

**iconbox**

**COLLABORATORS**

|               |                           |                   |                  |
|---------------|---------------------------|-------------------|------------------|
|               | <i>TITLE :</i><br>iconbox |                   |                  |
| <i>ACTION</i> | <i>NAME</i>               | <i>DATE</i>       | <i>SIGNATURE</i> |
| WRITTEN BY    |                           | December 31, 2022 |                  |

**REVISION HISTORY**

| 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 . . . . . | 2        |
| 1.3      | iconbox_plugin: New Methods . . . . .               | 2        |
| 1.4      | iconbox_plugin: Tags . . . . .                      | 3        |
| 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
    :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
```



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.
-