

in

COLLABORATORS

	TITLE : in		
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Chapter 1

in

1.1 mxclass.guide

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```

1.2 mxclass/--background--

NAME

```
Class: mxclass
Superclass: groupclass
Include File: <libraries/bgui.h>
```

FUNCTION

To provide a gadget object similar to the gadtools.library's mx kind. Objects from this class send out the following attribute pairs in their notification events:

```
GA_ID - Gadget object ID.
MX_Active - Currently selected label.
```

1.3 mxclass/MX_Active

NAME

MX_Active -- (ULONG)

FUNCTION

Set or get the currently active (selected) button.

DEFAULT

0.

APPLICABILITY

(ISGNU) .

1.4 mxclass/MX_LabelPlace

NAME

MX_LabelPlace -- (ULONG)

FUNCTION

Set the place at which the labels of the button are placed. There are two possibilities:

PLACE_LEFT -- The labels are placed left of the buttons.

PLACE_RIGHT -- The labels are placed right of the buttons.

DEFAULT

PLACE_RIGHT.

APPLICABILITY

(I) .

1.5 mxclass/MX_Labels

NAME

MX_Labels -- (STRPTR *)

FUNCTION

Set the labels used by the radio-buttons. This must point to a NULL-terminated array of string pointers. The strings will be the labels of the buttons created by the class. This attribute must be valid.

DEFAULT

NULL.

APPLICABILITY

(I).

1.6 mxclass/MX_TabsBackFill

NAME

MX_TabsBackFill -- (ULONG) ** V40 **

FUNCTION

To provide a backfill possibility the same as the frameclass supplies. The data passed with this tag should be the same as defined and documented for the FRM_BackFill attribute of the frameclass documentation.

The backfilling only affects the interior of the tab itself and only the selected tab. Unselected tabs use the background color. The area around the tab is affected by the groupclass attributes for backfilling.

DEFAULT

0.

APPLICABILITY

(I).

SEE ALSO

MX_TabsBackPen, MX_TabsBackDriPen

1.7 mxclass/MX_TabsObject

NAME

MX_TabsObject -- (BOOL)

FUNCTION

To make the object a tabs object. A tabs object is an object which is rendered similar to tabs in a book. When this attribute is set you will get an object which is perfect to select pages from a pageclass object.

DEFAULT

FALSE.

APPLICABILITY

(I) .

1.8 mxclass/MX_TabsTextAttr

NAME

MX_TabsTextAttr -- (struct TextAttr *)

FUNCTION

To determine the font in which the labels of the tabs are rendered. NULL means that the font is the same as the font used by the other objects in the window.

DEFAULT

NULL.

APPLICABILITY

(I) .

1.9 mxclass/MX_TabsUpsideDown

NAME

MX_TabsUpsideDown -- (BOOL) ** V40 **

FUNCTION

To create a tabs object which should be placed below the pages to select. It simply adjusts the framing imagery so that the tab will look upside down.

DEFAULT

FALSE.

APPLICABILITY

(I) .

1.10 mxclass/MX_TabsBack(Dri)Pen

NAME

MX_TabsBackPen, MX_TabsBackDriPen -- (ULONG) ** V40 **

FUNCTION

To determine the pen or DrawInfo pen which is used to back fill the tabs. The data passed here should be the pen number of the color you want to be used for the MX_TabsBackPen attribute.

The MX_TabsBackDriPen attribute expects the DrawInfo index number to be used to backfill the tabs.

Specifying ~0 (-1) for the pens will deactivate the backfill color and the class will use the BACKGROUNDPEN for the backfill.

The backfilling only affects the interior of the tab itself and only the selected tab. Unselected tabs use the background color. The area around the tab is affected by the groupclass attributes for backfilling.

DEFAULTS

~0.

APPLICABILITY

(I).

SEE ALSO

MX_TabsBackFill

1.11 mxclass/MX_Enable/DisableButton

NAME

MX_EnableButton, MX_DisableButton -- (ULONG)

FUNCTION

Disable or enable a single button in the mx object. The data of these tags must be the number of the button you wish to enable or disable.

APPLICABILITY

(ISU).
