

**iconbox**

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> iconbox		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 22, 2024	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>iconbox</b>	<b>1</b>
1.1	iconbox_plugin: Introduction . . . . .	1
1.2	iconbox_plugin: Constructors / Destructor . . . . .	1
1.3	iconbox_plugin: New Methods . . . . .	2
1.4	iconbox_plugin: Tags . . . . .	2
1.5	iconbox_plugin: Exceptions . . . . .	3
1.6	iconbox_plugin: History . . . . .	3

# Chapter 1

## iconbox

### 1.1 iconbox\_plugin: Introduction

iconbox\_plugin

by Ali Graham <agraham@hal9000.net.au>

iconbox\_plugin is a PLUGIN that offers a space to render icon images in EasyGUI applications. It also accepts icons being dropped onto it; this requires that the window be declared as an AppWindow in the EasyGUI declaration.

-----

Constructor

Methods

Tags

Exceptions

History

### 1.2 iconbox\_plugin: Constructors / Destructor

Constructor

```
iconbox(tags=NIL:PTR TO tagitem)
```

For creating a new plugin object use for example:

```
DEF iconbox:PTR TO iconbox_plugin  
NEW iconbox.iconbox([..., TAG_DONE])
```

## 1.3 iconbox\_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 iconbox:PTR TO iconbox_plugin
...
NEW iconbox.iconbox([..., TAG_DONE])
...
iconbox.set(PLA_IconBox_Disabled, TRUE)
...
```

```
value,check:=get(tag)
```

This method is the counterpart to set. All tags with G flag can be used. Argument is the tag you want to get. Return values are the requested value and as second a boolean value. So if check is FALSE the used tag can't be get.

```
...
value,check:=iconbox.get(PLA_IconBox_Disabled)
...
```

```
After this:
value=TRUE
check=TRUE
```

## 1.4 iconbox\_plugin: Tags

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

I = Initialisation

S = Set Method

G = Get Method

```
PLA_IconBox_IconName      [ISG]
```

The name of the icon that should be displayed in the PLUGIN's area (do not include the .info part of the name).

```
PLA_IconBox_ShowSelected  [ISG]
```

Boolean; whether or not to show the icon's selected image. Defaults to FALSE.

PLA\_IconBox\_Disabled [ISG]

Disable or enable the PLUGIN. Setting this tag causes the PLUGIN to become disabled; the area is ghosted.

Boolean; defaults to FALSE.

## 1.5 iconbox\_plugin: Exceptions

Constructor

"iblb" will be raised if the utility.library or the icon.library have not been opened.

## 1.6 iconbox\_plugin: History

v1.0 (30.8.97)

- o Initial release.

v1.1 (2.10.97)

- o Added some safety checks to ensure that the window is open before attempting to render into it in custom PLUGIN methods (set\_disabled(), et al.)

v1.2 (28.10.97)

- o Removed some unnecessary code from the render() method.

v1.3 (28.11.97)

- o Removed the changing of icons by dropping (this is something that would be better handled in a user's awproc).
- o Rewritten to follow Ralph Wermke's PLUGIN Style Guide.

v1.4 (30.1.98)

- o Bugfix: the appmessage method of the PLUGIN would only return true if the icon was dropped in the correct area and the PLUGIN was disabled. Of course, this should have been 'and the PLUGIN was not disabled.' :)

- o Documentation bugfix: PLA\_IconBox\_IconName & PLA\_IconBox\_ShowSelected are both [ISG], not just [I..].