07a06450-0

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	TITLE : 07a06450-0		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

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1.1 AFPanel

```
                    **********************************

                     Panel C++ Object

                     AFrame Version 1.0
                     Panel Object Version 1.0

                     (c) 1995,1996 Jeffry A Worth
                                    Deryk B Robosson


                    **********************************

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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
//
// Jeffry 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

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     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
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```

```
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      higher version of aframe.library and
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      your documentation that your program
uses aframe.library and that AFrame is Copyright (c) Jeff Worth and Deryk Robosson
```

1.11   m_IntuiText

```
AFPanel/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

```
AFPanel/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>

AFPanel/m_xyshadow

  MEMBER TYPE
   WORD