

#1\$2K3Blazer Help File

The main context page for the help file. It may contain jumps to other pages.

- 1BlazerContext
- 2Blazer Help File
- 3Blazer

#⁴K⁵\$⁶ Adding A File To MRU

This menu choice selects a file from the Open File common dialog and adds it into the most-recently-used list.

To select multiple files, see [TListWindow](#).

4IDH_CM_FILESELECT

5Adding a file to MRU

6Adding a file to MRU

#7K⁸\$⁹ Adding Files to MRU

This button adds the selected files in the TListWindow into the most-recently-used list.

7IDH_CM_CONTEXTSELECT

8Adding files to MRU

9Adding files to MRU

#¹⁰K¹¹\$¹² Sending Files Using MAPI

This menu choice sends the selected files in the TListWindow using MAPI.

10IDH_CM_FILESEND
11Sending files using MAPI
12Sending files using MAPI

#¹³K¹⁴\$¹⁵ Exiting The Application

This menu choice terminates the application.

13IDH_CM_EXIT

14Exiting the application

15Exiting the application

#¹⁶K¹⁷\$¹⁸ [About Blazer](#)

This menu choice creates a modal window with WinG animation in it.

16IDH_CM_HELPABOUT

17About Blazer

18About Blazer

#¹⁹K²⁰\$²¹TreeView Control (TTreeWindow)

This control shows the directories of a particular drive. Select a directory to see the files in that directory displayed in the TListWindow.

19IDH_TREEWIND

20TreeView Control;TTreeWindow

21TreeView Control (TTreeWindow)

#²²K²³\$²⁴ ListView Control (TListView)

This control shows the files in the selected directory of the TreeView control. You can select files to perform either of two actions on those files: Adding the files to a most-recently-used list or Sending the files using MAPI.

22IDH_LISTWIND

23ListView Control;TListView

24ListView Control (TListView)

#²⁵K²⁶\$²⁷Ok Button (About Window)

This button closes the about window.

25IDH_ABOUTOK

26Ok button;About Window

27Ok button (About Window)

#²⁸K²⁹\$³⁰ About Window

This resizable window demonstrates the WinG encapsulation in OWL. It also showcases layout windows.

28IDH_ABOUTWINDOW
29About Window
30About Window

#³¹K³²\$³³ Help Button

This button displays help about this window.

31IDH_ABOUTHELP
32Help button;About Window
33Help button (About Window)

#³⁴K³⁵\$³⁶ Options

This button displays a property-page dialog.

34IDH_ABOUTOPTIONS

35Options button;About Window

36Options button (About Window)

#³⁷K³⁸\$³⁹ Destructive BitBlt

This radiobutton causes destructive blitting of the bitmap. Since part of the bitmap is the same color as the background of the window, it appears as if the bitmap is erasing after itself.

37IDH_DESTRUCTIVE
38Destructive BitBlt
39Destructive BitBlt

#40K\$42 Sprite BitBlt

This radiobutton causes transparent blitting of the bitmap. This means whatever was on the screen before the blitting, remains after the blitting.

40IDH_SPRITE
41Sprite BitBlt
42Sprite BitBlt

#⁴³K⁴⁴\$⁴⁵ Enable Bouncing Sound

This checkbox enables a bouncing sound whenever the ball hits a wall.

43IDH_SOUND

44Enable bouncing sound

45Enable bouncing sound

#⁴⁶K⁴⁷\$⁴⁸ Random Factor

Use this slider to vary the random factor of the bitmap's movement.

46IDH_RANDOM
47Random factor
48Random factor

#49K\$51 Delta Factor

Use this slider to vary the absolute delta of the bitmap's movement.

49IDH_DELTA
50Delta factor
51Delta factor

#⁵²K⁵³\$⁵⁴ Delay Factor

Use this slider to vary the speed of the bitmap's movement.

52IDH_DELAY
53Delay factor
54Delay factor

