Example Controls

The FCTLs numbered 1311 to 1333 in the Import menu (the "+" menu) are examples of BaseCt-based controls.   A brief desription of each example control is presented below to help you understand how the controls can be modified to suit your own purposes.

1311 Static Box
Use: as transparent box around other controls
Setup: not solid, no title, non-zero frame pen size, static, no resource link
Common Variations: frame size, roundness, color
Data Link: not applicable
More Info: see "Static Text" topic

1312 Static Text
Use: displays control title as static text
Setup: not solid, non-empty title, no frame, static, no resource link
Common Variations: text font, size, style, color
Data Link: control title <-> any program variable
More Info: see "Static Text" topic

1313 Editable Text
Use: displays editable text (initially equal to title)
Setup: solid, 1-pixel frame, 2-pixel indent, editable, no resource link, Idle message
Common Variations: text font, size, style, color
Data Link: editable text <-> any program variable
More Info: see "Editable Text" topic

1314 Ed Text & Style
Use: displays editable text (initially equal to title) with user-selectable text style (via FSSC menus)
Setup: solid, 1-pixel frame, 2-pixel indent, editable, no resource link, Idle message, "Supports FSSC" option checked (supports FSSC menus)
Common Variations: text font, size, style, color
Data Link: editable text <-> any program variable
More Info: see "Editable Text" topic

1315 clut Pop-Up
Use: displays color from linked clut resource and pops up color palette when clicked
Setup: solid, 1-pixel frame, 1-pixel indent, has shadow, "List or Menu" type, linked to a clut (Min = first, Max = last, Value = current clut index)
Common Variations: frame and body color
Data Link: control value <-> integer variable
More Info: see "Pop-Up Palettes" topic

1316 Color Picker
Use: displays control's content color and opens Color Picker or pops up color palette when clicked
Setup: solid, 1-pixel frame, 1-pixel indent, has shadow, "List or Menu" type, linked to clut 1310
Common Variations: frame and body color
Data Link: content color <-> RGB program variable
More Info: see "Color Pickers" topic

1317 ICON Icon
Use: displays static linked ICON resource
Setup: solid, no frame, static, linked to ICON
Common Variations: sometimes used as Button, Check Box, or Radio Button
Data Link: rarely applicable

More Info: see "Icons, Picts, ..." topic

1318 MENU Flags
Use: pops up linked MENU resource when clicked and toggles selected items on/off (checked/unchecked)
Setup: solid, centered title, 1-pixel frame, shadow, "List or Menu" type, linked to MENU, VarCode = 2 (arrow in title) + 8 (auto-process selections) + 32 (center title vertically)
Common Variations: text font, size, style, color
Data Link: 32 bit flags corresponding to checked state of menu items <-> integer variable
More Info: see "Menu Controls" topic

1319 MENU Pop-Up
Use: pops up linked MENU resource when clicked and checks selected item (unchecking all others)
Setup: solid, centered title, 1-pixel frame, shadow, "List or Menu" type, linked to MENU, VarCode = 1 (single selection) + 4 (display menu above control) + 8 (auto-process selections)
Common Variations: text font, size, style, color, addition of arrow (add 2 to VarCode)
Data Link: checked item # <-> integer variable
More Info: see "Menu Controls" topic

1320 MENU Pull-Down
Use: pops up linked MENU resource when clicked but does not auto-check/uncheck any menu selections
Setup: solid, centered title, 1-pixel vertical pen size, 0-pixel horizontal pen, "List or Menu" type, linked to MENU, VarCode = 0
Common Variations: frame size and thickness, shadow, text font, size, style, color, arrow in title
Data Link: not applicable
More Info: see "Menu Controls" topic

1321 Style Picker
Use: pops up linked MENU resource that contains hierarchical items linked to UtilIt's standard Font, Size, Style, and Color (FSSC) menus (performs same role as the above A icon menu in this window)
Setup: solid, empty title, 1-pixel frame, shadow, "List or Menu" type, linked to MENU, VarCode = 2 (show down arrow)
Common Variations: frame size and thickness, non-empty title, text font, size, style, color
Data Link: not applicable
More Info: see "Menu Controls" topic

1322 PAT# Pattern
Use: displays pattern from linked PAT# resource
Setup: solid, no frame, static, linked to a PAT# (Min = first, Max = last, Value = current PAT# index, OR Min = 0, Max = PAT# index, Value = 0)
Common Variations: content color
Data Link: control value <-> integer variable
More Info: see "Icons, Picts, ..." topic

1323 PAT# Pop-Up
Use: displays pattern from linked PAT# resource and pops up pattern palette when clicked
Setup: solid, 1-pixel frame, 1-pixel indent, has shadow, "List or Menu" type, linked to a PAT# (Min = first, Max = last, Value = current PAT# index)
Common Variations: frame, body, & content color
Data Link: control value <-> integer variable
More Info: see "Pop-Up Palettes" topic

1324 SICN Arrows

Use: displays small icons from linked SICN resource that act like buttons when clicked
Setup: solid, no frame, non-zero Max V and Max H content, "Button" type, returns control on hit, linked to an SICN (Min = unhilited, Max = hilited, Value = current state as index into SICN list)
Common Variations: frame, body, & content color, indent and content size (the 0 indent used in these examples may need to be changed for other SICN lists to get the small icons drawn in the desired position)
Data Link: not applicable to buttons
More Info: see "Btn, Chk, & Rad" topic

1325 SICN Chk Box
Use: displays small icon from linked SICN resource and acts like a check box when clicked (this example mimics the standard check box)
Setup: solid, no frame, left-justified, "Check Box" type, VarCode = 32 (align according to justification, center vertically, and display title), and linked to an SICN (Min = unchecked, Min + 1 = hilited unchecked, Max - 1 = hilited checked, Max = checked, Value = current state as index into SICN list)
Common Variations: body & content color
Data Link: control value <-> integer variable where an unchecked (Value = Min) control returns 0 to the program, and checked (Value = Max) returns 1
More Info: see "Btn, Chk, & Rad" topic

1326 SICN Rad Btn
Use: displays small icon from linked SICN resource and acts like radio button when clicked (this example mimics the standard radio button)
Setup: solid, no frame, left-justified, "Radio Button" type, VarCode = 32 (align according to justification, center vertically, and display title), and linked to an SICN (Min = unchecked, Min + 1 = hilited unchecked, Max - 1 = hilited checked, Max = checked, Value = current state as index into SICN list)
Common Variations: body & content color
Data Link: control value <-> integer variable where an unchecked (Value = Min) control returns 0 to the program, and checked (Value = Max) returns 1
More Info: see "Btn, Chk, & Rad" topic

1327 SICN Pop-Up
Use: displays small icon from linked SICN resource and pops up small icon palette when clicked
Setup: solid, 1-pixel frame, non-zero Max V and Max H content, negative indent, has shadow, "List or Menu" type, linked to an SICN (Min = first, Max = last, Value = current SICN index)
Common Variations: frame, body, & content color, indent and content size (the -1 indent and non-zero content Max V and Max H seen in the example pop-up are used to align the drawn icon within the small content area of the control - you may need to change these settings when using other SICN lists)
Data Link: control value <-> integer variable
More Info: see "Pop-Up Palettes" topic

1328 STR# Text
Use: displays control title as static text, replacing "^1", "^2", etc., with strings from linked STR#
Setup: solid, title with "^n" substrings, no frame, static, linked to STR#, Min = Max = Value = 0
Common Variations: text font, size, style, color
Data Link: control title <-> any program variable
More Info: see "Static Text" topic

1329 STR# List
Use: displays scrollable list of strings from linked STR# resource
Setup: solid, 1-pixel thick frame, "List or Menu" type, linked to STR#, VarCode = 128 (single select)
Common Variations: font, size, style, color, and many VarCode options
Data Link: selected item # <-> integer variable
More Info: see "Scrollable Lists" topic

1330 STR# 3D Button

Use: displays resource (in this case cicn) defined by string in linked STR# and acts as button when clicked

Setup: solid, no frame, "Button" type, returns on hit, linked to an STR# list (Min = unhilited, Max = hilited, Value = current state as index into STR#), VarCode = 32 (align according to justification, center vertically, and display title) + 64 (don't draw mask)

Common Variations: left or right title alignment when mimicking check boxes and radio buttons

Data Link: not applicable to buttons

More Info: see "Btn, Chk, & Rad" topic

1331 Dial Bar

Use: displays current control value as solid bar in control's content area

Setup: solid, 1-pixel thick frame, "Dial Control" type, Value - Min / Max - Min determines bar size

Common Variations: frame, body, & content color, frame and indent size, orientation, VarCode options

Data Link: control value <-> integer or real

More Info: see "Dial Controls" topic

1332 Dial Round

Use: displays current control value as wedge in rounded control's content area

Setup: solid, 1-pixel thick frame, 2-pixel indent, rounded, "Dial Control" type, Value - Min / Max - Min determines wedge position, VarCode = 2 (round dial) + 4 (fill current value only)

Common Variations: frame, body, & content color, frame and indent size, VarCode options

Data Link: control value <-> integer or real

More Info: see "Dial Controls" topic

1333 Dial w/ Thumb

Use: displays current control value as "thumb" box in control's content area

Setup: solid, 1-pixel thick frame, "Dial Control" type, Value - Min / Max - Min determines thumb position, VarCode = 4 (fill current value only)

Common Variations: frame, body, & content color, frame and indent size, orientation, VarCode options

Data Link: control value <-> integer or real

More Info: see "Dial Controls" topic