

**in**

<b>COLLABORATORS</b>
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	<i>TITLE :</i>  in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 31, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## in

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### 1.2 areaclass/--background--

```
NAME
Class:      areaclass
Superclass: baseclass
Include File: <libraries/bgui.h>
```

```
FUNCTION
To provide an area for graphics rendered by the application.
Objects from this class will send the following attribute pairs
in their notification events:
```

```
GA_ID      - Gadget object ID.
```

```
NOTES
A message is sent when the area needs refreshing. If this happens,
twice, two messages are sent. Therefore you should only set a flag
when receiving the object's ID and render outside the WM_HANDLEIDCMP
loop.
```

### 1.3 areaclass/AREA\_Min(Width|Height)

```
NAME
AREA_MinWidth, AREA_MinHeight -- ( ULONG )
```

```
FUNCTION
```

---

Set the minimal size of the area. If any of these is zero or omitted the object will fail to create.

DEFAULT  
None.

APPLICABILITY  
(I).

## 1.4 areaclass/AREA\_AreaBox

NAME  
AREA\_AreaBox -- ( struct IBox \* )

FUNCTION  
Get the box in which the area must be drawn. This will change when the window is resized.

APPLICABILITY  
(G).

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