

07a6b6d0-0

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COLLABORATORS

	TITLE : 07a6b6d0-0		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Deryk B Robosson	November 23, 2024	

REVISION HISTORY

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Chapter 1

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1.1 AFIImageButton

```
*****

ImageButton C++ Object

The Image Gadget Wrapper.

AFrame Version 1.0
ImageButton Object Version 1.0

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

*****
```

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1.2 ImageButton Object Information

AFImageButton/Object Information

The ImageButton Object was written to provide a C++ Object Class interface to the image gadgets. ↩

1.3 AImageButton

AImageButton/AImageButton

NAME AImageButton()

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

~AImageButton

1.4 ~AImageButton

AImageButton/~AImageButton

NAME ~AImageButton()

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

AImageButton

1.5 Create

AFImageButton/Create

NAME Create()

```
void = Create(AFWindow *pwindow, ARect* rect, ULONG id, LPImage image,  
              LPImage select, LPImage disabled);
```

```
void = Create(AFWindow *pwindow, ARect* rect, ULONG id, LPImage image,  
              LPImage select);
```

DESCRIPTION

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

INPUTS

pwindow - pointer to an AFWindow
rect - pointer to an ARect object for gadget placement
id - gadget id
image - render image
select - select image
disabled - disabled image

RESULT

none

BUGS

none known

SEE ALSO

AFWindow
ARect
LPImage

1.6 SizeToFit

AFImageButton/SizeToFit

NAME SizeToFit()

```
void = SizeToFit()
```

DESCRIPTION

This function manipulates the gadget size to match the image size

INPUTS

none

RESULT

none

BUGS

none known

SEE ALSO

1.7 Misc Members

AFImageButton/Misc Members (private)

```
LPImage m_pRender;
LPImage m_pSelect;
LPImage m_pDisabled;
```

1.8 Includes

```
////////////////////////////////////
// ImageButton.hpp
//
// Jeffry A Worth
// Deryk B Robosson
// December 4, 1995
////////////////////////////////////

#ifndef __AFIMAGEBUTTON_HPP__
#define __AFIMAGEBUTTON_HPP__

////////////////////////////////////
// INCLUDES
#include "aframe:include/gadget.hpp"
#include "aframe:include/rastport.hpp"

////////////////////////////////////
// IButton Class

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

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

    virtual void Create(AFWindow* pwindow, AFRect* rect, ULONG id, LPImage image, ←
        LPImage select);
    virtual void Create(AFWindow* pwindow, AFRect* rect, ULONG id, LPImage image, ←
        LPImage select, LPImage
disabled);
    virtual void SizeToFit();

    // December 19,1995 Jeffry A Worth
private:
    LPImage m_pRender;
    LPImage m_pSelect;
    LPImage m_pDisabled;
    // End Additions
};

////////////////////////////////////
```

```
#endif // __AFIMAGEBUTTON_HPP__
```

1.9 Source

```

////////////////////////////////////
// IButton.cpp
//
// Deryk B Robosson
// Jeffry A Worth
// December 4, 1995
////////////////////////////////////

////////////////////////////////////
// INCLUDES
#include "AFrame:include/ImageButton.hpp"

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

AFImageButton::AFImageButton()
{
    //Do nothing as default constructor;
}

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

void AFImageButton::DestroyObject()
{
    AFGadget::DestroyObject();
}

void AFImageButton::Create(AFWindow* pwindow, AFRect* rect, ULONG id, LPIImage ←
    image, LPIImage select)
{
    Create(pwindow, rect, id, image, select, NULL);
}

void AFImageButton::Create(AFWindow* pwindow, AFRect* rect, ULONG id, LPIImage ←
    image, LPIImage select, LPIImage
disabled)
{
    AFRastPort rp(pwindow);

    // Store the imagery information
    m_pRender = image;
    m_pSelect = select;
    m_pDisabled = disabled;

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

    // Attach ImageStruct to Gadget Struct

```

```

m_pgadget->Activation = GACT_RELVERIFY | GACT_IMMEDIATE;
m_pgadget->GadgetType = GTYP_BOOLGADGET;
m_pgadget->GadgetRender = m_pRender;

if(select == NULL) {
    m_pgadget->SelectRender = NULL;
    m_pgadget->Flags = GFLG_GADGHIMAGE | GFLG_GADGIMAGE;
} else {
    m_pgadget->SelectRender = m_pSelect;
    m_pgadget->Flags = GFLG_GADGHIMAGE | GFLG_GADGIMAGE;
}

m_pgadget->GadgetText = NULL;
m_pgadget->MutualExclude = NULL;
m_pgadget->SpecialInfo = NULL;
}

// December 19, 1995 - Jeffry A Worth
void AFImageButton::SizeToFit()
{
    m_pgadget->Width = m_pRender->Width;
    m_pgadget->Height = m_pRender->Height;
}

```

1.10 History

HISTORY

ReqTools Object v1.0

Created December 4, 1995

Release December 5, 1995

- Created all function class objects.

ReqTools Object v1.01

Modified December 19, 1995 By Jeff Worth

- Added SizeToFit function

1.11 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 ↵
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1.12 m_pRender

AFrameButton/m_pRender

MEMBER TYPE (private)
struct Image

DESCRIPTION
A Image struct unique to each class

SEE ALSO
<intuition/intuition.h>

1.13 m_pSelect

AFImageButton/m_pSelect

MEMBER TYPE (private)
struct Image

DESCRIPTION
A Image struct unique to each class

SEE ALSO
<intuition/intuition.h>

1.14 m_pDisabled

AFImageButton/m_pDisabled

MEMBER TYPE (private)
struct Image

DESCRIPTION
A Image struct unique to each class

SEE ALSO
<intuition/intuition.h>
