

**animation\_dtc**

COLLABORATORS
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## Chapter 1

# animation\_dtc

### 1.1 animation\_dtc.doc

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animation.datatype()
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### 1.2 animation.datatype/animation.datatype

#### NAME

animation.datatype -- root data type for animations.

#### FUNCTION

The animation.datatype is the super-class for any animation related classes.

This class is responsible for creating the controls, scaling, remapping and synchronization.

#### METHODS

OM\_NEW -- Create a new animation object.

OM\_GET -- Obtain the value of an attribute.

OM\_SET -- Set the values of multiple attributes.

OM\_UPDATE -- Update the values of multiple attributes.

OM\_DISPOSE -- Dispose of a animation object.

GM\_LAYOUT -- Layout the object and notify the application of the title and size.

GM\_HITTEST -- Determine if the object has been hit with the mouse.

GM\_GOACTIVE -- Tell the object to go active. On SELECTDOWN, the animation will start playing.

GM\_HANDLEINPUT -- Handle input. Currently input (other than

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SELECTDOWN) doesn't affect the animation.

GM\_RENDER -- Cause the current frame to render.

DTM\_FRAMEBOX -- Obtain the display environment that the animation requires.

DTM\_TRIGGER -- Cause an event to occur. Currently the only trigger event is STM\_PLAY, which will cause the animation to start playing.

DTM\_COPY -- Copy the current frame to the clipboard as an IFF ILBM.

DTM\_WRITE -- Write the current frame to a file as an IFF ILBM.

DTM\_PRINT -- Print the current frame.

ADTM\_LOADFRAME -- Load a frame of the animation.

ADTM\_UNLOADFRAME -- Deallocate any memory allocated by ADTM\_LOADFRAME.

ADTM\_START -- Start the animation. This MUST be passed to the super-class AFTER the sub-class has started.

ADTM\_PAUSE -- Pause the animation. This MUST be passed to the super-class BEFORE the sub-class pauses.

ADTM\_STOP -- Stop the animation. This MUST be passed to the super-class BEFORE the sub-class stops.

ADTM\_LOCATE -- Used to locate a frame of the animation.

#### TAGS

DTA\_ControlPanel (BOOL) -- Determine whether the control panel is shown. Defaults to TRUE.

Applicability is (I).

DTA\_Immediate (BOOL) -- Indicate whether the animation should immediately begin playing. Defaults to FALSE.

Applicability is (I).

ADTA\_Remap (BOOL) -- Indicate whether the animation should be remapped or not.

Applicability is (I).

ADTA\_ModeID (ULONG) -- Set and get the graphic mode id of the picture.

Applicability is (ISG).

ADTA\_Width (ULONG) -- Width of a frame in pixels.

Applicability is (IG).

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ADTA\_Height (ULONG) -- Height of a frame in pixels.

Applicability is (IG).

ADTA\_Depth (ULONG) -- Depth of the frame.

Applicability is (IG).

ADTA\_Frames (ULONG) -- Number of frames in animation.

Applicability is (ISG).

ADTA\_KeyFrame (struct BitMap \*) -- Pointer to the key frame.

Applicability is (ISG).

ADTA\_FramesPerSecond (ULONG) -- Number of frames per second to play.

ADTA\_NumColors (WORD) -- Number of colors used by the picture.

Applicability is (ISG).

ADTA\_ColorRegisters (struct ColorRegister \*) -- Color table.

Applicability is (G).

ADTA\_CRegs (ULONG \*) -- Color table to use with SetRGB32CM().

Applicability is (G).

ADTA\_GRegs (ULONG \*) -- Color table.

Applicability is (G).

ADTA\_ColorTable (ULONG \*) -- Shared pen table.

Applicability is (G).

ADTA\_ColorTable2 (ULONG \*) -- Shared pen table.

Applicability is (G).

ADTA\_Allocated (ULONG) -- Number of shared colors allocated.

Applicability is (G).

ADTA\_NumAlloc (WORD) -- Number of colors allocated by the picture.

Applicability is (G).

ADTA\_BitMapHeader (struct BitMapHeader \*) -- Set and get the base information for the animation. BitMapHeader is defined in <datatypes/pictureclass.h>

Applicability is (G).

SDTA\_Sample (BYTE \*) -- Pointer to sample data.

Applicability is (ISG).

SDTA\_SampleLength (ULONG) -- Length of sample data.

Applicability is (ISG).

SDTA\_Period (ULONG) -- Period to play back sample at.

Applicability is (ISG).

SDTA\_Volume (ULONG) -- Volume to play back sample at.

Applicability is (ISG).

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