

in

COLLABORATORS

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

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	in	1
1.1	propclass.guide	1
1.2	propclass/--background--	1
1.3	propclass/PGA_Arrows	2
1.4	propclass/PGA_ArrowSize	2
1.5	propclass/PGA_NoFrame	2
1.6	propclass/PGA_ThinFrame	3
1.7	propclass/PGA_XenFrame	3

Chapter 1

in

1.1 propclass.guide

Search
TABLE OF CONTENTS

propclass/--background--
propclass/PGA_Arrows
propclass/PGA_ArrowSize
propclass/PGA_NoFrame
propclass/PGA_ThinFrame
propclass/PGA_XenFrame

1.2 propclass/--background--

NAME

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

FUNCTION

To provide a BGUI compatible extension of the system propgclass. In addition to the normal propgclass functionality you get the possibility to add arrow gadgets to the object. Objects from this class send out the following attribute pairs in notification events:

GA_ID - Gadget object ID.
PGA_Top - Top position of the prop knob.

NOTE

All of the system propgclass attributes are also valid for this class. Please refer to the documentation on the propgclass for more information on these attributes.

1.3 propclass/PGA_Arrows

NAME

```
PGA_Arrows -- ( BOOL )
```

FUNCTION

To determine whether or not the created object will get arrow gadgets attached to the proportional gadget.

DEFAULT

```
TRUE.
```

APPLICABILITY

```
(I).
```

SEE ALSO

```
PGA_ArrowSize
```

1.4 propclass/PGA_ArrowSize

NAME

```
PGA_ArrowSize -- ( ULONG )
```

FUNCTION

To determine the size of the arrows. The size affected is the height of the arrows in vertical prop objects or the width of the arrows in horizontal prop objects.

DEFAULTS

```
10 horizontal and 9 vertical.
```

APPLICABILITY

```
(I).
```

SEE ALSO

```
PGA_Arrows
```

1.5 propclass/PGA_NoFrame

NAME

```
PGA_NoFrame -- ( BOOL ) ** V40 **
```

FUNCTION

To make a scroller object without a frame around the proportional part of the object. Any attached arrows will keep framing.

DEFAULT

FALSE.

APPLICABILITY

(I) .

1.6 propclass/PGA_ThinFrame

NAME

PGA_ThinFrame -- (BOOL)

FUNCTION

To make all scroller object framing appear as thin frames. This will help you to make an aspect-ratio dependant GUI.

DEFAULT

FALSE.

APPLICABILITY

(I) .

1.7 propclass/PGA_XenFrame

NAME

PGA_XenFrame -- (BOOL)

FUNCTION

To make all scroller object framing appear as Xen style framing.

DEFAULT

FALSE.

APPLICABILITY

(I) .
