text

COLLABORATORS			

	TITLE : text		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 7, 2022	

REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

text

1.1   text_plugin: Introduction

```
                text_plugin

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   text_plugin is a simple equivalent to the
   TEXT gadget in EasyGUI, that can also use a different
   font than the window is using. It also features the
   justification of the text within the gadget to the
   left, right or middle.

   ------------------------------------------------------------



                  Constructor



                  Methods



                  Tags



                  Exceptions



                  History
```

1.2   text_plugin: Constructors / Destructor

```
                Constructor

text(
        tags
        :PTR TO tagitem)
```

For creating a new plugin object use for example:

```
DEF text:PTR TO text_plugin
NEW text.text([..., TAG_DONE])
```

1.3   text_plugin: New Methods

```
         set(
        tag
        , value)
```

By calling this method it's possible to change attributes
at runtime. You can use all tags with the S flag set.
This method can also be used before the GUI is created and when
the window is closed.
Value is a LONG and contains the argument for the used tag.

```
Example:
DEF text:PTR TO text_plugin
...
NEW text.text([..., TAG_DONE])
...
text.set(PLA_Text_Disabled, TRUE)
...
```

```
value,check:=get(
        tag
        )
```

This method is the counterpart to set. All tags with G flag
can be used. Argument is the tag you want to get. Return values
are the requested value and as second a boolean value. So if
check is FALSE the used tag can't be get.

```
...
value,check:=text.get(PLA_Text_Disabled)
...
```

After this:
 value=TRUE
 check=TRUE

But if you try:

```
   ...
   value,check:=text.get(PLA_Text_Font)
   ...

   Then you get this:
    value:=-1
    check:=FALSE


  draw()                    /* Private */
```

1.4 text_plugin: Tags

```
               The letters [ISG] show you when the tags can be used.
I =
               Initalisation
                S =
               Set Method
                G =
               Get Method
                    PLA_Text_Text           [I.G]
```

The contents of the text field.

```
   PLA_Text_Highlight      [ISG]
```

Boolean; whether or not the text should
be rendered highlighted (in white) instead
of normally (in black).

```
   PLA_Text_ThreeD         [ISG]
```

Boolean; whether or not the text should
be rendered with a 3D look. Defaults to
FALSE (and, when TRUE, will look different
depending on whether or not PLA_Text_Highlight
is set).

```
   PLA_Text_DrawBar        [ISG]
```

Boolean; whether or not to draw a bar to the
left and right of the text, to achieve a look
similar to the old title_plugin.
Defaults to FALSE.

```
   PLA_Text_Font           [I.G]
```

The font that the text field should use. This
is a pointer to a textattr structure which

```
represents an available font. Default is NIL;
this means that the PLUGIN will use the
window's font.
```

```
PLA_Text_Justification  [ISG]
```

```
Set the justification of the text within the
available space.
```

```
Can be set to one of three values:
```

```
    PLV_Text_JustifyCenter
    PLV_Text_JustifyLeft
    PLV_Text_JustifyRight
```

```
PLA_Text_Disabled       [ISG]
```

```
Disable or enable a gadget. Setting this tag causes the
gadget to become disabled; it gets a ghost pattern.
```

1.5 text_plugin: Exceptions

```
Constructor
```

```
"util" will be raised if the utility.library has not
been opened.
```

1.6 text_plugin: History

```
v1.0                            (2.10.97)
```

```
o   Initial release.
```

```
v1.1                            (28.10.97)
```

```
o   Added text justification (left, right & center).
```

```
o   Some sources using this module may need to be changed;
    the calling parameters of the initial method have been
    modified.
```

```
o   Removed some unnecessary code from the render() method.
```

```
v1.2                            (28.11.97)
```

```
o   Rewritten to follow Ralph Wermke's PLUGIN Style Guide.
```

o   Added the ability to disable the text field.

o   Changed 3D mode, and added ability to draw bars (duplicates
    the functionality of the now defunct title_plugin).