

in

COLLABORATORS

	TITLE : in		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	in	1
1.1	indicatorclass.guide	1
1.2	indicatorclass/--background--	1
1.3	indicatorclass/INDIC_FormatString	1
1.4	indicatorclass/INDIC_Justification	2
1.5	indicatorclass/INDIC_Level	2
1.6	indicatorclass/INDIC_Max	3
1.7	indicatorclass/INDIC_Min	3

Chapter 1

in

1.1 indicatorclass.guide

Search
TABLE OF CONTENTS

indicatorclass/--background--
indicatorclass/INDIC_FormatString
indicatorclass/INDIC_Justification
indicatorclass/INDIC_Level
indicatorclass/INDIC_Max
indicatorclass/INDIC_Min

1.2 indicatorclass/--background--

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

FUNCTION
To provide a textual level indicator for gadget objects which might need this like the slider and progress classes. As this class may also be useful in conjunction with other third party classes it has been made available.

Objects of this class do not send out notification events.

1.3 indicatorclass/INDIC_FormatString

NAME
INDIC_FormatString -- (STRPTR)

FUNCTION
Set the C-style format string which is used to format the current level before rendering.

NOTE: Since V38 of the library it is possible to use locale's `FormatString()` formatting codes. Locale specific formatting codes will only work when the `locale.library` is available.

DEFAULT
"%ld".

APPLICABILITY
(ISGU).

NOTE
Setting the format string neither updates the minimum size nor redraws the object. It is better to set it only when the window is closed.

SEE ALSO
`exec.library/RawDoFmt()`, `INDIC_Level`

1.4 indicatorclass/INDIC_Justification

NAME
`INDIC_Justification` -- (`ULONG`)

FUNCTION
Set the justification of the textual output. These are the possible justification types:

`IDJ_LEFT` - Left-justify text output.
`IDJ_CENTER` - Center text output.
`IDJ_RIGHT` - Right-justify text output.

DEFAULT
`IDJ_LEFT`.

APPLICABILITY
(ISGU).

1.5 indicatorclass/INDIC_Level

NAME
`INDIC_Level` -- (`LONG`)

FUNCTION
Set or update the current level to indication.

DEFAULT
0.

APPLICABILITY
(ISGU).

SEE ALSO

INDIC_Min, INDIC_Max, INDIC_FormatString

1.6 indicatorclass/INDIC_Max

NAME
INDIC_Max -- (LONG)

FUNCTION
Set the maximum possible level indication.

DEFAULT
100.

APPLICABILITY
(ISGU).

NOTE
Changing this attribute does not change the minimum width until a new WM_OPEN and only redraws the object if the level is outside the new bounds.

SEE ALSO
INDIC_Min, INDIC_Level

1.7 indicatorclass/INDIC_Min

NAME
INDIC_Min -- (LONG)

FUNCTION
Set the minimum possible level indication.

DEFAULT
0.

APPLICABILITY
(ISGU).

NOTE
Changing this attribute does not change the minimum width until a new WM_OPEN and only redraws the object if the level is outside the new bounds.

SEE ALSO
INDIC_Max, INDIC_Level
