

in

COLLABORATORS

	TITLE : in		
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Chapter 1

in

1.1 vectorclass.guide

```
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```

1.2 vectorclass/--background--

NAME

```
Class:      vectorclass
Superclass: IMAGECLASS
Include File: <libraries/bgui.h>
```

FUNCTION

To provide you with an easy way to create simple, fully scalable images. The image consists of an array of small structures which contains coordinates and command flags.

1.3 vectorclass/VIT_BuiltIn

NAME

```
VIT_BuiltIn -- ( ULONG )
```

FUNCTION

Set or get any of the built-in images. You can select any of the following images:

BUILTIN_GETPATH -- Also known as a folder image. This image is usually used in a button which pops up a filerequester to select a drawer.

BUILTIN_GETFILE -- This image is usually used in a button which pops up a filerequester to select a file.

BUILTIN_CHECKMARK -- Standard, fully scalable, checkmark/checkbox image.

BUILTIN_POPUP -- This image is usually used in a button which pops up a requester to select some sort of data like screen mode, fonts etc.

BUILTIN_ARROW_UP -- An up arrow image.

BUILTIN_ARROW_DOWN -- A down arrow image.

BUILTIN_ARROW_LEFT -- A left arrow image.

BUILTIN_ARROW_RIGHT -- A right arrow image.

DEFAULT

0 (none) .

APPLICABILITY

(ISG) .

1.4 vectorclass/VIT_DriPen

NAME

VIT_DriPen -- (UWORD)

FUNCTION

Set or get the drawinfo pen used to render the image.

DEFAULT

~0 .

APPLICABILITY

(ISG) .

SEE ALSO

<intuition/screens.h>, VIT_Pen

1.5 vectorclass/VIT_Pen

NAME

VIT_Pen -- (UWORD)

FUNCTION

Set or get the pen which is used to render the image.

DEFAULT

~0.

APPLICABILITY

(ISG).

SEE ALSO

VIT_DriPen

1.6 vectorclass/VIT_VectorArray

NAME

VIT_VectorArray -- (struct VectorItem *)

FUNCTION

Set or get a pointer to an array of VectorItem structures. The VectorItem structure is a small structure which contains information on the coordinates and command flags.

```
struct VectorItem {  
    WORD  vi_x;  
    WORD  vi_y;  
    ULONG vi_Flags;  
};
```

vi_x -- This field contains either the x-coordinate of the next point or other data depending which command flags are set in the vi_Flags field.

vi_y -- This field contains either the y-coordinate of the next point or other data depending which command flags are set in the vi_Flags field.

vi_Flags -- This field can contain any of the following flags:

VIF_MOVE -- Move to the location described in vi_x and vi_y.

VIF_DRAW -- Draw to the location described in vi_x and vi_y.

VIF AREASTART -- Start area-filling at the location described in vi_x, vi_y. All VIF_MOVE and VIF_DRAW commands will now

AreaMove() and AreaDraw().

VIF_AREAEND -- End area-filling at the location described in vi_x, vi_y. All VIF_MOVE and VIF_DRAW commands will now Move() and Draw().

VIF_XRELRIGHT -- vi_x is relative to the right image border.

VIF_YRELBOTTOM -- vi_y is relative to the bottom image border.

VIF_SHADOWPEN -- Set the SHADOWPEN and move/draw.

VIF_SHINEPEN -- Set the SHINEPEN and move/draw.

VIF_FILLPEN -- Set the FILLPEN and move/draw.

VIF_TEXTPEN -- Set the TEXTPEN and move/draw.

VIF_COLOR -- Set the pen described in vi_x. No move/draw.

VIF_LASTITEM -- This flag terminates the VectorItem array. This flag must be set in the last VectorItem of the array as it's the only way for the class to know when it has reached the end.

VIF_SCALE -- vi_x and vi_y contain the design size of the image. The design size usually is the size of the image when using a 8x8 font. Without this information the image cannot and will not scale.

VIF_DRIPEN -- Set the drawinfo pen described in vi_x. No move/draw. See <intuition/screens.h> about drawinfo pens.

VIF_AOLPEN -- Set the area-outline pen to the pen described in vi_x. No move/draw.

VIF_AOLDRIPEN -- Set the area-outline pen to the drawinfo pen described in vi_x. No move/draw. See <intuition/screens.h> about drawinfo pens.

VIF_ENDOPEN -- Terminate the area-outline mode.

DEFAULT

NULL.

APPLICABILITY

(ISG).