

**text\_dtc**

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> text_dtc		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 23, 2024	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>text_dtc</b>	<b>1</b>
1.1	text_dtc.doc . . . . .	1
1.2	text.datatype/text.datatype . . . . .	1

# Chapter 1

## text\_dtc

### 1.1 text\_dtc.doc

```
text.datatype()
```

### 1.2 text.datatype/text.datatype

#### NAME

```
text.datatype -- Root data type for text.
```

#### FUNCTION

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

#### METHODS

```
OM_NEW -- Create a new text 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 text 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 text to render.
```

```
DTM_PROCLAYOUT -- Layout (remap) the text on the application's  
process.
```

---

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

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

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

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

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

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

#### TAGS

DTA\_TextAttr (struct TextAttr \*) -- Text attribute to use for the text.

Applicability is (ISG).

DTA\_TextFont (struct TextFont \*) -- Text font to use for the text.

Applicability is (G).

TDTA\_Buffer (STRPTR) -- Pointer to the text data.

Applicability is (ISG).

TDTA\_BufferLen (ULONG) -- Length of text data.

Applicability is (ISG).

TDTA\_LineList (struct List \*) -- List of lines. The elements of the list are Line structures (see <datatype/textclass.h>)

Applicability is (G).

TDTA\_WordSelect (STRPTR) -- Word that has been double-clicked on.

Applicability is (NU).

TDTA\_WordDelim (STRPTR) -- Characters used delimitate words.

Applicability is (IS).

TDTA\_WordWrap (BOOL) -- Used to turn word wrap on and off. Defaults to off.

Applicability is (ISG).

SEE ALSO

ascii.datatype