

calendar_gc

COLLABORATORS

	<i>TITLE :</i> calendar_gc		
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WRITTEN BY		July 19, 2024	

REVISION HISTORY

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Chapter 1

calendar_gc

1.1 calendar_gc.doc

```
--datasheet--
GM_DOMAIN
GM_GOACTIVE
GM_GOINACTIVE
GM_HANDLEINPUT
GM_HITTEST
GM_LAYOUT
GM_RENDER
OM_DISPOSE
OM_NEW
OM_SET
```

1.2 calendar.gadget/--datasheet--

```
NAME
    calendar.gadget--Monthly calendar gadget (V42)

SUPERCLASS
    gadgetclass

DESCRIPTION
    The calendar gadget class is used to display a month-based array
    of days in the visual style of traditional calendars.

METHODS
    OM_NEW--Create the gadget.  Passed to superclass, then OM_SET.

    OM_SET--Set object attributes.  Passed to superclass first.

    OM_UPDATE--Set object notification attributes.  Passed to superclass
    first.

    GM_LAYOUT--Calculate relative gadget coordinates.  Passed to
    superclass first.  Requires V39 or beyond of Intuition.
```

GM_RENDER--Renders the gadget imagery. Overrides the superclass.

GM_HITTEST--Determines if mouse is within the gadget rectangle.
Overrides the superclass.

GM_GOACTIVE--Handles activation, mutual-exclusion and date-select.
Overrides the superclass.

GM_HANDLEINPUT--Handles input events once active. Handles cycle
buttons, repeat and RMB abort. Overrides the superclass.

GM_GOINACTIVE--Deselects the button. Overrides the superclass.

GM_DOMAIN--Obtain the minimum size of a calendar object.

All other methods are passed to the superclass, including OM_DISPOSE.

ATTRIBUTES

GA_Disabled (BOOL) -- Determines whether the calendar is disabled or not. Changing disable state will invoke GM_RENDER. A disabled calendar's border and label are all rendered in SHADOWPEN and then dusted in a ghosting pattern that is rendered in SHADOWPEN. Defaults to FALSE.

GA_TextAttr (struct TextAttr *) -- Text attribute for the font to use for the labels.

GA_ReadOnly (BOOL) -- Indicate whether calendar has selectable days or is for display only. Defaults to FALSE (selectable days).

CALENDAR_ClockData (struct ClockData *) -- Pointer to a ClockData structure (defined in <utility/date.h>) used to set the current date information, including month, day and year.

CALENDAR_Day (LONG) -- Set the current day of the month.

CALENDAR_FirstWeekday (LONG) -- Sets the first day of the week. Defaults to 0, which is Sunday.

CALENDAR_Days (STRPTR *) -- Array of localized column labels, starting with Sunday as day[0]. English versions are built in.

CALENDAR_Labels (LONG) -- Optional array of day description records. This allows individual control over the appearance of each day of the month. Changing this attribute will invoke GM_RENDER. If provide, the array must contain 31 entries.

CALENDAR_Label (BOOL) -- Indicate whether there should be a label across the top showing the names of the days of the week. Defaults to TRUE.

NOTES

Relative support requires V39 and beyond of Intuition.

1.3 calendar.gadget/GM_DOMAIN

NAME

GM_DOMAIN--Obtain the domain of an object (V42)

FUNCTION

The GM_DOMAIN method is used to obtain the domain of a calendar.gadget object before ever creating an object.

Requires a RastPort pointer in gpd_RPort with the correct font attributes. Only supports the gpd_Which==GDOMAIN_MINIMUM type.

ATTRIBUTES

The following attributes can be specified.

CALENDAR_Days (STRPTR *) -- Array of localized column labels, starting with Sunday as day[0].

CALENDAR_Label (BOOL) -- Indicate whether there should be a label across the top showing the names of the days of the week. Defaults to TRUE.

RESULT

Returns 1 and fills in the gpd_Domain field.

1.4 calendar.gadget/GM_GOACTIVE

NAME

GM_GOACTIVE--Activate a gadget. (V42)

FUNCTION

The GM_GOACTIVE method is used to indicate to a gadget that it has become active. This method overrides the superclass.

RESULT

Returns GMR_MEACTIVE.

Sets the *msg->gpi_Termination field to CALENDAR_Day, which in turn fills in the IntuiMessage->Code field.

1.5 calendar.gadget/GM_GOINACTIVE

NAME

GM_GOINACTIVE--Gadget has lost activation. (V42)

FUNCTION

The GM_GOINACTIVE method is used to indicate that the calendar has become inactive. This method overrides the superclass.

RESULT

This method returns 0.

1.6 calendar.gadget/GM_HANDLEINPUT

NAME

GM_HANDLEINPUT--Handle input events. (V42)

FUNCTION

The GM_HANDLEINPUT method is used to handle the input events of an active calendar gadget. This method overrides the superclass.

This method correctly handles RMB abort.

If CALENDAR_Multiselect was specified at creation time, then a notification event is sent for each day selected. The day is sent in the CALENDAR_Day attribute. 0x100 is set if the day is deselected.

RESULT

This method returns GMR_MEACTIVE as long as the gadget is active.

Sets the *msg->gpi_Termination field to CALENDAR_Day, which in turn fills in the IntuiMessage->Code field.

1.7 calendar.gadget/GM_HITTEST

NAME

GM_HITTEST--Is gadget hit. (V42)

FUNCTION

The GM_HITTEST method is used to determine if the given mouse coordinates are within the domain of a day within the calendar. This method overrides the superclass.

RESULT

This method returns GMR_GADGETHIT if within the domain, otherwise zero is returned.

If the gadget is GA_ReadOnly, then zero is always returned.

1.8 calendar.gadget/GM_LAYOUT

NAME

GM_LAYOUT--Calculate relative gadget coordinates. (V42)

FUNCTION

The GM_LAYOUT method is used to calculate the domain of the calendar and to layout the days of the month. This method is passed to the superclass first.

Gadget relativity is fully supported.

RESULT

This method returns 0.

1.9 calendar.gadget/GM_RENDER

NAME

GM_RENDER--Render the visuals of the calendar. (V42)

FUNCTION

The GM_RENDER method is used to render the visuals of the calendar. This method overrides the superclass.

If the calendar is disabled, then the ghosting pattern is applied.

RESULT

This method returns 0.

1.10 calendar.gadget/OM_DISPOSE

NAME

OM_DISPOSE--Delete a calendar.gadget object. (V42)

FUNCTION

The OM_DISPOSE method is used to delete an instance of the calendar.gadget class. This method is pass to the superclass when it has completed.

RESULT

The object is deleted. NULL is returned.

1.11 calendar.gadget/OM_NEW

NAME

OM_NEW--Create a calendar.gadget object. (V42)

FUNCTION

The OM_NEW method is used to create an instance of the calendar.gadget class. This method is passed to the superclass first.

ATTRIBUTES

The following attributes can be specified at creation time.

GA_Disabled (BOOL) -- Determines whether the calendar is disabled or not. Changing disable state will invoke GM_RENDER. A disabled calendar's border and label are all rendered in SHADOWPEN and then dusted in a ghosting pattern that is rendered in SHADOWPEN. Defaults to FALSE.

GA_TextAttr (struct TextAttr *) -- Text attribute for the font to use for the labels.

GA_ReadOnly (BOOL) -- Indicate whether calendar has selectable days or is for display only. Defaults to FALSE (selectable days).

CALENDAR_ClockData (struct ClockData *) -- Pointer to a ClockData

structure (defined in <utility/date.h>) used to set the current date information, including month, day and year.

CALENDAR_Day (LONG) -- Set the current day of the month.

CALENDAR_FirstWeekday (LONG) -- Sets the first day of the week. Defaults to 0, which is Sunday.

CALENDAR_Days (STRPTR *) -- Array of localized column labels, starting with Sunday as day[0]. English versions are built in.

CALENDAR_Label (BOOL) -- Indicate whether there should be a label across the top showing the names of the days of the week. Defaults to TRUE.

RESULT

If the object was created then a pointer to the object is returned, otherwise NULL is returned.

1.12 calendar.gadget/OM_SET

NAME

OM_SET--Set the attributes of a calendar.gadget object. (V42)

FUNCTION

The OM_SET method is used to set the attributes of a calendar.gadget. This method is passed to the superclass first.

ATTRIBUTES

The following attributes can be changed at OM_SET or OM_UPDATE.

GA_Disabled (BOOL) -- Determines whether the calendar is disabled or not. Changing disable state will invoke GM_RENDER. A disabled calendar's border and label are all rendered in SHADOWPEN and then dusted in a ghosting pattern that is rendered in SHADOWPEN. Defaults to FALSE. Changing the disable state will invoke GM_RENDER.

CALENDAR_ClockData (struct ClockData *) -- Pointer to a ClockData structure (defined in <utility/date.h>) used to set the current date information, including month, day and year. Changing the date information will invoke GM_LAYOUT and GM_RENDER.

CALENDAR_Day (LONG) -- Set the current day of the month. Changing the day will invoke GM_RENDER.

CALENDAR_Labels (LONG) -- Optional array of day description records. This allows individual control over the appearance of each day of the month. Changing this attribute will invoke GM_RENDER. If provide, the array must contain 31 entries.

RESULT

The class will update the attributes of object. Changing some

attributes will result in GM_LAYOUT and/or GM_RENDER being called.

The return value will be non-zero if the gadget needs to be refreshed.