binary_dtc.doc

COLLABORATORS			
	TITLE : binary_dtc.doc		
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Contents

Chapter 1

binary_dtc.doc

1.1 binary_dtc.doc

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binary.datatype
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1.2 binary.datatype/binary.datatype

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    NAME
        binary.datatype -- data type for any binary file

    FUNCTION
        The binary data type, a base-class of all binary data, is used to
        load any binary file and displays the contents of the file in hex
        format.

    PREFS
        The data type tries to load the prefs file first from
        "PROGDIR:Prefs/binary.prefs","PROGDIR:binary.prefs" and then
        "ENV:DataTypes/binary.prefs" on each OM_NEW method to set up the
        attributes !
        Up from version 39.10 it uses the ReadArgs() function to parse the
        prefs file. The template is :

        NOASCII/S,NOWRAP/S,NONE/S,BYTE/S,WORD/S,LONG/S,BPL=BYTESPERLINE/N/K

        NOASCII   - sets BDTA_ShowASCII to FALSE
        NOWRAP    - sets BDTA_DisplayWrap to FALSE
        NONE      - sets BDTA_DisplayHex to BDTDH_NONE
        BYTE      - sets BDTA_DisplayHex to BDTDH_BYTE
        WORD      - sets BDTA_DisplayHex to BDTDH_WORD
        LONG      - sets BDTA_DisplayHex to BDTDH_LONG
        BYTESPERLINE <bpl> or
        BPL <bpl> - sets BDTA_BytesPerLine to <bpl> bytes

        The options can be on several lines !

    METHODS
        OM_NEW -- Create a new text object from a binary file in hex mode.
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    OM_DISPOSE -- dispose a object

    OM_GET -- get a attribute of the object

    OM_SET -- set attributes of the object

    OM_UPDATE -- update some attributes of the object

    GM_LAYOUT -- Method to layout the hex text

    GM_RENDER -- draw the object

    DTM_WRITE -- DTWM_RAW mode is supported

    DTM_PRINT -- prints the hex text

TAGS
    BDTA_Buffer -- (UBYTE *) pointer to the buffer, which should be
        displayed.
        Applicability is (ISG).

    BDTA_BufferLen -- (ULONG) length of the buffer supplied with
        BDTA_Buffer tag. This must be given if the buffer tag is
        specified.
        Applicability is (ISG).

    BDTA_BytesPerLine -- (UWORD) number of bytes per line.
        If BDTA_DisplayHex is BDTDH_WORD it must be a multiply of 2,
        if it is BDTDH_LONG it must be a multiply of 4 !
        Default is 32.
        Applicability is (ISGNU).

    BDTA_DisplayHex -- (UWORD) type of the display. The following types
        are supported : BDTDH_NONE  - displays no hex values
                        BDTDH_BYTE  - displays each byte in hex ( 8 bit)
                        BDTDH_WORD  - displays each word in hex (16 bit)
                        BDTDH_LONG  - displays each long in hex (32 bit)
        Default is BDTDH_LONG.
        Applicability is (ISGNU).

    BDTA_ShowASCII -- (BOOL) display at the end of the line the
        appropriate ASCII string !
        Default is TRUE.
        Applicability is (ISGNU).

    BDTA_DisplayWrap -- (BOOL) the BDTA_BytesPerLine are ignored and the
        byte number is retrieved from the object width !
        Default is TRUE.
        Applicability is (ISGNU).

BUGS
    At the moment proportional fonts can't be handled.

SEE ALSO
    datatypesclass (where ?)
```