picture_dtc

COLLABORATORS

	TITLE : picture_dtc		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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picture_dtc

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picture.datatype()
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1.2 picture.datatype/picture.datatype

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   NAME
picture.datatype -- root data type for pictures.

   FUNCTION
The picture.datatype is the super-class for any picture related
classes.

   METHODS
OM_NEW -- Create a new picture object.

OM_GET -- Obtain the value of an attribute.

OM_SET -- Set the values of multiple attributes.

OM_UPDATE -- Update the values of multiple attributes.

OM_DISPOSE -- Dispose of a picture object.

GM_LAYOUT -- Layout the object and notify the application of the
    title and size.

GM_HITTEST -- Determine if the object has been hit with the
    mouse.

GM_GOACTIVE -- Tell the object to go active.

GM_HANDLEINPUT -- Handle input.

GM_RENDER -- Cause the graphic to render.

DTM_PROCLAYOUT -- Layout (remap) the picture on the application's
```

       process.

  DTM_FRAMEBOX -- Obtain the display environment that the picture
      requires.

  DTM_SELECT -- Select an area in the picture.

  DTM_CLEARSELECTED -- Deselect the selected area of the picture.

  DTM_COPY -- Copy the selected area of the picture to the clipboard
      as an ILBM. If no area is selected, then the entire picture
      is copied.

  DTM_PRINT -- Print the selected area of the picture. If no area
      is selected, then the entire picture is printed.

  DTM_WRITE -- Write the selected area of the picture to a file as an
      ILBM. If no area is selected, then the entire picture is
      saved.

    TAGS
  OBP_Precison (ULONG) -- Precision to use when obtaining colors.
      See the PRECISION_ defines in <graphics/view.h>.

      Applicability is (I).

  PDTA_ModeID (ULONG) -- Set and get the graphic mode id of the
      picture.

      Applicability is (ISG).

  PDTA_BitMapHeader (struct BitMapHeader *) -- Set and get the
      base information for the picture. BitMapHeader is defined in
      <datatypes/pictureclass.h>

      Applicability is (G).

  PDTA_BitMap (struct BitMap *) -- Pointer to a class-allocated
      bitmap, that will end up being freed by the picture class in the
      OM_DISPOSE method.

      Applicability is (ISG).

  PDTA_ColorRegisters (struct ColorRegister *) -- Color table.

      Applicability is (G).

  PDTA_CRegs (ULONG *) -- Color table to use with SetRGB32CM().

      Applicability is (G).

  PDTA_GRegs (ULONG *) -- Color table.

      Applicability is (G).

  PDTA_ColorTable (ULONG *) -- Shared pen table.

Applicability is (G).

PDTA_ColorTable2 (ULONG *) -- Shared pen table.

Applicability is (G).

PDTA_Allocated (ULONG) -- Number of shared colors allocated.

Applicability is (G).

PDTA_NumColors (WORD) -- Number of colors used by the picture.

Applicability is (ISG).

PDTA_NumAlloc (WORD) -- Number of colors allocated by the picture.

Applicability is (G).

PDTA_Remap (BOOL) -- Indicate whether the picture should be
    remapped or not.

Applicability is (I).

PDTA_Screen (struct Screen *) -- Pointer to the screen to remap
    the picture to. Only used if the object is not going to be
    added to a window.

Applicability is (IS).

PDTA_FreeSourceBitMap (BOOL) -- Indicate whether the source
    bitmap should be freed immediately by the picture.datatype
    after the GM_LAYOUT method is called.

Applicability is (IS).

PDTA_Grab (Point *) -- Pointer to a Point structure, that
    defines the grab point of the picture.

Applicability is (ISG).

PDTA_DestBitMap (struct BitMap *) -- Pointer to the remapped
    bitmap.

Applicability is (G).

PDTA_ClassBitMap (struct BitMap *) --

Applicability is (ISG).

PDTA_NumSparse (UWORD) -- Number of entries in the sparse color
    table.

Applicability is (I).

PDTA_SparseTable (UBYTE *) -- Pointer to a table of pen numbers
    indicating which colors should be used when remapping the
    picture. This array must contain as many entries as indicated

by the PDTA_NumSparse tag.

Applicability is (I).