

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	labelclass.guide	1
1.2	labelclass/--background--	1
1.3	labelclass/IM_EXTENT	1
1.4	labelclass/LAB_Flags	2
1.5	labelclass/LAB_Highlight	3
1.6	labelclass/LAB_HighUScore	3
1.7	labelclass/LAB_Label	4
1.8	labelclass/LAB_LabelID	4
1.9	labelclass/LAB_Place	4
1.10	labelclass/LAB_Style	5
1.11	labelclass/LAB_Template	5
1.12	labelclass/LAB_TextAttr	5
1.13	labelclass/LAB_Underscore	6
1.14	labelclass/LAB_[#?]Pen	6

Chapter 1

in

1.1 labelclass.guide

```
Search
TABLE OF CONTENTS

labelclass/--background--
labelclass/IM_EXTENT
labelclass/LAB_Flags
labelclass/LAB_Highlight
labelclass/LAB_HighUScore
labelclass/LAB_Label
labelclass/LAB_LabelID
labelclass/LAB_Place
labelclass/LAB_Style
labelclass/LAB_Template
labelclass/LAB_TextAttr
labelclass/LAB_Underscore
labelclass/LAB_[#?]Pen
```

1.2 labelclass/--background--

```
NAME
Class:    labelclass
Superclass: BGUI_IMAGE_OBJECT
Include File: <bgui/bgui_image.h>
```

```
FUNCTION
To provide a general labeling image. It supports underscoring and placement of the label similar to the gadtools gadget labels. It can do multi-line labels.
```

1.3 labelclass/IM_EXTENT

NAME

IM_EXTENT -- Get label/hitbox extentions.

SYNOPSIS

DoMethod(obj, IM_EXTENT, rp, extent, width, height, flags)

```
struct RastPort      *rp;
struct IBox  *extent;
UWORD      *width;
UWORD      *height;
UWORD      flags;
```

FUNCTION

This method will ask a labelclass object for the amount of pixels the label extends the image bounding box. Normally this method is only used by the baseclass which handles labels but in some cases you might need this method for yourself.

INPUTS

rp - This must point to the RastPort in which the label is to be rendered. It is copied to an internal buffer and on that copy font changes and calculations will be made so the RastPort you pass here remains unchanged. This must be valid.

extent - This field is used to store the label extentions. The label extentions are simply the number of pixels which the label extends the image bounding box in either direction. The Left and Top fields will always be smaller than or equal to zero. The Width and Height fields will always be equal to or bigger than zero. This must be valid.

width,

height - In these pointers the total pixel width and height of the label are stored. This must be valid.

flags - This value field may contain any of the following flags:

EXTF_MAXIMUM -- Normally when this method is called the returned values are the extentions as they are at the moment you call this method. When this flag is set the returned values are the maximum possible extentions the label can have.

Please note that this value is only 16 bits.

RESULT

No return code defined.

1.4 labelclass/LAB_Flags

NAME

LAB_Flags -- (ULONG)

FUNCTION

Set or get the flag settings of the label. The following flags are possible:

LABF_HIGHLIGHT -- Normally the label is rendered in the TEXTPEN or FILLTEXTPEN color. When this flag is set the label is rendered in the HIGHLIGHTTEXTPEN color.

LABF_HIGH_USCORE -- This is the same as LABF_HIGHLIGHT only now the color of the underscoring is affected.

DEFAULT
0.

APPLICABILITY
(ISG).

SEE ALSO
LAB_Highlight, LAB_HighUScore, <intuition/screens.h>

1.5 labelclass/LAB_Highlight

NAME
LAB_Highlight -- (BOOL)

FUNCTION
Set or clear the LABF_HIGHLIGHT flag.

DEFAULT
FALSE.

APPLICABILITY
(ISG).

SEE ALSO
LAB_Flags

1.6 labelclass/LAB_HighUScore

NAME
LAB_HighUScore -- (BOOL)

FUNCTION
Set or clear the LABF_HIGH_USCORE flags.

DEFAULT
FALSE.

APPLICABILITY
(ISG).

SEE ALSO
LAB_Flags

1.7 labelclass/LAB_Label

NAME
LAB_Label -- (STRPTR)

FUNCTION
Set or get the actual text for the label. This may contain standard infoclass command sequences, and be multiple lines.

DEFAULT
NULL.

APPLICABILITY
(ISG).

SEE ALSO
LAB_LabelID, infoclass.doc/INFO_TextFormat

1.8 labelclass/LAB_LabelID

NAME
LAB_LabelID -- (ULONG) ** V41 **

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

DEFAULT
0.

APPLICABILITY
(ISG).

SEE ALSO
LAB_Label, baseclass.doc/BASE_LOCALIZE

1.9 labelclass/LAB_Place

NAME
LAB_Place -- (ULONG)

FUNCTION
Set or get the place relative to the image bounding box at which the label is rendered. The following places are possible:

PLACE_IN -- The label is centered inside the image bounds.

PLACE_LEFT -- The label is placed left of the image bounds and centered vertically.

PLACE_RIGHT -- The label is placed right of the image bounds and centered vertically.

PLACE_ABOVE -- The label is placed above the image bounds and centered horizontally.

PLACE_BELOW -- The label is placed below the image bounds and centered horizontally.

DEFAULT
PLACE_IN.

APPLICABILITY
(ISG) .

1.10 labelclass/LAB_Style

NAME
LAB_Style -- (UWORD)

FUNCTION
Set or get the style as defined in <graphics/text.h> which is used to render the font. Note that this style overrides the style of the font passed by the LAB_TextAttr attribute.

DEFAULT
FS_NORMAL.

APPLICABILITY
(ISG) .

SEE ALSO
LAB_TextAttr, <graphics/text.h>

1.11 labelclass/LAB_Template

NAME
LAB_Template -- (Object *)

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

DEFAULT
NULL.

APPLICABILITY
(ISG)

SEE ALSO

1.12 labelclass/LAB_TextAttr

NAME
 LAB_TextAttr -- (struct TextAttr *)

FUNCTION
 Set or get the font that is to be used to render the label. Please note that the font you pass here is opened with OpenFont() so it must be in memory already.

DEFAULT
 NULL.

APPLICABILITY
 (ISG).

1.13 labelclass/LAB_Underscore

NAME
 LAB_Underscore -- (UBYTE)

FUNCTION
 Set or get the character that marks the character to be underscored. Normally the underscore character is used to mark a key which can be used to control the gadget. Example:

LAB_Underscore, '@'

Will underscore the 'O' character in the following label:

"@Open"

DEFAULT
 '_' (V41), 0 (<V41).

APPLICABILITY
 (ISG).

1.14 labelclass/LAB_[#?]Pen

NAME
 LAB_Pen, LAB_DriPen, LAB_SelectedPen, LAB_SelectedDriPen -- (UWORD)
 ** V39 **

FUNCTION
 To specify the colors of a label. The LAB_xxxPen attributes must be used to specify the pen number of the used color. The LAB_xxxDriPen attributes must be used to specify the DrawInfo pen number to use. You can specify two colors: the text color of the label in the normal unselected state and the text color of the label in the selected state.

Specifying ~0 (-1) for the pens will deactivate the text color and

the class will fall back to the default coloring scheme.

DEFAULTS
~0.

APPLICABILITY
(ISG) .
