

**picture\_dtc**

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

# Contents

<b>1</b>	<b>picture_dtc</b>	<b>1</b>
1.1	picture_dtc.doc . . . . .	1
1.2	picture.datatype/picture.datatype . . . . .	1

# Chapter 1

## picture\_dtc

### 1.1 picture\_dtc.doc

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picture.datatype()
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### 1.2 picture.datatype/picture.datatype

#### NAME

picture.datatype -- root data type for pictures.

#### FUNCTION

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

#### METHODS

OM\_NEW -- Create a new picture 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 picture 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.

GM\_HANDLEINPUT -- Handle input.

GM\_RENDER -- Cause the graphic to render.

DTM\_PROCLAYOUT -- Layout (remap) the picture on the application's

process.

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

DTM\_SELECT -- Select an area in the picture.

DTM\_CLEARSELECTED -- Deselect the selected area of the picture.

DTM\_COPY -- Copy the selected area of the picture to the clipboard as an ILBM. If no area is selected, then the entire picture is copied.

DTM\_PRINT -- Print the selected area of the picture. If no area is selected, then the entire picture is printed.

DTM\_WRITE -- Write the selected area of the picture to a file as an ILBM. If no area is selected, then the entire picture is saved.

#### TAGS

OBP\_Precision (ULONG) -- Precision to use when obtaining colors. See the PRECISION\_ defines in <graphics/view.h>.

Applicability is (I).

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

Applicability is (ISG).

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

Applicability is (G).

PDTA\_BitMap (struct BitMap \*) -- Pointer to a class-allocated bitmap, that will end up being freed by the picture class in the OM\_DISPOSE method.

Applicability is (ISG).

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

Applicability is (G).

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

Applicability is (G).

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

Applicability is (G).

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

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Applicability is (G).

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

Applicability is (G).

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

Applicability is (G).

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

Applicability is (ISG).

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

Applicability is (G).

PDTA\_Remap (BOOL) -- Indicate whether the picture should be remapped or not.

Applicability is (I).

PDTA\_Screen (struct Screen \*) -- Pointer to the screen to remap the picture to. Only used if the object is not going to be added to a window.

Applicability is (IS).

PDTA\_FreeSourceBitMap (BOOL) -- Indicate whether the source bitmap should be freed immediately by the picture.datatype after the GM\_LAYOUT method is called.

Applicability is (IS).

PDTA\_Grab (Point \*) -- Pointer to a Point structure, that defines the grab point of the picture.

Applicability is (ISG).

PDTA\_DestBitMap (struct BitMap \*) -- Pointer to the remapped bitmap.

Applicability is (G).

PDTA\_ClassBitMap (struct BitMap \*) --

Applicability is (ISG).

PDTA\_NumSparse (UWORD) -- Number of entries in the sparse color table.

Applicability is (I).

PDTA\_SparseTable (UBYTE \*) -- Pointer to a table of pen numbers indicating which colors should be used when remapping the picture. This array must contain as many entries as indicated

by the PDTA\_NumSparse tag.

Applicability is (I).