

**led\_ic**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> led_ic		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 19, 2024	

<b>REVISION HISTORY</b>
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# Chapter 1

## led\_ic

### 1.1 led\_ic.doc

--datasheet--

### 1.2 led.image/--datasheet--

#### NAME

led.image--Simulated LED display image. (V42)

#### SUPERCLASS

imageclass

#### DESCRIPTION

The led.image image class provides a simulated LED image display.

#### METHODS

OM\_NEW--Create the LED image. Passed to superclass, then OM\_SET.

OM\_SET--Set object attributes. Passed to superclass first.

OM\_UPDATE--Set object notification attributes. Passed to superclass first.

IM\_DRAW--Renders the images. Overrides the superclass.

All other methods are passed to the superclass, including OM\_DISPOSE.

#### ATTRIBUTES

SYSIA\_DrawInfo (struct DrawInfo \*) -- Contains important pen information. This is required if IA\_BGPen and IA\_FGPen are not specified.

IA\_FGPen (LONG) -- Pen to use to draw the lit segments. If -1 is specified then TEXTPEN is used.

IA\_BGPen (LONG) -- Pen to use to draw the unlit segments or background. If -1 is specified then BACKGROUNDPEN is used.

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IA\_Width (LONG) -- Width of the image.

IA\_Height (LONG) -- Height of the image.

LED\_Pairs (LONG) -- Number of pairs of digits.

LED\_Values (WORD \*) -- Array of values. One entry per pair is required.

LED\_Colon (BOOL) -- Is the colon between pairs lit or not. Defaults to FALSE.

LED\_Signed (BOOL) -- Leave room for a negative sign or not. Defaults to FALSE.

LED\_Negative (BOOL) -- Is the negative sign lit or not. Defaults to FALSE.

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