

in

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Chapter 1

in

1.1 frameclass.guide

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1.2 frameclass/--background--

NAME

Class: frameclass

Superclass: IMAGECLASS

Include File: <libraries/bgui.h>

FUNCTION

To provide a general framing image. It has a set of built-in framing and background types and the possibility to add hooks for custom frames and backgrounds.

1.3 frameclass/FRM_BackFill

NAME

FRM_BackFill -- (ULONG)

FUNCTION

Set or get the built-in background type to use. You can select any of the following types:

STANDARD_FILL -- Normal fill as you would expect from the selected frame type.

SHINE_RASTER -- A raster with the SHINEPEN and BACKGROUNDPEN.

SHADOW_RASTER -- A raster with the SHADOWPEN and BACKGROUNDPEN.

SHINE_SHADOW_RASTER -- A raster with the SHINEPEN and SHADOWPEN.

FILL_RASTER -- A raster with the FILLPEN and BACKGROUNDPEN.

SHINE_FILL_RASTER -- A raster with the SHINEPEN and FILLPEN.

SHADOW_FILL_RASTER -- A raster with the SHADOWPEN and FILLPEN.

SHINE_BLOCK -- A SHINEPEN fill.

SHADOWBLOCK -- A SHADOWPEN fill.

Please note that setting any of the above backfill types except for STANDARD_FILL will override the FRM_BackFillHook.

DEFAULT

STANDARD_FILL.

APPLICABILITY

(ISG).

SEE ALSO

<intuition/screens.h>, FRM_BackFillHook

1.4 frameclass/FRM_CenterTitle

NAME

FRM_CenterTitle - (BOOL)

FUNCTION

Set or clear the FRF_CENTER_TITLE flag.

DEFAULT

FALSE.

APPLICABILITY

(ISG).

SEE ALSO
FRM_Flags

1.5 frameclass/FRM_CustomHook:FRM_BackFillHook

NAME

FRM_CustomHook, FRM_BackFillHook -- (struct Hook *)

FUNCTION

Set or get custom framing and/or backfilling hooks. These hooks are called as follows:

```
rc = hookFunc( hook, object, message );
D0          A0      A2      A1
```

The message packet can be a pointer to any of the following structures:

```
struct FrameDrawMsg {
    ULONG      fdm_MethodID; /* FRM_RENDER */
    struct RastPort *fdm_RPort;
    struct DrawInfo *fdm_DrawInfo;
    struct Rectangle *fdm_Bounds;
    UWORD      fdm_State;
    UBYTE      fdm_Horizontal; /* V41 */
    UBYTE      fdm_Vertical; /* V41 */
    ULONG      fdm_Flags; /* V41 */
};
```

fdm_RPort -- This points to the RastPort in which the frame/background must be rendered.

fdm_DrawInfo -- This points to a DrawInfo structure as defined in <intuition/screens.h>

fdm_Bounds -- This points to a Rectangle structure in which the bounds of the frame/background are stored.

fdm_State -- This holds the state in which you should render the frame or background. Please refer to <intuition/imageclass.h> for more information about rendering styles.

fdm_Horizontal, fdm_Vertical -- The vertical or horizontal thickness of the frame. If zero, use default for that value. If you do not wish to support custom frame thickness, ignore these.

fdm_Flags -- A copy of the flags for this frame; you may use this to know if FRF_THIN_FRAME is set for the frame.

The FrameDrawMsg is sent to both the custom and backfill hooks when they must render.

```
struct ThicknessMsg {
    ULONG      tm_MethodID; /* FRM_THICKNESS */
```

```

struct {
    UBYTE *Horizontal;
    UBYTE *Vertical;
}      tm_Thickness;
BOOL    tm_Thin;
};

```

tm_Thickness -- In this field you must store the thickness of the frame lines. The thickness requested is the width in pixels of the left OR right border (Horizontal) and the height in pixels of the top OR bottom border (Vertical).

tm_Thin -- This field is added in V38 of the library. Do not attempt to read it with lower versions of the library! When set to TRUE you must give the thickness of the frame when it is in thin (FRM_ThinFrame) mode.

The ThicknessMsg is only sent to the custom frame hook.

The hook routines must return any of the following return codes:

FRC_OK -- OK. Message understood and executed.

FRC_UNKNOWN -- Message not understood. The class will default in this case.

DEFAULTS
NULL.

APPLICABILITY
(ISG)

SEE ALSO
<intuition/screens.h>, <intuition/imageclass.h>

1.6 frameclass/FRM_EdgesOnly

NAME
FRM_EdgesOnly -- (BOOL)

FUNCTION
Set or clear the FRF_EDGES_ONLY flags.

DEFAULT
FALSE.

APPLICABILITY
(ISG).

SEE ALSO
FRM_Flags

1.7 frameclass/FRM_Flags

NAME

FRM_Flags -- (ULONG)

FUNCTION

To initialize any of the following flags:

FRF_EDGES_ONLY -- Only the frame border is rendered when this flag is set. The background isn't touched.

FRF_RECESSED -- Normally the frame is raised. With this flag set the frame is recessed by default.

FRF_CENTER_TITLE -- Normally the frame title is rendered with the text baseline on the top border of the frame. When this flag is set the title is centered on the top border of the frame.

FRF_HIGHLIGHT_TITLE -- Normally the frame title is rendered with the TEXTPEN. When this flag is set the title is rendered using the HIGHLIGHTTEXTPEN.

FRF_THIN_FRAME -- This flag, when set, will halve the size of the vertical borders of the frame. This looks a lot better on screens with a 1:1 aspect ratio.

FRF_TITLE_LEFT ** V40 ** -- This flag, when set, will make the frame title stick to the left side of the frame.

FRF_TITLE_RIGHT ** V40 ** -- This flag, when set, will make the frame title stick to the right side of the frame.

DEFAULT

0.

APPLICABILITY

(ISG).

SEE ALSO

<intuition/screens.h>, FRM_Title, FRM_EdgesOnly, FRM_Recessed, FRM_CenterTitle, FRM_HighlightTitle, FRM_ThinFrame

1.8 frameclass/FRM_FrameHeight

NAME

FRM_FrameHeight -- (UBYTE)

FUNCTION

Set or get the height in pixels of the top or bottom frame border. Not all frame types support variable frame thickness.

APPLICABILITY

(ISG).

SEE ALSO
FRM_FrameWidth

1.9 frameclass/FRM_FrameWidth

NAME
FRM_FrameWidth -- (UBYTE)

FUNCTION
Set or get the width in pixels of the left or right frame border.
Not all frame types support variable frame thickness.

APPLICABILITY
(ISG).

SEE ALSO
FRM_FrameHeight

1.10 frameclass/FRM_HighlightTitle

NAME
FRM_HighlightTitle -- (BOOL)

FUNCTION
Set or clear the FRF_HIGHLIGHT_TITLE flag.

DEFAULT
FALSE.

APPLICABILITY
(ISG).

SEE ALSO
FRM_Flags

1.11 frameclass/FRM_Recessed

NAME
FRM_Recessed -- (BOOL)

FUNCTION
Set or clear the FRF_RECESSED flag.

DEFAULT
FALSE.

APPLICABILITY
(ISG).

SEE ALSO

FRM_Flags

1.12 frameclass/FRM_Template

NAME

FRM_Template -- (Object *)

FUNCTION

Copy all of the attributes of one frameclass object to another frameclass object. This allows for fast duplication of many frame attributes at one time. You may free the template object afterwards.

DEFAULT

NULL.

APPLICABILITY

(IS)

SEE ALSO

1.13 frameclass/FRM_TextAttr

NAME

FRM_TextAttr -- (struct TextAttr *)

FUNCTION

Set or get the font that is used to render the frame title. Please note that this font is opened with OpenFont() and must be available in memory.

DEFAULT

NULL.

APPLICABILITY

(ISG)

SEE ALSO

FRM_Title

1.14 frameclass/FRM_ThinFrame

NAME

FRM_ThinFrame -- (BOOL)

FUNCTION

Set or clear the FRF_THIN_FRAME flag.

DEFAULT

FALSE.

APPLICABILITY
(ISG).

SEE ALSO
FRM_Flags

1.15 frameclass/FRM_Title

NAME
FRM_Title -- (STRPTR)

FUNCTION
Set or get the frame title. Each frame can have a title in its top border.
This title can contain infoclass command sequences.

DEFAULT
NULL.

APPLICABILITY
(ISG).

SEE ALSO
FRM_TitleID, FRM_TextAttr, infoclass.doc/INFO_TextFormat

1.16 frameclass/FRM_TitleID

NAME
FRM_TitleID -- (ULONG) ** V41 **

FUNCTION
Set or get the ID for FRM_Title. BASE_LOCALIZE uses this to set FRM_Title.

DEFAULT
0.

APPLICABILITY
(ISG).

SEE ALSO
FRM_Title, baseclass.doc/BASE_LOCALIZE

1.17 frameclass/FRM_TitleLeft

NAME
FRM_TitleLeft -- (BOOL) ** V40 **

FUNCTION
To make the frame title appear and remain on the left side of the
frame instead of centering it.

DEFAULT
FALSE.

APPLICABILITY
(ISG).

SEE ALSO
FRM_TitleRight

1.18 frameclass/FRM_TitleRight

NAME
FRM_TitleRight -- (BOOL) ** V40 **

FUNCTION
To make the frame title appear and remain on the right side of the frame instead of centering it.

DEFAULT
FALSE.

APPLICABILITY
(ISG).

SEE ALSO
FRM_TitleLeft

1.19 frameclass/FRM_Type

NAME
FRM_Type - (ULONG)

FUNCTION
Set or get the type of the used framing. You can select any of the following types:

FRTYPE_CUSTOM -- This is a custom framing type which is automatically set when you supply a framing hook.

FRTYPE_BUTTON -- Standard button gadget frame. Normal bevel.

FRTYPE_RIDGE -- Standard string gadget frame. Outer 1/2 normal bevel, inner 1/2 reverse bevel.

FRTYPE_DROPBOX -- Standard icon-dropbox frame. Outer 1/3 normal bevel, middle 1/3 background, inner 1/3 reverse bevel.

FRTYPE_NEXT -- Standard NeXT frame. Outer 1/2 reverse bevel, inner 1/2 normal bevel (basically a recessed string gadget frame).

FRTYPE_RADIOBUTTON -- Standard MX gadget frame.

FRTYPE_XEN_BUTTON -- XEN style button frame.

FRTYPE_TAB_ABOVE, FRTYPE_TAB_BELOW -- ** V40 ** Two frame types which are a normal button frame without the top or bottom. Usually this is only used with pages and a tabs object.

FRTYPE_BORDER -- ** V40 ** A frame type which is best suited for objects inside window borders. It is a button style frame which always has thin lines.

FRTYPE_NONE -- ** V40 ** No frame is rendered but all features like backfill hooks, titles etc. are available.

FRTYPE_FUZZ_BUTTON -- ** V41 ** Outer 1/4 normal bevel, inner 3/4 normal bevel rastered 50% with frame.

DEFAULT
FRTYPE_BUTTON.

APPLICABILITY
(ISG).

SEE ALSO
FRM_CustomHook

1.20 frameclass/FRM_[#?]Pen

NAME
FRM_BackPen : FRM_BackDriPen, ** V39 **
FRM_BackRasterPen : FRM_BackRasterDriPen, ** V41 **
FRM_SelectedBackPen : FRM_SelectedBackDriPen, ** V39 **
FRM_SelectedBackRasterPen : FRM_SelectedBackRasterDriPen ** V41 **
-- (UWORD)

FUNCTION

To specify the background colors of a frame. Each pen may be specified as a Pen or DrawInfo pen, these are mutually exclusive.

The frame may be one color, FRM_#?Back(Dri)Pen, or two colors, with the second pen specified as FRM_#?BackRaster(Dri)Pen.

Finally, you can specify two states: the backfill of the frame in a normal unselected state and the background fill of the frame in a selected state.

Specifying ~0 (-1) for the pens will deactivate the backfill and the class will fall back to the default coloring scheme.

DEFAULTS
~0.

APPLICABILITY
(ISG).