

**in**

<b>COLLABORATORS</b>
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	TITLE :  in		
ACTION	NAME	DATE	SIGNATURE
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## in

### 1.1 progressclass.guide

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### 1.2 progressclass/--background--

NAME

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

FUNCTION

To provide a progression indicator in the form of a fuel gauge.  
Objects from this class will send out the following attribute pairs in  
notification events:

GA\_ID - Gadget object ID.  
PROGRESS\_Done - Current level of progression.

### 1.3 progressclass/PROGRESS\_Divisor

NAME

PROGRESS\_Divisor -- ( ULONG )

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#### FUNCTION

Set a divisor which is used to divide the level of progression before it is rendered. This is necessary when the progression minimum and maximum levels are very far apart (I.E. 0 to 0xFFFFFFFF). This way a fairly accurate progression is displayed.

## 1.4 progressclass/PROGRESS\_Done

#### NAME

PROGRESS\_Done -- ( LONG )

#### FUNCTION

Set or update the current level of progression.

#### DEFAULT

0.

#### APPLICABILITY

(ISGNU).

#### SEE ALSO

PROGRESS\_Min, PROGRESS\_Max

## 1.5 progressclass/PROGRESS\_FormatString

#### NAME

PROGRESS\_FormatString -- ( STRPTR )

#### FUNCTION

Set the C-style format string which is used to format the current progression. By default this tag is set to NULL which means that no textual progression is rendered in the object. When this points to a 0-terminated C-style format string a textual progression is rendered in the object.

#### NOTE:

Since V38 of the library it is possible to use locale's FormatString() formatting codes. Locale specific formatting codes will only work when the locale.library is available.

#### DEFAULT

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NULL.

APPLICABILITY

(I).

SEE ALSO

`exec.library/RawDoFmt()`, `PROGRESS_Done`

## 1.6 progressclass/PROGRESS\_Max

NAME

`PROGRESS_Max` - ( LONG )

FUNCTION

Set maximum possible progression.

DEFAULTS

100.

APPLICABILITY

(IS).

SEE ALSO

`PROGRESS_Min`, `PROGRESS_Done`

## 1.7 progressclass/PROGRESS\_Min

NAME

`PROGRESS_Min` - ( LONG )

FUNCTION

Set the minimum possible progression.

DEFAULT

0.

APPLICABILITY

(IS).

SEE ALSO

`exec.library/RawDoFmt()`, `PROGRESS_Max`

PROGRESS\_Max, PROGRESS\_Done

## 1.8 progressclass/PROGRESS\_Vertical

NAME

PROGRESS\_Vertical -- ( BOOL )

FUNCTION

To make the indication vertical. By default the gauge is horizontal which is filled from left to right. A vertical gauge is filled from bottom to top.

DEFAULT

FALSE.

APPLICABILITY

(I) .

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