

tabs_gc

COLLABORATORS

	<i>TITLE :</i> tabs_gc		
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REVISION HISTORY

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Chapter 1

tabs_gc

1.1 tabs_gc.doc

```
--datasheet--
GM_GOACTIVE
GM_HITTEST
GM_LAYOUT
GM_RENDER
OM_GET
OM_NEW
OM_SET
```

1.2 tabs.gadget/--datasheet--

```
NAME
    tabs.gadget--File folder tabs gadget. (V42)

SUPERCLASS
    gadgetclass

DESCRIPTION
    The tabs gadget class provides a custom control that has imagery
    similar in style to the tabs seen in a drawer full of file folders.
    The action of the gadget is the same as a conventional
    mutual-exclusion control in that only one tab can be active at a time
    and a tab is selected by clicking upon it.

    The purpose of the tabs gadget class is to provide functionality like
    the page selection cycle gadget on the top-right side of the AmigaOS
    2.1 PrinterPS preferences editor, but allowing all the choices to be
    visible at the same time.

    This gadget class requires 3.0 (V39) or greater.

METHODS
    OM_NEW--Create the button gadget. Passed to superclass, then OM_SET.

    OM_GET--Get an object attribute. Passed to superclass for unknown
```

attributes.

OM_SET--Set object attributes. Passed to superclass first.

OM_UPDATE--Set object notification attributes. Passed to superclass first.

GM_LAYOUT--Calculate gadget imagery positioning. Passed to superclass first.

GM_RENDER--Renders the gadget imagery. Overrides the superclass.

GM_HITTEST--Determines if mouse is within the gadget rectangle. Overrides the superclass.

GM_GOACTIVE--Handles activation, toggle-select and button-select. Overrides the superclass.

GM_GOINACTIVE--Deselects the button. Overrides the superclass.

All other methods are passed to the superclass, including OM_DISPOSE.

ATTRIBUTES

GA_Disabled (BOOL) -- Determines whether the button is disabled or not. Changing disable state will invoke GM_RENDER. A disabled button's border and label are all rendered in SHADOWPEN and then dusted in a ghosting pattern that is rendered in SHADOWPEN. Defaults to FALSE.

GA_TextAttr (struct TextAttr *) -- Text attribute for the font to use for the labels.

LAYOUTA_ChildMaxWidth (BOOL) -- Indicate whether the tabs should be the width of the widest label. Defaults to TRUE.

TABS_Labels (TabLabelP) -- An array of TabLabel structures used to indicate the labels for each of the tabs.

TABS_Current (LONG) -- Currently selected tab. Defaults to zero.

NOTES

This gadget class requires 3.0 or beyond to run.

1.3 tabs.gadget/GM_GOACTIVE

NAME

GM_GOACTIVE--Activate a gadget. (V42)

FUNCTION

The GM_GOACTIVE method is used to indicate to a gadget that it has become active. This method overrides the superclass.

Invokes GM_RENDER with GREDRAW_UPDATE set if the current tab is changed.

RESULT

If a new tab is selected, then returns GMR_VERIFY | GMR_NOREUSE.

All other cases returns GMR_NOREUSE.

Sets the *msg->gpi_Termination field to TABS_Current, which in turn fills in the IntuiMessage->Code field.

1.4 tabs.gadget/GM_HITTEST

NAME

GM_HITTEST--Is gadget hit. (V42)

FUNCTION

The GM_HITTEST method is used to determine if the given mouse coordinates are within the domain of the gadget. This method overrides the superclass.

RESULT

This method returns GMR_GADGETHIT if within the domain, otherwise zero is returned.

1.5 tabs.gadget/GM_LAYOUT

NAME

GM_LAYOUT--Calculate the positioning of the imagery. (V42)

FUNCTION

The GM_LAYOUT method is used to calculate the domain of the gadget and to center the label within the domain. This method is passed to the superclass first.

Gadget relativity is fully supported.

RESULT

This method returns 0.

1.6 tabs.gadget/GM_RENDER

NAME

GM_RENDER--Render the visuals of the gadget. (V42)

FUNCTION

The GM_RENDER method is used to render the visuals of the gadget. This method overrides the superclass.

If the gadget is disabled, then the ghosting pattern is applied.

RESULT

This method returns 0.

1.7 tabs.gadget/OM_GET

NAME

OM_GET--Get an attribute of a tabs.gadget object. (V42)

FUNCTION

The OM_GET method is used to get an attributes of a tabs.gadget. This method is passed to the superclass for any attribute the class doesn't understand..

ATTRIBUTES

The following attributes can be obtained from the tabs.gadget.

TABS_Current (LONG) -- Currently selected tab.

RESULT

Returns TRUE (1) if the attribute can be obtained, otherwise returns FALSE (0).

1.8 tabs.gadget/OM_NEW

NAME

OM_NEW--Create a tabs.gadget object. (V42)

FUNCTION

The OM_NEW method is used to create an instance of the tabs.gadget class. This method is passed to the superclass first.

ATTRIBUTES

The following attributes can be specified at creation time.

GA_Top (LONG) -- The top of the gadget. Should be win->BorderTop + 2.

GA_Left (LONG) -- The left edge of the gadget.

GA_Height (LONG) -- Height of the gadget. Should be the font height plus seven.

GA_RelHeight (LONG) -- Although this attribute is supported, it is stylistically a bad thing to do.

GA_Disabled (BOOL) -- Determines whether the gadget is disabled or not. Defaults to FALSE.

GA_TextAttr (struct TextAttr *) -- Text attribute for the font to use for the labels.

RESULT

If the object was created then a pointer to the object is returned, otherwise NULL is returned.

1.9 tabs.gadget/OM_SET

NAME

OM_SET--Set the attributes of a tabs.gadget object. (V42)

FUNCTION

The OM_SET method is used to set the attributes of a tabs.gadget. This method is passed to the superclass first.

ATTRIBUTES

The following attributes can be changed at OM_SET or OM_UPDATE.

GA_Disabled (BOOL) -- Determines whether the gadget is disabled or not. Changing disable state will invoke GM_RENDER. A disabled gadget's border and label are all rendered in SHADOWPEN and then dusted in a ghosting pattern that is rendered in SHADOWPEN. Defaults to FALSE.

GA_TextAttr (struct TextAttr *) -- Text attribute for the font to use for the labels.

LAYOUTA_ChildMaxWidth (BOOL) -- Indicate whether the tabs should be the width of the widest label. Defaults to TRUE.

TABS_Labels (TabLabelP) -- An array of TabLabel structures used to indicate the labels for each of the tabs.

TABS_Current (LONG) -- Currently selected tab. Defaults to zero.

RESULT

The class will update the attributes of object. Changing some attributes will result in GM_LAYOUT and/or GM_RENDER being called.

The return value will be non-zero if the gadget needs to be refreshed.
