

text_dtc

COLLABORATORS

	<i>TITLE :</i> text_dtc		
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REVISION HISTORY

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Chapter 1

text_dtc

1.1 text_dtc.doc

```
text.datatype()
```

1.2 text.datatype/text.datatype

NAME

```
text.datatype -- Root data type for text.
```

FUNCTION

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

METHODS

```
OM_NEW -- Create a new text 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 text 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 text to render.
```

```
DTM_PROCLAYOUT -- Layout (remap) the text on the application's  
                process.
```

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

DTM_SELECT -- Select an area in the text.

DTM_CLEARSELECTED -- Deselect the selected area of the text.

DTM_COPY -- Copy the selected area of the text to the clipboard as FTEXT. If no area is selected, then the entire text is copied.

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

DTM_WRITE -- Write the selected area of the text to a file. If no area is selected, then the entire text is saved.

TAGS

DTA_TextAttr (struct TextAttr *) -- Text attribute to use for the text.

Applicability is (ISG).

DTA_TextFont (struct TextFont *) -- Text font to use for the text.

Applicability is (G).

TDTA_Buffer (STRPTR) -- Pointer to the text data.

Applicability is (ISG).

TDTA_BufferLen (ULONG) -- Length of text data.

Applicability is (ISG).

TDTA_LineList (struct List *) -- List of lines. The elements of the list are Line structures (see <datatype/textclass.h>)

Applicability is (G).

TDTA_WordSelect (STRPTR) -- Word that has been double-clicked on.

Applicability is (NU).

TDTA_WordDelim (STRPTR) -- Characters used delimitate words.

Applicability is (IS).

TDTA_WordWrap (BOOL) -- Used to turn word wrap on and off. Defaults to off.

Applicability is (ISG).

SEE ALSO

ascii.datatype