

toolbar

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Chapter 1

toolbar

1.1 toolbar_plugin: Introduction

toolbar_plugin

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toolbar_plugin is a PLUGIN that places several gadgets in a horizontal or vertical row, and calls a specified function when one of them is pressed.

Constructor

Methods

Tags

Exceptions

History

1.2 toolbar_plugin: Constructors / Destructor

Constructor

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

For creating a new plugin object use for example:

```
DEF toolbar:PTR TO toolbar_plugin
NEW toolbar.toolbar([..., TAG_DONE])
```

1.3 toolbar_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 toolbar:PTR TO toolbar_plugin
...
NEW toolbar.toolbar([..., TAG_DONE])
...
toolbar.set(PLA_ToolBar_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:=toolbar.get(PLA_ToolBar_Disabled)
...
```

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

But if you try:

```
...
```

```
value, check:=toolbar.get(PLA_ToolBar_DisplayAll)
...
```

Then you get this:

```
value:=-1
check:=FALSE
```

1.4 toolbar_plugin: Tags

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

```

Initialisation
S =
Set Method
G =
Get Method
PLA_ToolBar_Contents            [I..]
```

The text contents of the gadgets in the toolbar; this should be passed in as a list of strings, e.g.

```
[PLA_ToolBar_Contents, ['First', 'Second', 'Third'],
TAG_DONE]
```

```
PLA_ToolBar_Disabled            [ISG]
```

Disable or enable the toolbar. Setting this tag causes the gadgets to become disabled; they are all ghosted.

```
PLA_ToolBar_DisplayAll        [I..]
```

Setting this tag forces the PLUGIN to display all of the gadgets, and means that the PLUGIN will not resize. The default for this tag is FALSE; this means that the PLUGIN will show a minimum of one gadget, and more depending on how much space it is allocated.

```
PLA_ToolBar_Font                [I.G]
```

The font that the gadgets should all 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_ToolBar_Function            [IS.]
```

The address of a function which will be called when a button on the toolbar is pressed, passed

in like this:

```
PLA_ToolBar_Function, {toolbar_pressed},
```

The function should be of the form

```
PROC toolbar_pressed(toolbar:PTR TO toolbar_plugin, gad_num)
```

toolbar will be a PTR to the PLUGIN that was pressed, and gad_num will be the number of the gadget that was pressed, with the first gadget being 1 (not 0).

```
PLA_ToolBar_Vertical      [I..]
```

Boolean; whether or not the toolbar will be placed vertically. Defaults to FALSE.

1.5 toolbar_plugin: Exceptions

Constructor

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

1.6 toolbar_plugin: History

v1.0 (28.11.97)

- o Initial release.