadow[0]=1;
        m_xyshadow[1]=m_xyshadow[3]=h;
        _xyshadow[2]=m_xyshadow[4]=w;
        _xyshadow[5]=0;

        // Fill in Border Structure
        _gborder.LeftEdge = m_gborder2.LeftEdge = 0;
        _gborder.TopEdge = m_gborder2.TopEdge = 0;
        if(bevel) {
            m_gborder.FrontPen = 2;
            m_gborder2.FrontPen = 1;
        } else {
            m_gborder.FrontPen = 1;
            m_gborder2.FrontPen = 2;
        }
        m_gborder.BackPen = m_gborder2.BackPen = 0;
        m_gborder.DrawMode = m_gborder2.DrawMode = JAM1;
        m_gborder.Count = m_gborder2.Count = 3;
        m_gborder.XY = m_xyshine;
        m_gborder2.XY = m_xyshadow;
        m_gborder.NextBorder = &m_gborder2;
    }
}

```

---

```

    m_gborder2.NextBorder = NULL;
}

// Fill IntuiText Structure
m_IntuiText.FrontPen = 1;
m_IntuiText.DrawMode = JAM1;
m_IntuiText.LeftEdge = 5;
m_IntuiText.TopEdge = 5;
m_IntuiText.ITextFont = NULL;
m_IntuiText.IText = (UBYTE*)m_text;
m_IntuiText.NextText = NULL;

// Attach IntuiText Struct and Border Struct to gadget Struct
m_pgadget->GadgetText = &m_IntuiText;

if (bevel!=PANEL_NOBORDER)
    m_pgadget->GadgetRender = &m_gborder;
else
    m_pgadget->GadgetRender = NULL;

m_pgadget->Flags = GFLG_GADGHNONE;
}

```

## 1.9 History

\*\*\*HISTORY\*\*\*

```

*****
Panel Object v1.0

Created November 10, 1995
Release November 10, 1995

- Created all function class objects.
*****

```

## 1.10 Distribution

### Distribution

The programs and files in this distribution are freely distributable, but are ↵  
also Copyright (c) Jeff Worth and  
Deryk Robosson. They may be freely distributed as long as no more than a nominal ↵  
fee is charged to cover time and  
copying costs. AFrame is distributed as non-crippled shareware, it is fully ↵  
functional.

### Commercial Distribution

Commercial usage is allowed if the following conditions are met:

- a) You state in your documentation that your program uses aframe.library

and that AFrame is Copyright (c) Jeff Worth and Deryk Robosson.

b) You send us a copy of your finished product(s) using aframe.library.

If these conditions are met you are allowed to include the Kickstart 2.0 or ↵  
higher version of aframe.library and  
the installation script(s) with your commercial product.

#### Freely Distibutable Products

All of the files copyrighted by the authors must remain unmodified. None of ↵  
these files may be distributed on its  
own, the entire package must be distributed as one whole. 'demo.cpp' is full ↵  
public domain and can be used in any  
way you like.

There is one exception to the above. If you plan to release a freely ↵  
distributable program (either public domain,  
freeware or shareware), you may include 'libs/aframe.library', the installation ↵  
scripts (with icon), the  
documentation (with icons) with your distribution.

If you include AFrame with a crippled shareware program I'd like to ask you to ↵  
send us a full working version.

Whether your program is freely distributable or commercial, you must state in ↵  
your documentation that your program  
uses aframe.library and that AFrame is Copyright (c) Jeff Worth and Deryk Robosson

## 1.11 m\_IntuiText

AFFPanel/m\_IntuiText

MEMBER TYPE  
struct IntuiText

DESCRIPTION  
An IntuiText structure used if text is to be place in the panel

SEE ALSO  
<intuition/intuition.h>

## 1.12 m\_gborder

AFFPanel/m\_gborder

MEMBER TYPE  
struct Border

DESCRIPTION

---

A Border struct unique to each class

SEE ALSO  
<intuition/intuition.h>

## 1.13 m\_gborder2

AFPanel/m\_gborder2

MEMBER TYPE  
struct Border

DESCRIPTION  
A Border struct unique to each class

SEE ALSO  
<intuition/intuition.h>

## 1.14 m\_text

AFPanel/m\_text

MEMBER TYPE  
char \*

DESCRIPTION  
A text pointer unique to each class

SEE ALSO  
<intuition/intuition.h>

## 1.15 m\_xyshine

AFPanel/m\_xyshine

MEMBER TYPE  
WORD

DESCRIPTION  
An array used to draw the borders. Unique to each class

SEE ALSO  
<intuition/intuition.h>

## 1.16 m\_xyshadow

AFPanel/m\_xyshadow

MEMBER TYPE

WORD

DESCRIPTION

An array used to draw the borders. Unique to each class

SEE ALSO

<intuition/intuition.h>