

in

COLLABORATORS

	TITLE : in		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 buttonclass.guide

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1.2 buttonclass/--background--

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

FUNCTION
To provide a gadget simular to the gadtools.library button kind. The gadget can either be a normal button or a toggle button. Vectorclass attributes can be passed at create time to add imagery to the gadget.

The gadget will send the following attributes in it's notification events:

GA_ID - Gadget object ID.
GA_UserData - Gadget object userdata contents.
GA_Selected - Gadget object selected state.

NOTES
Please note that the (non-toggle) objects from this class will send out interim notification messages every single timer tick while the gadget is selected.

The vectorclass attributes VIT_VectorArray, VIT_BuiltIn, VIT_Pen and VIT_DriPen attributes are also setttable with OM_SET or OM_UPDATE when

the button object has a vector image attached to it.

1.3 buttonclass/BUTTON_EncloseImage

NAME

BUTTON_EncloseImage -- (BOOL) ** V39 **

FUNCTION

By default the buttonclass keeps a gap between the actual image and a frame which may be attached to the object. When you specify this tag as TRUE this gap will not be there and the frame will enclose the image.

When setting this tag on a button with a label the object can be sized as small as the label width and height.

DEFAULT

FALSE.

APPLICABILITY

(I).

1.4 buttonclass/BUTTON_(Selected)Image

NAME

BUTTON_Image, BUTTON_SelectedImage -- (struct Image *)

FUNCTION

To provide a button object with a standard Intuition or BOOPSI image. The images will be centered inside the object it's hitbox. You can supply a selected image which is shown when the gadget is selected. If no selected imagery is specified the normal image is also shown when the gadget is selected.

These attribute overrides the creation of a VectorClass image.

NOTE

Since V39 of the library the images can be changed with OM_SET and OM_UPDATE. You are responsible to make sure the images you change will still fit in the object.

DEFAULTS

NULL.

APPLICABILITY

(ISU).

1.5 buttonclass/GA_Selected

NAME

GA_Selected - (BOOL)

FUNCTION

This attributes has an extended applicability. It has been made get-able to make it easy to inquire about the selected state of an object.

DEFAULT

FALSE.

APPLICABILITY

(ISGNU) .
