

in

COLLABORATORS

	TITLE : in		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 31, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	in	1
1.1	pageclass.guide	1
1.2	pageclass/--background--	1
1.3	pageclass/GRM_ADDMEMBER	2
1.4	pageclass/GRM_INSERTMEMBER	2
1.5	pageclass/GRM_REMMEMBER	3
1.6	pageclass/GRM_REPLACEMEMBER	3
1.7	pageclass/GRM_WHICHOBJECT	4
1.8	pageclass/OM_DISPOSE	5
1.9	pageclass/PAGE_Active	5
1.10	pageclass/PAGE_Inverted	5
1.11	pageclass/PAGE_Member	6
1.12	pageclass/PAGE_NoBufferRP	6

Chapter 1

in

1.1 pageclass.guide

Search
TABLE OF CONTENTS

pageclass/--background--
pageclass/GRM_ADDMEMBER
pageclass/GRM_INSERTMEMBER
pageclass/GRM_REMMEMBER
pageclass/GRM_REPLACEMEMBER
pageclass/GRM_WHICHOBJECT
pageclass/OM_DISPOSE
pageclass/PAGE_Active
pageclass/PAGE_Inverted
pageclass/PAGE_Member
pageclass/PAGE_NoBufferRP

1.2 pageclass/--background--

NAME

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

FUNCTION

To provide a gadget which can keep track of "pages" of gadgets of which one is displayed at a time. The pages can contain a groupclass object which has a set of members or it can contain a single gadget.

Objects from this class send out the following attribute pairs in their notification events:

PAGE_Active - Currently active page number.

1.3 pageclass/GRM_ADDMEMBER

NAME

GRM_ADDMEMBER -- Add a object to a page group.

SYNOPSIS

```
err = DoMethod( obj, GRM_ADDMEMBER, member, tag, data, ... );
```

```
ULONG    err;
Object    *member;
Tag       tag;
ULONG     data;
```

FUNCTION

This method can be used to add a member to an existing page group.

INPUTS

member - A pointer to the object which you want to add to the group.

tag,data - This is simply a tagitem array terminated by a TAG_DONE.

The following attributes are possible:

LGO_Relayout -- Normally the group is layed-out again if adding the new member to the group succeeds. Setting this tag to FALSE prevents this so you may do that later calling GRM_RELAYOUT explicitly.

RESULT

err - TRUE uppon success, FALSE uppon failure.

If this method was successfull you do not need to dispose of the added member anymore. This will be disposed of as soon as the group to which the member was added is disposed of.

SEE ALSO

GRM_INSERTMEMBER, GRM_REMEMBER, GRM_REPLACEMEMBER

1.4 pageclass/GRM_INSERTMEMBER

NAME

GRM_INSERTMEMBER -- Insert a member behind an existing member.

SYNOPSIS

```
err = DoMethod( obj, GRM_INSERTMEMBER, member, pred, tag, data, ... );
```

```
ULONG    err;
Object    *member;
Object    *pred;
Tag       tag;
ULONG     data;
```

FUNCTION

This method is basically the same as GRM_ADDMEMBER with the exception that you can determine the object after which the object is added.

INPUTS

member - A pointer to the object to insert.
 pred - This must point to the object after which the new member is inserted. You may set this to NULL in which case the new member is inserted at the start of the list.
 tag,data - Here you can pass a set of tagitems in which layout specific attributes can be defined. Please refer to the GRM_ADDMEMBER section for more information on the available attributes.

RESULT

err - TRUE uppon success, FALSE uppon failure.

If this method was successful you do not need to dispose of the added member anymore. This will be disposed of as soon as the group to which the member was added is disposed of.

SEE ALSO

GRM_ADDMEMBER, GRM_REMEMBER, GRM_REPLACEMEMBER

1.5 pageclass/GRM_REMEMBER

NAME

GRM_REMEMBER -- Remove an object from the group.

SYNOPSIS

```
DoMethod( obj, GRM_REMEMBER, member );
```

```
Object      *member;
```

FUNCTION

To remove an object previously added create time or with the GRM_ADDMEMBER, GRM_INSERTMEMBER, GRM_REPLACEMEMBER, methods.

INPUTS

member - A pointer to the object which is to be removed from the group.

RESULT

No return code specified.

NOTE

After the object has been removed you are responsible for disposing of the removed object.

SEE ALSO

GRM_ADDMEMBER, GRM_INSERTMEMBER, GRM_REPLACEMEMBER, intuition.library/ \leftrightarrow DisposeObject()

1.6 pageclass/GRM_REPLACEMEMBER

NAME

GRM_REPLACEMEMBER -- Replace an object with another.

SYNOPSIS

```
rep = DoMethod( obj, GRM_REPLACEMEMBER, rem, add, tag, data, ... )
```

```
Object    *rep;
Object    *rem;
Object    *add;
Tag       tag;
ULONG     data;
```

FUNCTION

This method can be used to replace a member of a group with another member.

INPUTS

rem - This should point to the object which is to be replaced.
 add - This should point to the object which is to replace the object described in "rem".
 tag,data - This is an array of attributes which control the way the new object is layouted. The attributes allowed here are exactly the same as the attributes you can use with the GRM_ADDMEMBER method.

RESULT

rep - A pointer to the replaced object upon success, and NULL upon failure.

If this method was successful you do not need to dispose of the member which replaces the other member anymore. This will be disposed of as soon as the group to which the member was added is disposed of.

You are however responsible to dispose of the object which you have replaced.

SEE ALSO

GRM_ADDMEMBER, GRM_INSERTMEMBER, GRM_REMEMBER

1.7 pageclass/GRM_WHICHOBJECT

NAME

GRM_WHICHOBJECT -- Find the object at the specified coordinates.

SYNOPSIS

```
obj = DoMethod( obj, GRM_WHICHOBJECT, xy );
```

```
Object    *obj;
ULONG     xy;
```

FUNCTION

This method should be used to find out which object is located under the given X/Y coordinates.

INPUTS

xy - A 32bit unsigned integer which holds the horizontal coordinate in the upper 16 bits and the vertical coordinate

in the lower 16 bits. The coordinates should be relative to the upper-left corner of the window.

NOTE

Please note that this method will only work properly when the window in which the page group is located is open.

This method is primarily used for the tool tips but may also be useful for the application programmer.

RESULT

Returns the object under the coordinates or NULL if there is no object under the given coordinates.

1.8 pageclass/OM_DISPOSE

NAME

OM_DISPOSE

FUNCTION

When this method is called it will also dispose of all pages of objects attached to this object.

1.9 pageclass/PAGE_Active

NAME

PAGE_Active -- (ULONG)

FUNCTION

Set the page number currently active (I.E. displayed on the window). The active page is the only page that can receive input.

DEFAULT

0.

APPLICABILITY

(ISGNU) .

1.10 pageclass/PAGE_Inverted

NAME

PAGE_Inverted -- (BOOL)

FUNCTION

To force the members added at create time to be AddHead()'ed to the member list instead of AddTail()'ed. This is necessary for the assembly macros of the BGUI package.

DEFAULT

FALSE.

APPLICABILITY

(I) .

1.11 pageclass/PAGE_Member

NAME

PAGE_Member -- (Object *)

FUNCTION

To add a page of gadgets. The object may be a groupclass object having any number of members or it may be a single gadget object.

DEFAULT

NULL.

APPLICABILITY

(I) .

1.12 pageclass/PAGE_NoBufferRP

NAME

PAGE_NoBufferRP -- (BOOL)

FUNCTION

When this attribute is set to TRUE the pageclass will tell the layout engine not to setup a buffer RastPort which means that all rendering occurs on-screen. This may be handy when you use objects which take some time to render like the colorwheel.gadget on 256 colour screens.

DEFAULT

FALSE.

APPLICABILITY

(I) .
