animation_dtc

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animation_dtc

1.1 animation_dtc.doc

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animation.datatype()
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1.2 animation.datatype/animation.datatype

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  NAME
animation.datatype -- root data type for animations.

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

This class is responsible for creating the controls, scaling,
remapping and synchronization.

  METHODS
OM_NEW -- Create a new animation 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 animation 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.  On SELECTDOWN, the
    animation will start playing.

GM_HANDLEINPUT -- Handle input.  Currently input (other than
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    SELECTDOWN) doesn't affect the animation.

GM_RENDER -- Cause the current frame to render.

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

DTM_TRIGGER -- Cause an event to occur.  Currently the only
    trigger event is STM_PLAY, which will cause the animation to start
    playing.

DTM_COPY -- Copy the current frame to the clipboard as an IFF ILBM.

DTM_WRITE -- Write the current frame to a file as an IFF ILBM.

DTM_PRINT -- Print the current frame.

ADTM_LOADFRAME -- Load a frame of the animation.

ADTM_UNLOADFRAME -- Deallocate any memory allocated by ADTM_LOADFRAME.

ADTM_START -- Start the animation.  This MUST be passed to the
    super-class AFTER the sub-class has started.

ADTM_PAUSE -- Pause the animation.  This MUST be passed to the
    super-class BEFORE the sub-class pauses.

ADTM_STOP -- Stop the animation.  This MUST be passed to the
    super-class BEFORE the sub-class stops.

ADTM_LOCATE -- Used to locate a frame of the animation.

  TAGS
DTA_ControlPanel (BOOL) -- Determine whether the control
    panel is shown.  Defaults to TRUE.

    Applicability is (I).

DTA_Immediate (BOOL) -- Indicate whether the animation
    should immediately begin playing.  Defaults to
    FALSE.

    Applicability is (I).

ADTA_Remap (BOOL) -- Indicate whether the animation should be
    remapped or not.

    Applicability is (I).

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

    Applicability is (ISG).

ADTA_Width (ULONG) -- Width of a frame in pixels.

    Applicability is (IG).
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ADTA_Height (ULONG) -- Height of a frame in pixels.

    Applicability is (IG).

ADTA_Depth (ULONG) -- Depth of the frame.

    Applicability is (IG).

ADTA_Frames (ULONG) -- Number of frames in animation.

    Applicability is (ISG).

ADTA_KeyFrame (struct BitMap *) -- Pointer to the key
    frame.

    Applicability is (ISG).

ADTA_FramesPerSecond (ULONG) -- Number of frames per
    second to play.

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

    Applicability is (ISG).

ADTA_ColorRegisters (struct ColorRegister *) -- Color table.

    Applicability is (G).

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

    Applicability is (G).

ADTA_GRegs (ULONG *) -- Color table.

    Applicability is (G).

ADTA_ColorTable (ULONG *) -- Shared pen table.

    Applicability is (G).

ADTA_ColorTable2 (ULONG *) -- Shared pen table.

    Applicability is (G).

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

    Applicability is (G).

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

    Applicability is (G).

ADTA_BitMapHeader (struct BitMapHeader *) -- Set and get the
    base information for the animation.  BitMapHeader is defined in
    <datatypes/pictureclass.h>
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    Applicability is (G).

SDTA_Sample (BYTE *) -- Pointer to sample data.

    Applicability is (ISG).

SDTA_SampleLength (ULONG) -- Length of sample data.

    Applicability is (ISG).

SDTA_Period (ULONG) -- Period to play back sample at.

    Applicability is (ISG).

SDTA_Volume (ULONG) -- Volume to play back sample at.

    Applicability is (ISG).
```