

multitext

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Contents

1	multitext	1
1.1	multitext_plugin: Introduction	1
1.2	multitext_plugin: Constructors / Destructor	1
1.3	multitext_plugin: New Methods	2
1.4	multitext_plugin: Tags	2
1.5	multitext_plugin: Exceptions	4
1.6	multitext_plugin: History	4

Chapter 1

multitext

1.1 multitext_plugin: Introduction

multitext_plugin

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multitext_plugin is a simple equivalent to the TEXT gadget in EasyGUI, that can also use a different font than the window is using. It also features the justification of the text within the gadget to the left, right or middle, and can display more than one line of text if desired.

Constructor

Methods

Tags

Exceptions

History

1.2 multitext_plugin: Constructors / Destructor

Constructor

```
multitext(tags:PTR TO tagitem)
```

For creating a new plugin object use for example:

```
DEF multitext:PTR TO multitext_plugin  
NEW multitext.multitext([..., TAG_DONE])
```

1.3 multitext_plugin: New Methods

`set(tag, value)`

By calling this method it's possible to change attributes at runtime. You can use all tags with the S flag set. This method can also be used before the GUI is created and when the window is closed.

Value is a LONG and contains the argument for the used tag.

Example:

```
DEF multitext:PTR TO multitext_plugin
...
NEW multitext.multitext([..., TAG_DONE])
...
multitext.set(PLA_MultiText_Disabled, TRUE)
...
```

1.4 multitext_plugin: Tags

The letters [IS.] show you when the tags can be used.

I = Initialisation

S = Set Method

`PLA_MultiText_Text` [I..]

The contents of the text field. This should be passed in as an E-list of string arrays, like so:

```
['The first string', 'Second', 'Number 3']
```

`PLA_MultiText_Highlight` [IS.]

Boolean; whether or not the text should be rendered highlighted (in white) instead of normally (in black).

`PLA_MultiText_ThreeD` [IS.]

Boolean; whether or not the text should be rendered with a 3D look. Defaults to FALSE (and, when TRUE, will look different depending on whether or not `PLA_MultiText_Highlight` is set).

PLA_MultiText_DrawBar [IS.]

Boolean; whether or not to draw a bar to the left and right of the text, to achieve a look similar to the old title_plugin. Defaults to FALSE.

PLA_MultiText_Font [I..]

The font that the text field should use. This is a pointer to a textattr structure which represents an available font. Default is NIL; this means that the PLUGIN will use the window's font.

PLA_MultiText_Justification [IS.]

Set the justification of the text within the available space.

Can be set to one of three values:

PLV_MultiText_JustifyCenter
PLV_MultiText_JustifyLeft
PLV_MultiText_JustifyRight

PLA_MultiText_Disabled [IS.]

Disable or enable the PLUGIN. Setting this tag causes the PLUGIN to become disabled; it gets a ghost pattern.

PLA_MultiText_ShowWhenDisabled [IS.]

Whether or not the PLUGIN's text will still be shown beneath the ghosting. Defaults to TRUE.

PLA_MultiText_Resize [I..]

Boolean; if it is TRUE then will_resize() will be set to COND_RESIZEX, if not then will_resize() will be NIL.

PLA_MultiText_GapHorizontal [I..]
& PLA_MultiText_GapVertical [I..]

The gaps that will be placed on either side of the text; these default to 2 and 1 respectively.

1.5 multitext_plugin: Exceptions

Constructor

"util" will be raised if the utility.library has not been opened.

1.6 multitext_plugin: History

v1.0 (2.10.97)

- o Initial release.

v1.1 (28.10.97)

- o Added text justification (left, right & center).
- o Some sources using this module may need to be changed; the calling parameters of the initial method have been modified.
- o Removed some unnecessary code from the render() method.

v1.2 (28.11.97)

- o Rewritten to follow Ralph Wermke's PLUGIN Style Guide.
- o Added the ability to disable the text field.
- o Changed 3D mode, and added ability to draw bars (duplicates the functionality of the now defunct title_plugin).

v1.3 (25.2.98)

- o Changed a number of the tags (no point in having most of them get()'able).
- o Added rendering of multiple lines of text; this will require changes in sources already using this module.
- o Changed name from text_plugin to multitext_plugin.

v1.4 (25.3.98)

- o Added new tags: PLA_MultiText_ShowWhenDisabled
 (this was suggested by Piotr Gapinski)
 PLA_MultiText_Resize
 PLA_MultiText_GapHorizontal
 PLA_MultiText_GapVertical

v1.5

(25.5.98)

- o Minor bug fix: if EG_FONT was used in the main GUI and PLA_MultiText_Font was not set, multitext_plugin was not using the font set in EG_FONT on redraws, the screen font was used instead. All OK now.