

MCC_SpeedBar

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WRITTEN BY		January 19, 2025	

REVISION HISTORY

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Chapter 1

MCC_SpeedBar

1.1 MCC_SpeedBar.guide

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1.2 SpeedBar.mcc/MUIA_SpeedBar_Borderless

SpeedBar.mcc/MUIA_SpeedBar_Borderless

NAME

MUIA_SpeedBar_Borderless -- BOOL [IS.]

FUNCTION

Remove the frames from the gadgets

SEE ALSO

1.3 SpeedBar.mcc/MUIA_SpeedBar_Buttons

SpeedBar.mcc/MUIA_SpeedBar_Buttons

NAME

MUIA_SpeedBar_Buttons -- struct MUIS_SpeedBar_Button * [I..]

FUNCTION

Specify an array of buttons that should be placed in the bar.

The structure you need to fill consists of these fields:

```
struct MUIS_SpeedBar_Button {
    ULONG          Img;
    STRPTR         Text;
    STRPTR         Help;
    UWORD          Flags;
    struct IClass  *Class;
    Object         *Object;
};
```

Img is the index of the MyBrush image used by the button.

Text is the button label.

Help is the button short-help (for bubble help)

Flags can be used to set the type of button you need (see
SpeedBar_mcc.h)

Class if you want to subclass SpeedButton.mcc to add drag'n'drop
or something place the pointer to your new class here:
these way SpeedBar will know how to recreate your buttons
correctly.
Otherwise leave it to NULL.

Object this will be filled after the creation of the bar with
a pointer to the button. Remember not to cache it and
have a look at Demo.c to see how to reference other
SpeedBar members correctly.

NOTES

SEE ALSO

MUIA_SpeedBar_Images

1.4 SpeedBar.mcc/MUIA_SpeedBar_Images

SpeedBar.mcc/MUIA_SpeedBar_Images

NAME

MUIA_SpeedBar_Images -- struct MyBrush ** [I.G]

FUNCTION

Specify the images which will be used by the buttons of the bar

SEE ALSO

1.5 SpeedBar.mcc/MUIA_SpeedBar_RaisingFrame

SpeedBar.mcc/MUIA_SpeedBar_RaisingFrame

NAME

MUIA_SpeedBar_RaisingFrame -- BOOL [IS.]

FUNCTION

Setting this and `_Borderless` to TRUE will give you a toolbar whose buttons will draw a frame around them when you move the pointer over them.

SEE ALSO

MUIA_SpeedBar_Borderless

1.6 SpeedBar.mcc/MUIA_SpeedBar_SameWidth

SpeedBar.mcc/MUIA_SpeedBar_SameWidth

NAME

MUIA_SpeedBar_SameWidth -- BOOL [I..]

FUNCTION

Set it to FALSE if you don't want all the buttons to have the same width.

SEE ALSO

1.7 SpeedBar.mcc/MUIA_SpeedBar_SmallImages

SpeedBar.mcc/MUIA_SpeedBar_SmallImages

NAME

MUIA_SpeedBar_SmallImages -- BOOL [IS.]

FUNCTION

If set to TRUE the images will be reduced to 2/3 of their original size.

SEE ALSO

1.8 SpeedBar.mcc/MUIA_SpeedBar_SpacerIndex

SpeedBar.mcc/MUIA_SpeedBar_SpacerIndex

NAME

MUIA_SpeedBar_SpacerIndex -- UWORD [I.G]

FUNCTION

If you want an empty spacer object, set this to -1, otherwise set it to the index of the images inside the _Images array.

SEE ALSO

MUIA_SpeedBar_Images

1.9 SpeedBar.mcc/MUIA_SpeedBar_Spread

SpeedBar.mcc/MUIA_SpeedBar_Spread

NAME

MUIA_SpeedBar_Spread -- BOOL [I..]

FUNCTION

Setting this to TRUE will cause the bar to layout the objects evenly, stretching spacer objects. Otherwise the bar will be left aligned.

SEE ALSO

1.10 SpeedBar.mcc/MUIA_SpeedBar_StripUnderscore

SpeedBar.mcc/MUIA_SpeedBar_StripUnderscore

NAME

MUIA_SpeedBar_StripUnderscore -- BOOL [I..]

FUNCTION

Causes the bar to strip underscores from buttons labels.
I don't think you'd need this, but I do :)

SEE ALSO

1.11 SpeedBar.mcc/MUIA_SpeedBar_Sunny

SpeedBar.mcc/MUIA_SpeedBar_Sunny

NAME

MUIA_SpeedBar_Sunny -- BOOL [IS.]

FUNCTION

Do you need buttons a là IE5 (coloured when the mouse is over them and grey otherwise)? Set this to TRUE then :)

SEE ALSO

1.12 SpeedBar.mcc/MUIA_SpeedBar_ViewMode

SpeedBar.mcc/MUIA_SpeedBar_ViewMode

NAME

MUIA_SpeedBar_ViewMode -- UWORD [ISG]

FUNCTION

Set the style of the toolbar. See SpeedBar_mcc.h for the available options.

SEE ALSO

SpeedBar_mcc.h

1.13 SpeedBar.mcc/MUIM_SpeedBar_AddButton

SpeedBar.mcc/MUIM_SpeedBar_AddButton

NAME

MUIM_SpeedBar_AddButton

SYNOPSIS

```
DoMethod( obj, MUIM_SpeedBar_AddButton, speedbar_button );
```

FUNCTION

Adds a button to the bar.

INPUTS

speedbar_button pointer to a MUIM_SpeedBar_Button structure

RESULT

Object * to the created button.

SEE ALSO

1.14 SpeedBar.mcc/MUIM_SpeedBar_AddButtonObject

SpeedBar.mcc/MUIM_SpeedBar_AddButtonObject

NAME

MUIM_SpeedBar_AddButtonObject

SYNOPSIS

```
DoMethod( obj, MUIM_SpeedBar_AddButtonObject, button );
```

FUNCTION

Adds an object to the bar.

INPUTS

Object *button - object you want to add

RESULT

none you should care about

SEE ALSO

1.15 SpeedBar.mcc/MUIM_SpeedBar_AddSpacer

SpeedBar.mcc/MUIM_SpeedBar_AddSpacer

NAME

MUIM_SpeedBar_AddSpacer

SYNOPSIS

```
DoMethod( obj, MUIM_SpeedBar_AddSpacer );
```

FUNCTION

Adds a spacer object

RESULT

Object * to the spacer created.

SEE ALSO

1.16 SpeedBar.mcc/MUIM_SpeedBar_Clear

SpeedBar.mcc/MUIM_SpeedBar_Clear

NAME

MUIM_SpeedBar_Clear

SYNOPSIS

```
DoMethod( obj, MUIM_SpeedBar_Clear );
```

FUNCTION

Clears the toolbar.

SEE ALSO

1.17 SpeedBar.mcc/MUIM_SpeedBar_DoOnButton

SpeedBar.mcc/MUIM_SpeedBar_DoOnButton

NAME

MUIM_SpeedBar_DoOnButton

SYNOPSIS

```
DoMethod( obj, MUIM_SpeedBar_DoOnButton, i, method, ... );
```

FUNCTION

Performs the specified method on the i-th object of the bar.

INPUTS

ULONG i index of the object to send the method to
ULONG method method to invoke

EXAMPLE

```
DoMethod( buttons[ 0 ].Object, MUIM_Notify, MUIA_Selected, FALSE,  
          SpeedBar, 5,  
          MUIM_SpeedBar_DoOnButton, 1, MUIM_Set, MUIA_Selected, FALSE );
```

NOTES

This methods MUST be used if you change the toolbar style
without destroying and recreating the bar!

SEE ALSO

1.18 SpeedBar.mcc/MUIM_SpeedBar_GetObject

SpeedBar.mcc/MUIM_SpeedBar_GetObject

NAME

MUIM_SpeedBar_GetObject

SYNOPSIS

```
Object *obj = (Object *)DoMethod( bar, MUIM_SpeedBar_GetObject, i );
```

FUNCTION

Returns a pointer to the object number i in the bar.

INPUTS

ULONG i index of the object you need

RESULT

Object *obj the object you need

NOTES

SEE ALSO

1.19 SpeedBar.mcc/SpeedBar.mcc

SpeedBar.mcc/SpeedBar.mcc

NOTES

SpeedBar.mcc, SpeedButton.mcc ©1999 by Simone Tellini
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SpeedBar.mcc and SpeedButton.mcc allow you to easily create toolbars similar to those you can see in Windows programs (although you can get a standard look as well ;)

SpeedBar.mcc is just a MUIC_Group subclass which should contain only a set of SpeedButton objects: if you need it to contain other kinds of objects, well, try it... it might work.

These classes can be freely used: all I ask is to receive a registered copy of your program if it uses them.

IMPORTANT NOTE: if you plan to offer the user the chance to change the toolbar style on the fly you should **NEVER** cache the pointer to single buttons: this means that something like this should never be seen in your code:

```
set( button, MUIA_Disabled, TRUE ); // just an example
```

where button is an Object * to a SpeedBar member.

The reason behind this is that some of the style changes may cause the bar to destroy and recreate all the buttons thus invalidating all the previous pointers.

But don't worry: you have MUIM_SpeedBar_GetObject and MUIM_SpeedBar_DoOnButton to solve the problem.

P.S. Remember that programmers don't write docs... so bear with me if some points may result unclear or badly written :)