Omnis Studio External Components

Creating your own External Components

TigerLogic Corporation

May 2010
12-052010-01

Table of Contents

About This Manual

This manual describes how you can create your own external components to integrate into Omnis Studio. You can download sample source code from the Omnis website to help you do this.

For more information about Omnis external components, and to download the latest source files, please go to:

- www.omnis.net/download/components

This manual introduces key development topics and expands to form a reference guide for each of the main APIs provided by the Omnis component library:

Chapter 1 **Omnis External Components**
Introduces the different types of Omnis external components. There is a brief tutorial to get you up-and-running with the Generic visual component plus general notes on building and testing.

Chapter 2 **Structures, Messages and Functions**
Discusses key structures used by external components and how they are used in conjunction with messages sent to your component. There are also descriptions of general purpose functions you can use as well as memory and resource management functions

Chapter 3 **Simple String Management**
Introduces the strxxx() class family which facilitates simple management of text strings of up to 255 characters.

Chapter 4 **Unicode Character Conversion**
Discusses the issues involved in writing Unicode compatible components and also lists data types, utility classes and helper functions you can use to convert character data between various Unicode encodings.

Chapter 5 **Managing Icons and Cursors**
Introduces the EXTBMPref() class which can be used to manage icons in the Omnis icon datafiles. The EXTCURref() class can be used to assign custom mouse cursors for use with your component.

Chapter 6 **Handling Keyboard Input**
Discusses the qkey class and other functions, which allows your component to process keyboard input.

Chapter 7 **Managing File Data**
Discusses the FILE API commands and their wrapper class; EXTfile() which provides your component with cross-platform access to files and folders.

Chapter 8 **Omnis Data Collections**
This chapter discusses the CRB API and its associated wrapper class; EXTcrb() which is used to manage Omnis data collections. An Omnis data collection is a block of data with a variable number of data items, providing your components with simple, self-extending, random access blocks of memory.

Chapter 9 **Omnis List Data**
Introduces the EXTqlist() class which gives your component access to Omnis list data. Using EXTqlist(), you can also create, interrogate and modify lists to pass back to Omnis.

Chapter 10 **Omnis Field Values**
The EXTfldval() class is a generic storage object which gives your component access to Omnis field values. You can get and set EXTfldvals using a variety of data types and also convert between different types.

Chapter 11 **Window Management**
This chapter discusses the HWND module and its associated window messages, which visual components may be required to process. The HWND module provides many drawing, resizing and status functions.

Chapter 12 **Graphics Management**
The Graphics Drawing Interface module (GDI) provides many drawing, positioning and formatting functions for use by visual components. This chapter also introduces associated structures, data types and constants.

Chapter 13 **Printer Management**
The Cross-platform printer interface module (PRI) provides your component with printing and reporting functions which are hardware-independent. This chapter also discusses the associated messages your component may need to process as well as associated structures and constants.

Appendix A **Porting External Components to Mach-O**
This chapter discusses the issues involved in writing components using Mac OSX 10.5 and Xcode and porting older-style MacOS 9 projects from Code Warrior.

Chapter 1—Omnis External Components

Introduction

Omnis external components are plug-in modules that extend the range of visual and non-visual objects available in the design and runtime environments in Omnis, as well extending the Omnis programming language. There are many different external components supplied with Omnis, but you can create your own using your own software development tools and the information in this manual.

Once built and installed into Omnis, external components behave in exactly the same way as standard built-in Omnis components. You can change the properties of an external component in design mode using the Property Manager. Likewise, at runtime you can manipulate an external component using methods and the notation, and examine its runtime properties in the Notation Inspector. External components can also contain functions or methods and events, which you can call or intercept using Omnis methods. You can build all of these features into your own external components.

The type and range of external components include:

- **Window objects (including background objects) and Report objects**
  Both window and report external components appear in the Omnis Component Store and can be used in your libraries in exactly the same way as built-in GUI objects.
- **Static Functions**
  Static functions are components that contain functions, that appear in the Omnis Catalog under the 'Functions' group. These functions can be invoked from calculations in your Omnis code.
- **Omnis objects**
  Omnis objects or so-called 'non-visual' components are objects that can contain methods and properties, which can be used in the Omnis language or called to perform some specific function. External objects can be sub-classed, just like normal Omnis objects, to form new objects. The SQL DAMs are examples of non-visual components.

Creating your own External Components

Using the libraries supplied, you can create Omnis external components that run under all platforms supported in Omnis. All of the samples supplied, except QuickTime, have independent source code. The Omnis resource compilers for Linux and Mac OSX (Xcode) are supplied. These compile simple Windows style .RC files, and support image types .BMP, allowing the entire component to be portable.

Components in Omnis

When you start Omnis, you have to tell it to load your new component. You can load an external component via the #EXTCOMP system table. You can access this via the Browser, or open a window class in design mode and right-click on the Component Store, and select the External Components option.

If the components you create are OK, they should appear in the #EXTCOMP system table. If you cannot find your component in the external component list, check the Omnis Trace Log window. Omnis will always write any errors to the trace log during startup. Use one of the radio button options to load the component. Close the dialog. When you return to the design window, you should see your component in the Component Store, under the External Components button in the Component Store toolbar. You should be able to drag the control on to a window class and your component is created.

Windows and Child Windows

Omnis supports two window types. Top level windows and child windows. In the Omnis IDE, you can create top level windows as window classes, and design the contents of the window by adding controls such as buttons and lists. All window controls such as button and list controls are child windows. A child window is a window that sits inside another parent window. Child windows can also contain other window controls, thus the parent-child relationship can be nested at several levels. For example, a scrollbox window field is a child control within the window class, but it can have other child controls placed within it, thus making it a parent.

An external component operates inside a child window and performs some kind of operation within the child window. The component can do virtually anything from draw a graph, scroll a message, or pick up a click within it and send a message back to Omnis. To do this, the window receives and processes messages. A message informs the child window of all events that affect it, such as the user clicking on it with the mouse. Later, when you create a component, you need to tell Omnis the name of a procedure that Omnis can call with your message. This procedure is often referred to as the WNDPROC (short for Window Procedure) or message handler. There are many messages defined by the

component library that your procedure is sent, some you will want to deal with, others you can ignore; you will see how to deal with these messages.

Data types Defined by the Component Library

To help you write platform-independent components, you should use the data types declared by the component library. All APIs in the library use the following data types.

C-type	Omnis type	Description
unsigned char or unsigned long*	qchar	standard unsigned char value *qchar is defined as 4 bytes for Unicode targets.
char or unsigned short	qoschar	platform API-dependent Unicode character. 2 bytes for Win32 & Mac OSX Unicode targets. 1 byte for Linux targets & non-Unicode targets.
unsigned char	qbyte	assumed to hold 0-255
unsigned char	qbool	assumed to hold qtrue or qfalse
short	qshort	standard short value
unsigned short	qushort	standard unsigned short value
long	qlong	standard long value
unsigned long	qulong	standard unsigned long value
platform dependent	qreal	used for real arithmetic
short	qret	return type from some API calls
enum	qnil	can be used to assign to some objects to clear them
unsigned char	qint1	1 byte unsigned integer (as stored on disk)
short	qint2	2 byte integer (as stored on disk)
unsigned short	qword2	2 byte unsigned integer (as stored on disk)
long	qint4	4 byte integer (as stored on disk)
unsigned long	qword4	4 byte unsigned integer (as stored on disk)
long	rstrno	uses when calling RESxxx functions
short	attnum	property numbers
qbool	qfalse = 0	false boolean value
qbool	qtrue = 1	true boolean value
qret	e_ok = 0	no error occurred
qret	e_negative = 1	error occurred

As well as using the data types, you should try to use the component API as much as possible to ensure platform independent code. In the long run, it may mean you have to recompile for another platform, rather than having to port lots of code.

Types of visual components

Omnis supports different types of external component which you can add to window and report classes. When Omnis starts up, the component specifies what kind of component it is, and what class type it should appear in.

- **cObjType_Basic**
  a generic window class component.
- **cObjType_Picture**
  a derived Omnis picture component for window classes.
- **cObjType_List**
  a derived Omnis list component for window classes.
- **cObjType_DropList**
  a derived Omnis droplist component for window classes.
- **cObjType_IconArray**
  a derived Omnis icon array component for window classes.
- **cObjType_PriOutput**
  a custom report output device
- **cRepObjType_Basic**
  a generic report class component.
- **cRepObjType_Picture**
  a derived Omnis picture component for report classes.

Components can be both window and report objects. For example, you may want to create a picture-handling component, that works in both window and report mode, therefore its returns type should be:

cObjType_Picture | cRepObjType_Picture

Basic Components

Basic components are generic controls that receive all messages via the WNDPROC. You must code all actions that you want to happen inside your control.

See the examples provided.

Picture Components

Picture components are objects derived from the internal Omnis picture field. Omnis calls your WNDPROC with standard messages, but you also receive some specific messages only for derived picture controls. For example, Omnis calls you to inquire how big your image is, so it can handle the scrolling and call you to paint.

See the PCX example.

List Components

List components are objects derived from the internal Omnis list field. Omnis calls your WNDPROC with standard messages, but you also receive some specific messages only for derived list controls. For example, when Omnis paints your list, you are called to draw individual lines, possibly in a selected state.

See the PICLIST example.

Droplist Components

Droplist components are objects derived from the internal Omnis droplist field. Omnis calls your WNDPROC with standard messages, but you also receive some specific messages only for derived droplist controls. For example, when Omnis paints your droplist contents, you will be called to draw individual lines.

Icon Array Components

Icon array components are objects derived from the internal Omnis icon array field. Omnis calls your WNDPROC with standard messages, but you also receive some specific messages only for derived icon array controls. For example, when Omnis paints your icon array, you will be called to draw individual icons and icon labels.

See the ICNARRAY example.

Report Components

Report components should be treated as if they were window components. When printing is required, you are called with specific report printing messages.

See the PCX example.

Background Components

Background components are objects that behave like internal Omnis background objects. For example, background objects never have the focus or receive events. They are always drawn as part of the background of the window they belong to. One of the sample background components supplied is an object that allows a bitmap to be tiled over an area.

Background components do not have their own **cObjType_XXX** type, and need to be defined as a **cObjType_Basic** type component. A flag needs to be set on ECM_CONNECT to indicate the component should be treated as a background component.

However, it is important to note that you cannot have both background and other visible components in the same library.

See the TILE or WASH example.

Types of non-visual components

Omnis supports various types of non-visual components. In this context, ‘non-visual’ means a component that does not have a visual interface but one that provides some functionality, such as functions or methods, that can be used in the Omnis programming language. Most non-visual components do not need to be placed on a window or report for their functions or methods to be called. Non-visual and visual components may co-exist in the same library.

Picture Format Conversion (New for Studio 2.1)

Picture format conversion are libraries which provide functionality to convert from the specified format to a native O/S picture and visa-versa.

See PCX example.

Static Functions

Static functions behave just like Omnis functions and appear in the catalog just like in-built Omnis functions.

See the FILEOPS example.

Object Components

Object components appear in Omnis as objects and can therefore be utilized by adding an ‘Object’ variable (with the appropriate sub-type).

Just like Omnis object classes, external object components may be sub-classed to form new objects.

See the FILEOPS example.

DAMs

Writing custom Data Access Modules for Omnis Studio is the subject of a supplementary manual; "Omnis Studio DAM API". This manual discusses the additional damlib library needed to build these specialized non-visual components as well as datatypes, structures, classes and general techniques involved.

Writing Thread-Safe Components

Where several instances of your component may be in use at the same time, you will need to design your code with thread isolation in mind. Use of object-oriented techniques provides the basis for thread-safety as this gives each object instance its own memory and variables.

Where shared memory or commonality exists between multiple instances, the C/C++ programming language facilitates thread management, semaphores and mutual-exclusive execution (MUTEXs) which can be used to control access to the shared resources. Any such commonality should be identified at the design stage.

You can also enhance the thread-safety of your component by passing the EXT_FLAG_SESSION flag to Omnis when processing the ECM_CONNECT message. (See Structures, Messages and Functions for more details).

Source Files on the Omnis web site

To build an Omnis external component, you must use the latest versions of the following applications:

- **Microsoft Windows**
  Microsoft Visual Studio 2008.
- **Mac OS X**
  Mac OS X 10.5.5 or later, Xcode 3.0.
  See Appendix A about creating and porting external components for Mach-O.
- **Linux**
  GNU g++ compiler version 4.2.1.
  All examples ship with makefiles, which can be used with the make utility.

You can download the SOURCE trees for external components from the Omnis website at the following location:

- www.omnis.net/download/components

There is one source tree for every supported platform. Each source tree contains example external components, ranging from the very simple, GENERIC (lets you create a basic shell component, and previously supplied as a tutorial), to the more complicated controls such as CALENDAR or QuickTime (QuickTime is Windows and Mac only). The source code for the components is generally 100% cross platform and has been duplicated in the various source trees. A few components have some code which is not shared by all platforms. Such platform dependant source will usually be found in source files with names that start with an ‘x’. The source trees have makefiles or projects that can be used to build the components.

When creating external components, try to keep to the tree structure, that is, if you want to create a new component called ‘Simple’, create a directory called Simple inside the source tree. Keeping to the structure will help when porting to other platforms.

For the purpose of this tutorial, rename the source tree to XCOMP.

Getting Started with Generic

One of the many samples supplied to help you create Omnis external components is **generic**. There are four versions of this control in the source tree that explain how to write Omnis components and give you a useful starting framework for building your own components. Before you begin to write some code, you need to setup your development environment.

Setting up your development tree

Inside the source tree you will find the following folders which are of special importance.

COMPLIB – Header files and libraries for building XCOMP and WEBCOMP components.
EXTLIB – Header files for building OLD TYPE externals.
HEADERS - Header files for building web client components
LIBS - Libraries for building web client components (win32 and linux only)
JPEGLIB - Libraries for building HTML device
ORFCSTAT - Library for building web client components

On Mac OS, there are some additional folders which are of special importance (we will bring the other platforms in line in future releases). The Mac OS projects we ship place the components they build into the following folders:

_OSXUnicode - release versions of XCOMP components
_OSXUnicodeDbg - debugging versions of XCOMP components
_OSXUnicodeWeb - release versions of WEB CLIENT components
_OSXUnicodeWebDbg - debugging versions of WEB CLIENT components
_OSXUnicodeWebDesign - release versions of WEBCOMP components
_OSXUnicodeWebDesignDbg - debugging versions of WEBCOMP components

Mac OS:

For the Mac Xcode environment we also supply various stationery and a resource compiler that you will need to install.

- Install the Mac OSX10.4.u SDK (This can be found on the xcode tools disk and must be installed manually).
- Copy the Mach-O resource compiler (Omnisrc.app) to your /Developer/Tools folder

This is the new Omnis Resource Compiler and is included in the tools folder supplied with this document.

- Copy the lower_files utility to your /usr/bin folder (Note that you will need administrator privileges to do this)

This utility is useful for changing the case of filenames and is included in the tools folder of the same package as this document. For further information on building components for Mac OSX 10.5 and later, please refer to Appendix A.

Linux OS:

For the Linux environment you will need to set a few environment variables and configure the resource compiler.
Please note that these instructions assume that you installed the source tree in '/' resulting in a source tree called 'omnisext'. If you installed the tree elsewhere then you will need to change 'omnisext' with your installation path.

- Set the environment variable **LD_LIBRARY_PATH** by typing :

  LD_LIBRARY_PATH=/omnisext/omnisxi:$LD_LIBRARY_PATH
  export LD_LIBRARY_PATH

- Set the environment variable **V4DIR** by typing :

  V4DIR=/omnisext/omnisxi
  export V4DIR

- Configure the resource compiler by setting the environment variable **OMNISRC** by typing :

  OMNISRC=/omnisext/omnisrc
  export OMNISRC

- If you installed to a folder other than '/', you will need to edit the **omnisrc.ini** by typing:

  emacs /omnisext/omnisrc/omnisrc.ini

  The two sub-sections **Template** and **IncludeDirs** contained within the section **[Setup]** needs to be modified to point to the installation folder.

  The defaults values are :-

  Template=/omnisext/omnisrc/omnisrc.tpl

  IncludeDirs=/omnisext/omnisxi;/omnisext/complib;/omnisext/extlib

- When you are satisfied with your changes, choose 'Save' and exit

- Copy the **omnisrc** executable to a folder, which is on your search path

  For example: **cp /omnisext/omnisrc/omnisrc /usr/bin/omnisrc**

All platforms

When you have built your component, you should add your Windows DLL or Mac OS Code Fragment to the XCOMP or WEBCOMP folder located inside the main Omnis folder, or to your web client installation, depending on what you are building. Run Omnis and use the #EXTCOMP system table to load the component. If all is well, the control appears in

the Component Store and can be dragged on to a window or report class. Any load errors are reported in the Omnis trace log.

Now you have setup your build environment and tree we can get to work creating our new component.

If you are using Windows:

- Startup Visual Studio 2008
- Go to the File menu and select New / Project
- From the Visual C++ project types select ATL, enter a name and click OK
- Click Finish

If you are using Mac OS X:

- Startup Xcode 3.0
- Go to the File menu and choose the New Project... option
- Select 'Empty Project' and click Next
- Enter a project name and click Finish

If you are using Linux:

- Create a new folder in the **/omnisext** folder
- Copy the file **extcomp.mak** from **/omnisext/generic** into your new folder. This file is a generic makefile which is the same for all of the examples (except HTML)
- Copy the file **makefile** from /**omnisext/generic** into your new folder. This file contains the name of the component and the source files needed to build it

Generic.cpp

You are now ready to create the generic external component. Create a new file called ***generic.cpp*** and enter the following:

```
#include <extcomp.he>
#include <hwnd.he>
#include <gdi.he>
#include "generic.he"

extern "C" qlong OmnisWNDPROC GenericWndProc(HWND hwnd, LPARAM Msg,
                     WPARAM wParam, LPARAM lParam, EXTCompInfo* eci)
{
   ECOsetupCallbacks(hwnd, eci);
   switch (Msg)
   {
      case ECM_GETCOMPLIBINFO:
         {
            return ECOreturnCompInfo( gInstLib, eci, LIB_RES_NAME,
                                 OBJECT_COUNT );
         }

      case ECM_GETCOMPID:
      {
         if ( wParam==1 )
            return ECOreturnCompID( gInstLib, eci, OBJECT_ID1,
                                 cObjType_Basic );
         return 0L;
      }

      case ECM_GETCOMPICON:
      {
         if ( eci->mCompId==OBJECT_ID1 )
            return ECOreturnIcon( gInstLib, eci, GENERIC_ICON );
         return qfalse;
      }

      case ECM_OBJCONSTRUCT:
      {
         tqfGenericObject* object = new tqfGenericObject( hwnd );
         ECOinsertObject( eci, hwnd, (void*)object );
         return qtrue;
      }
```

```
      case ECM_OBJDESTRUCT:
      {
         tqfGenericObject* object =
   (tqfGenericObject*)ECOremoveObject(
                                    eci, hwnd );
         if ( NULL!=object )
         {
            delete object;
         }
         return qtrue;
      }
    }
    return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

Let's look at this in more detail. First the includes:

```
#include <extcomp.he>
#include <hwnd.he>
#include <gdi.he>
#include "generic.he"
```

extcomp.he, ***hwnd.he*** *and* ***gdi.he*** are external component library header files. ***extcomp.he*** declares various external component specific APIs; ***hwnd.he*** declares the child window API calls; ***gdi.he*** declares the graphical API calls; and ***generic.he*** which you will create below.

The message procedure is as follows.

```
extern "C" qlong OmnisWNDPROC GenericWndProc(HWND hwnd, LPARAM Msg,
                      WPARAM wParam, LPARAM lParam, EXTCompInfo* eci)
```

OmnisWNDPROC is a #define that the Omnis component library has setup. This defines some calling conventions that vary from platform to platform. For now this is all you really need to know. Next is the name, GenericWndProc. This is the message procedure Omnis calls with your child window messages. This procedure has the following parameters:

HWND	hwnd	This is a handle to the child window the message is for
LPARAM	Msg	This is the message
WPARAM	wParam	This is extra information for the message
LPARAM	lParam	This is extra information for the message
EXTcompInfo*	eci	This is a pointer to some information about your component

When Omnis calls the message procedure, it sends along the HWND in the **hwnd** parameter. This is the child window the message was for. Complex components may have

many child windows all using the same message procedure. Using the HWND helps the component do the right thing for the right child window.

Msg is the message. There are many messages that can be sent to your procedure, such as WM_PAINT or WM_LBUTTONDOWN.

wParam is some extra information for the message. Sometimes messages need to pass other information, such as the cursor position when the WM_LBUTTONDOWN was generated.

lParam, like wParam, is used for extra message information.

eci is a pointer to a structure holding information about your component. It is used with various API calls. See later.

Next is the first and *most important* line of the message procedure.

```
ECOsetupCallbacks(hwnd, eci);
```

Most of the API calls call Omnis for some information, or to do some processing. This line enables the call to Omnis to work. If this line is missing, your component will crash.

Next there is a switch statement testing the message parameter:

ECM_GETCOMPLIBINFO. This is the first message the message procedure handles. Omnis is calling your message procedure trying to find out how many controls your component supports, and the name of your library.

```
return ECOreturnCompInfo( gInstLib, eci, LIB_RES_NAME, OBJECT_COUNT
   );
```

Here you return the result of a function call ***ECOreturnCompInfo*.** This function is described later, but usually takes a string resource number which holds the name of your component library, and takes the number of controls your component contains.

ECM_GETCOMPID. Omnis now knows how many controls you are intending to support in your component library due to the result of the last message. It now wants to know what ID each control within the component library should have. The id can be any number you decide to associate with the control. In the future when Omnis wants something to happen to a control, it uses the id you return here. Omnis calls you with this message *for 1 to n* times, where n is the number of controls your library supports. The calling count is passed in ***wParam***.

```
if ( wParam==1 )
   return ECOreturnCompID( gInstLib, eci, OBJECT_ID1,
cObjType_Basic );
return 0L;
```

Since generic supports one control (**OBJECT_COUNT=1,** this is defined in your header file), you wait for a call where wParam is 1. On this message, you return the result of ***ECOreturnCompID***. This API specifies the controls id, and the type of control you want it to be. See ***Types Of Component*** later in this document. Here you indicate the control has an id of **OBJECT_ID1** and is a **cObjType_Basic** basic component.

ECM_GETCOMPICON. Now Omnis knows how many controls your library has and the id for each control, it asks for the icon to use in the Omnis Component Store.

```
if ( eci->mCompId==OBJECT_ID1 )
   return ECOreturnIcon( gInstLib, eci, GENERIC_ICON );
return qfalse;
```

Here, you are checking a member of the **eci** parameter, **mCompId.** This is set to an id you returned from the last message (**OBJECT_ID1)**. The ***ECOreturnIcon*** API is described later, but generally it extracts a **.bmp** (bitmap) from the resource file so you can return it to Omnis.

With regards to setting up your component so that Omnis knows it is there, these messages are generally all you need. The next set of messages are used when you place your component on a window or report class. When that happens, Omnis calls your message procedure with many more messages. Here are the important ones.

ECM_OBJCONSTRUCT. Omnis is calling the message procedure as it is just about to create an instance of your object. This can happen when you drag a component out of the Component Store on to a design window or report class, or a window class is being opened in runtime mode, or a report is being printed. This is the code you need to execute:

```
tqfGenericObject* object = new tqfGenericObject( hwnd );
ECOinsertObject( eci, hwnd, (void*)object );
return qtrue;
```

The first line creates a new object called ***tqfGenericObject***, which is defined below. This class performs all of the operations for your control. Next it is calling ***ECOinsertObject***. This API adds a pointer to the ***tqfGenericObject*** just created into a chain of objects. The pointer and the ***hwnd*** being passed are stored in the chain. The external component library maintains this chain, so later when a message arrives in your message procedure, you can ask for the object (***tqfGenericObject***) based on the child window the message was for, and get the correct object to process the message. This is necessary as multiple instances of your component can be created.

Finally you return qtrue. This informs Omnis you have processed the message. Not all messages expect qtrue to indicate the message was handled. The return value from all messages can be found in this manual.

ECM_OBJDESTRUCT is the next message. Omnis is calling the message procedure as it is just about to delete an instance of your object. This can happen when you close a window class containing your component, or a report has finished printing your component:

```
   tqfGenericObject* object =
   (tqfGenericObject*)ECOremoveObject(eci,hwnd);
   if ( NULL!=object )
   {
      delete object;
   }
   return qtrue;
```

The first line here is calling ***ECOremoveObject*** to find an object in the chain of objects based on the passed **hwnd.** If an object is found, it is removed from the list and a pointer to the object is returned. If the pointer is valid, you delete it, freeing all memory previously allocated. Again, you return qtrue to inform Omnis you have processed the message.

Finally:

```
    return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
```

This is another *very* important line. Remember that many messages are sent to the message procedure, some important, others not so important. This is where the not so important messages should go. ***WNDdefWindowProc*** is an API to which all messages not handled should be passed. This allows Omnis to do the default operation for messages you do not want to handle.

To complete this file, enter the following:

```
tqfGenericObject::tqfGenericObject( HWND pFieldHWnd )
{
   mHWnd = pFieldHWnd;
}

tqfGenericObject::~tqfGenericObject()
{
}

qbool tqfGenericObject::paint()
{
   WNDpaintStruct paintStruct;
   WNDbeginPaint( mHWnd, &paintStruct );
   WNDendPaint( mHWnd, &paintStruct );
   return qtrue;
}
```

On previous messages, ***ECM_OBJCONSTRUCT*** and ***ECM_OBJDESTRUCT*** referred to the ***tqfGenericObject*** class. This class contains the code which makes the component actually do something. You can add to this later.

Generic.he

New file, ***generic.he***, enter the following code. This defines the class referred to above.

```
/* Number of controls within library */
#define OBJECT_COUNT    1
/* Resource id of library name */
#define LIB_RES_NAME  1000
/* Resource id of control within library */
#define OBJECT_ID1   2000
/* Resource bitmap id */
#define GENERIC_ICON    1

class tqfGenericObject
{
private:
   HWND       mHWnd;

public:
   tqfGenericObject( HWND pFieldHWnd );
   ~tqfGenericObject();
   qbool paint();
};
```

Generic.rc

New file, ***generic.rc***, this is the resource file. It is laid out like a Windows (Window OS) resource file. Under Mac OS and Linux, you can use a resource compiler supplied on the Omnis CD which supports a very basic set of resource keywords. If you keep the resource files simple, they will be cross-platform.

```
1   BITMAP  DISCARDABLE     "GENERIC.BMP"
STRINGTABLE DISCARDABLE
BEGIN
 1000   "Generic Library"
 2000   "Generic Control"
 31000   "GenericWndProc"
END
```

The resource file first includes a bitmap (generic.bmp). You can either create a small Window **.BMP** file (16x16 preferably), or take a copy of the generic.bmp file from the Omnis CD.

String 31000 is **very important**, as this is the name of the message procedure that Omnis tries to call. If you do not have this string, the name of you message procedure should be

'OmnisEXTCOMPONENT'. If the message procedure is not called this, and you do not have a string defining the name to call, Omnis will not call you.

Omnis Web Client

If you intend to release your component as a web component that can be used with the Omnis Web Client, do not use string number 31020. This is reserved for version number checking.

.DEF and .EXP files

Under Windows, an export file is needed for the compiler. This file describes what functions can be called from outside the component. As described above, Omnis needs to call your message procedure with messages for your child windows. For it to do that, the message procedures must be *exported*.

Under Windows, Generic.def:

Create a Generic.def file and enter the following:

```
LIBRARY         GENERIC
EXPORTS
    GenericWndProc  @1
```

This allows Omnis to get and call the message procedure.

Note for all platforms: The name entered in string 31000, the name of the message procedure in ***generic.cpp*** and the name in ***generic.def*** must all be identical. If you do not supply a 31000 string, the message procedure name in ***generic.cpp*** and defined in the ***generic.def*** must be 'OmnisEXTCOMPONENT'.

Building the Generic Component

If you are using Windows:

- Add the generic.cpp, generic.def and generic.rc files to the project using the Project menu and choose the Add New Item... option.
- Open the project Properties and select the C/C++, preprocessor category from the treelist. Add iswin32, isXCOMPLIB to the preprocessor definitions.
- Select the Linker, Input category from the treelist and add omnisu.lib to the Additional Dependencies.
- Close the Property Pages.
- Go to the Build menu and select Build Solution.

If all is successful, you should have created a generic.dll file. This can be moved to the XCOMP folder of your Omnis installation.

If you are using Mac OSX:

- Add the generic.cpp by right-clicking on *Source* and selecting Add→Existing Files. Add generic.rc by right-clicking on *Resources* and selecting Add→Existing Files.
- Select the target and configuration you wish to build and select Build from the Build menu.

If you selected the target UnicodeCore, the component, once built, will be placed in the folder _OSXUnicode inside the source tree. Please note: The ReleaseBuild targets contain no debugging information.

If you are using Linux:

- From the component folder type:
  - '**make Release**' to build the XCOMP component. The resulting component will be in the releaseuni folder.
  - '**make ReleaseWeb**' to build the Web Client component. The resulting component will be in the releaseuniweb folder.
  - '**make ReleaseWebDesign**' to build the WEBCOMP component. The resulting component will be in the releaseuniwebdesign folder.

  You can substitute Release for Debug if you wish to build debug versions.

For all platforms:

If all is successful, you should have created a generic file. You can move it to the XCOMP folder in the main Omnis folder. Remember if Omnis is currently running, you will need to quit and restart.

Moving On From Generic

The Generic example component you have created is only a shell. It can be dragged from the Component Store and created in runtime mode. Next, you can add a property to the component that will appear in the Property Manager. You can modify component properties in design mode and runtime using the Property Manager.

First you need to add some functionality to the tqfGenericObject class. In ***generic.he*** enter the following:

```
qcol mMyColor;

// and

qlong attributeSupport( LPARAM pMessage, WPARAM wParam, LPARAM
   lParam, EXTCompInfo* eci );

// Your class header should now look like this:

class tqfGenericObject
{
private:
   HWND       mHWnd;
   qcol       mMyColor;

public:
   tqfGenericObject( HWND pFieldHWnd );
   ~tqfGenericObject();
   qbool paint();
   qlong attributeSupport( LPARAM pMessage, WPARAM wParam, LPARAM
   lParam, EXTCompInfo* eci );
};
```

Here a new member is added to the class **mMyColor**. Its type is **qcol**. This is a type defined in **gdi.he** and represents a color value (RGB).

A new member function **attributeSupport** is also added. This function is used when Omnis is doing something with your properties.

Now open ***generic.cpp.***

Go to the tqfGenericObject:: tqfGenericObject method (constructor). Add the following line:

```
   mMyColor = GDI_COLOR_WINDOW;
```

Go to the tqfGenericObject::paint() method. This was added previously, but until now was unused. Alter the method so it looks like this:

```
qbool tqfGenericObject::paint()
{
   WNDpaintStruct paintStruct;
   WNDbeginPaint( mHWnd, &paintStruct );

   qrect cRect;
   WNDgetClientRect( mHWnd, &cRect );
   HBRUSH brush = GDIgetStockBrush( BLACK_BRUSH );
   GDIsetTextColor( paintStruct.hdc, mMyColor );
   GDIfillRect( paintStruct.hdc, &cRect, brush );

   WNDendPaint( mHWnd, &paintStruct );
   return qtrue;
}
```

The paint method uses some API calls from both ***hwnd.he*** and ***gdi.he.*** When this method is called as a result of a message, it fills your component with the color that is stored in the new color member **mMyColor.** You should read the HWND and GDI document for an explanation of the APIs used, but generally, the code gets the size of your child window (left, top, width, height), and gets a solid brush. It sets the color of the solid brush to the color in the new color member and then fills the child window with that color.

Back to the message procedure now, and add cases for the following messages:

```
   case WM_PAINT:
   {
      tqfGenericObject* object = (tqfGenericObject*)ECOfindObject(
                              eci, hwnd );
      if ( NULL!=object && object->paint() )
         return qtrue;
      break;
   }

   case ECM_GETPROPNAME:
   {
      return ECOreturnProperties( gInstLib, eci, &MyProperties[0], 1
   );
   }

   case ECM_PROPERTYCANASSIGN:
   case ECM_SETPROPERTY:
   case ECM_GETPROPERTY:
   {
      tqfGenericObject* object = (tqfGenericObject*)ECOfindObject(
```

```
                                eci, hwnd );
      if ( object )
         return object->attributeSupport( Msg, wParam, lParam, eci );
      return 0L;
   }
```

Consider the following messages:

WM_PAINT message informs use the **hwnd** needs painting.

ECM_GETPROPNAME is sent by Omnis to ask for the component's property table.

ECM_PROPERTYCANASSIGN is sent by Omnis to see if a property can have values assigned.

ECM_SETPROPERTY is sent by Omnis to get the value of a property.

ECM_GETPROPERTY is sent by Omnis to set the value of a property.

When you get a **WM_PAINT** message, you find the object in the chain of object instances from the hwnd coming into the message procedure. If you find the object, you call the ::paint() member function of the object.

When you get a **ECM_GETPROPNAME** message, you call another ECO API to build a property table and return it to Omnis. This API is described later, see *Component Properties*.

Now to add some more code. At the top of the file add the following:

```
const cMyColorProp = 1;

ECOproperty MyProperties[] =
{
   cMyColorProp, 4000,  fftInteger,      EXTD_FLAG_PWINDCOL, 0, 0, 0
};
```

This table defines your properties. The layout of the table is defined in the *Component Properties* section, but generally it describes the property id, the resource name of the property, its data type, and the type of data as shown in the Property Manager. The property table, when returned to Omnis using the code shown below, controls how your properties are handled.

```
return ECOreturnProperties( gInstLib, eci, &MyProperties[0], 1 );
```

The only thing left to do in this file is to add the ::attributeSupport() method you declared in the header file. Somewhere near the tqfGenericObject class add the following:

```
qlong tqfGenericObject::attributeSupport( LPARAM pMessage, WPARAM
   wParam,
                                    LPARAM lParam, EXTCompInfo* eci )
{
   switch( pMessage )
   {
      case ECM_PROPERTYCANASSIGN:
      {
         return 1L;
      }
      case ECM_SETPROPERTY:
      {
         EXTParamInfo* param = ECOfindParamNum( eci, 1 );
         if ( param )
         {
            EXTfldval fval( (qfldval)param->mData );
            switch( ECOgetId(eci) )
            {
               case cMyColorProp:
               {
                  mMyColor = (qcol)fval.getLong();
                  WNDinvalidateRect( mHWnd, NULL );
                  break;
               }
            }
         }
         return 1L;
      }
      case ECM_GETPROPERTY:
      {
         EXTfldval fval;
         switch( ECOgetId(eci) )
         {
            case cMyColorProp:
            {
               fval.setLong( (qlong)mMyColor );
               break;
            }
         }
         ECOaddParam(eci,&fval);
         return 1L;
      }
```

```
    }
    // no property found or message was wrong
    return 0L;
}
```

This method is called when Omnis needs to do something with your properties. This is covered in more detail within the *Component Properties* section later, but generally it lets you handle your color property or any future properties you decide to add. For this example, when a color property is assigned, you alter the member in the **tqfGenericObject** class with the new color value being sent from Omnis, force your child window to be repainted, resulting in the new color being drawn on screen. When the Property Manager needs to know what the color is, you send it the value back, and you also tell the Property Manager if it is allowed to assign color to your object.

Finally open ***generic.rc*** and add the following:

```
4000    "$mycolor:This is a color property"
```

```
// your RC file should look like this:

1   BITMAP  DISCARDABLE     "GENERIC.BMP"
STRINGTABLE DISCARDABLE
BEGIN
    1000      "Generic Library"
    2000      "Generic Control"
    4000      "$mycolor:This is a color property"
    31000     "GenericWndProc"
END
```

Now recompile the component. Close Omnis if it is still running, and move the component into your XCOMP folder. Restart Omnis. In the Omnis IDE, when you open a window class and click on your component control, a Custom tab is displayed in the Property Manager. Select it and you should see your color property. Now try assigning some values and it should change the color of your component.

You have covered the very basics of building your own external component. The source contains further generic samples that build on from the basic one adding more properties, events, and component methods.

If you are ready for more of a challenge, the source has many other controls that demonstrate much more of the external components interface. All of the samples supplied (except QuickTime) are completely cross-platform.

Bear in mind Omnis is a cross-platform development tool, and the external component interface has been designed with this in mind. If you want your controls to run on all platforms supported in Omnis, try to use the Omnis API as much as possible. There is very

little it cannot do, and if you *only* use the API, your code should remain completely portable, all you need to do is recompile.

General Hints

Here are some general points you should remember when writing Omnis components:

- Keep to the External Component API; this helps you port your controls to other platforms
- Initialize all members used to handle properties. When the control is first created, the initial values, as displayed in the Property Manager, are the values you initialize your members to.
- Read the 'Memory Issues' for the EXTfldval and EXTqlist classes later defined.
- Do NOT nest painting. See ***WNDstartDraw*** and ***WNDendDraw*** in the HWND documentation.
- For large amounts of data, such as picture components, you can use the ***MEMincAddr*** and ***MEMdecAddr*** function to handle large images.
- If you have any problems with your component when you are within the Omnis IDE, such as the DLL not appearing in the #EXTCOMP dialog, check the Omnis trace log. Any problems encountered in Omnis with respect to your components are reported to the trace log.
- String resource 31020 should not be used as it is reserved for Web Client version number checking.
- If you declare a date property (fftDate), depending on the date subtype used with the EXTfldval::setDate() API, the Property Manager uses either #FT or #FDT to format the property value.

```
EXTfldval fval;
fval.setDate( myDateValue, dpFtime );
```

This example stores a date value in an EXTfldval object. The Property Manager would use #FT to format value because the date subtype used was **dpFtime**.

Omnis and Microsoft Foundation Classes (Windows Only)

This section describes how to use the Omnis component classes within a Microsoft Foundation Class (MFC) dynamic-linked library.

To use MFC and Omnis classes in a DLL you must include **OmnisMFC.LIB** in the project instead of **Omnis.LIB.** The differences between these two libraries are:

- The function **DllMain** (Win32) or **LibMain** (Win16) does not exist in the OmnisMFC.LIB library.

- The global variable **gInstLib** (previously initialized during DllMain or LibMain) does not exist in the OmnisMFC.LIB library.

Mac OSX and XCode Resource Files

Please note that Xcode and its underlying build scripts may encounter problems where file or folder names contain spaces. For this reason it is best to use underscores in place of spaces. Alternatively, it may be possible to work around the issue by adding double quotes around various build attributes, for example:

- The two arguments to the *cp* command that follows the *omnisrc* command in the rule for compiling rc files.
- The header search path for the project headers.
- The framework search path.

Linux Compilation Issues

Please ensure that your Linux system has the necessary link libraries and development packages installed in addition to the gcc compiler (version 4.1 or higher).

- You can obtain the version number of your compiler by typing:
  ```
  gcc -dumpversion
  ```
- You can install the missing standard C library (under Ubuntu for instance) using the command:
  ```
  sudo apt-get install libstdc++2.10-glibc2.2
  ```

Creating Non-Visual Components

Non-visual components are component libraries which contain either Omnis static functions and/or Omnis external class objects.

Just like in high-level languages such as C++ static functions are useful when processing single non-related tasks. However when functions are related, it is sometimes useful to build a collection of related functions into a class object.

Static Functions

Static functions are functions which can be used in the Omnis script language in calculations. Component library static functions appear in the 'Functions' category in the Catalog window.

Adding static functions to your component library requires the following steps:

- Add the flag EXT_FLAG_NVOBJECTS to the set of flags returned by ECM_CONNECT message. Without adding this flag, Omnis will not request the list of static functions from your library.
- Return a list via ECOreturnMethods in response to a ECM_GETSTATICOBJECT message. This message is sent to the component library when Omnis requires a list of static functions.
- Respond to ECM_METHODCALL. However, as these are static functions, the HWND parameter will be NULL. As will wParam and lParam.

An example of static functions in use would be (excerpts from FILEOPS):

```
ECOmethodEvent fileStaticFuncs[ cSMethod_Count ] =
{  // Unique external ID     Resource Number    Flags
   cSMethodId_CreateDir , 8000,                0,     0, 0, 0, 0,
   ….
   cSMethodId_Rename    , 8014,                0,     0, 0, 0, 0
};

extern "C" qlong OmnisWNDPROC GenericWndProc(HWND hwnd, LPARAM Msg,
                     WPARAM wParam, LPARAM lParam, EXTCompInfo* eci)
{
   ECOsetupCallbacks(hwnd, eci);
   switch (Msg)
   {
      case ECM_CONNECT:
      { // Component library contains NV objects & should always be loaded
         return
   EXT_FLAG_LOADED|EXT_FLAG_ALWAYS_USABLE|EXT_FLAG_NVOBJECTS;
      }
      case ECM_GETSTATICOBJECT:
      {  // Omnis is requesting a list of our static functions
         return ECOreturnMethods( gInstLib, eci,
                     &fileStaticFuncs[0], cSMethod_Count );
      }
      case ECM_METHODCALL:
      {  // Omnis requires a static method to be called
         switch ( ECOgetId(pEci) )
         {
            case cSMethodId_CreateDir:... Processing
             …
            case cSMethodId_Rename:       … Processing
         }
         return 1L;
      }
   }
   return DefWindowProc( hwnd,Msg,wParam,lParam,eci);
}
```

See also ECM_CONNECT, ECM_GETSTATICOBJECT, ECM_METHODCALL, ECOreturnMethods

Class Objects

Class objects are, as in the Omnis language, objects which group together data and functions into a single entity.

Adding class objects requires the following steps :-

- Add the flag EXT_FLAG_NVOBJECTS to the set of flags returned by ECM_CONNECT message. Without adding this flag, Omnis will not request of list of objects from your library.
- Respond to the ECM_GETOBJECT message and return a list of objects via ECOreturnObjects. It is important to note that your ECOobject structure should contain unique ids. During subsequent calls the EXTCompInfo mCompId member will contain this id to inform you of the type of object.
- Respond to ECM_OBJCONSTRUCT, ECM_OBJDESTRUCT and ECM_OBJECT_COPY to ensure that your objects are created, destructed and copied.
- Respond to ECM_GETMETHODNAME and ECM_GETPROPNAME to return any methods and properties that your object may have.
- Respond to ECM_PROPERTYCANASSIGN, ECM_SETPROPERTY, ECM_GETPROPERTY in normal manual to manage your objects' properties.
- Finally, respond to ECM_METHODCALL to inform any of your objects' methods.

It is important to note that during all of the above messages (except ECM_GETMETHODNAME, ECM_GETPROPNAME and ECM_OBJECT_COPY) lParam will contain a unique reference to your object. You should use ECOfindNVObject to retrieve your objects' data.

It is also important to note how you require your objects to be managed. For example the FILEOPS example uses a container to hold the actual object. The object is only released/freed when a reference count gets to zero. This allows several Omnis object variables to point to the same FILEOPS object (similar to COM).

An example of use may be (excerpts from FILEOPS):

```
ECOobject fileObjects[ cObject_Count ] =
{  // Unique external ID     Resource Number    Flags
   cObject_FileOps,        2000,              0, 0
};

extern "C" qlong OmnisWNDPROC GenericWndProc(HWND hwnd, LPARAM Msg,
                     WPARAM wParam, LPARAM lParam, EXTCompInfo* eci)
{
   ECOsetupCallbacks(hwnd, eci);
   switch (Msg)
   {
      case ECM_CONNECT:
      {  // Component library contains NV objects & should always be loaded
         return
   EXT_FLAG_LOADED|EXT_FLAG_ALWAYS_USABLE|EXT_FLAG_NVOBJECTS;
      }
      case ECM_GETOBJECT:
      {  // Omnis is requesting a list of our object class names
         return ECOreturnObjects(gInstLib,eci,
                           &fileObjects[0],cObject_Count);
      }
      case ECM_OBJCONSTRUCT:
      {  // Omnis is requesting the construct of a new object.
         if ( eci->mCompId==cObject_FileOps )
         {
            tqfFileOpsContainer* object = (tqfFileOpsContainer*)
                  ECOfindNVObject(eci->mOmnisInstance, lParam );
            if ( !object )
            {
               tqfFileOpsContainer* obj = new
                           tqfFileOpsContainer((qobjinst)lParam);
               ECOinsertNVObject(eci-
   >mOmnisInstance,lParam,(void*)obj);
            }
            return qtrue;
         }
         return qfalse;
      }
      case ECM_OBJDESTRUCT:
      {  // Omnis is requesting the destruction of your object
```

```
      if (eci->mCompId==cObject_FileOps &&
wParam==ECM_WPARAM_OBJINFO)
      {
         void* object=ECOremoveNVObject(eci->mOmnisInstance,lParam
);
         if ( object )
         {
      tqfFileOpsContainer* fileOps =
                  (tqfFileOpsContainer*)object;
            delete fileOps;
         }
      }
      return qtrue;
   }
   case ECM_OBJECT_COPY:
   {  // Omnis requires a new object to be created from an existing one
      objCopyInfo* copyInfo = (objCopyInfo*)lParam;
      tqfFileOpsContainer* srcobj = (tqfFileOpsContainer*)
         ECOfindNVObject(eci->mOmnisInstance,copyInfo-
>mSourceObject);
      if ( srcobj )
      {
         tqfFileOpsContainer* destObj = (tqfFileOpsContainer*)
                  ECOfindNVObject(eci->mOmnisInstance,
                                    copyInfo->mDestinationObject
);
         if ( !destObj )
         {
            destObj = new tqfFileOpsContainer(
               (qobjinst)copyInfo->mDestinationObject,srcobj);
            ECOinsertNVObject( eci->mOmnisInstance,
               copyInfo->mDestinationObject, (void*)destObj );
         }
         else
            destObj->setObject(
               (qobjinst)copyInfo->mDestinationObject,srcobj );
      }
      break;
   }
   case ECM_GETMETHODNAME:
   {  // Omnis is requesting a list of our objects' methods
      if ( eci->mCompId==cObject_FileOps )
```

```
            return ECOreturnMethods( gInstLib, eci,
                    &fileObjFuncs[0], cIMethod_Count );
         break;
      }
      case ECM_GETPROPNAME:
      {  // Omnis is requesting a list of our objects' properties
         // but we don't have any so simply return
         break;
      }
      case ECM_PROPERTYCANASSIGN:
      case ECM_SETPROPERTY:
      case ECM_GETPROPERTY:
      {  // Omnis requires property management
         // but we don't have any so simply return
         break;
      }
      case ECM_METHODCALL:
      {  // Omnis requires a method to be invoked
         if ( eci->mCompId==cObject_FileOps )
         {
            void* object = (void*)ECOfindNVObject( eci-
>mOmnisInstance,
                                                                lParam
);
            tqfFileOpsContainer* fileOps =
(tqfFileOpsContainer*)object;
            if ( fileOps->mObject )
               return fileOps->mObject->methodCall( Msg, wParam,
                                                    lParam, eci );
         }
         break;
      }
   }
   return DefWindowProc( hwnd,Msg,wParam,lParam,eci);
}
```

Control Handlers

This section describes how to develop a control handler component. Control handlers are essentially components which handle other components, such as an ActiveX.

To create a control handler, you should follow these steps. Note that the CONTROLLIB and CONTROL classes are used for illustration purposes and do not exist in the Omnis component environment.

- Add EXT_FLAG_CTRLHANDLER to the component flags.
- Process ECM_GETHANDLERICON to inform Omnis of the HBITMAP to use for the components' group in the Component Store.
- Support for ECM_GETCOMPLIBINFO must be restructured. The component must provide the information for all the control libraries that it supports. The control library names that the component supports must include a file path as a prefix. An example of this would be:

```
if ( !pEci->mCompLibId )
{
   // Omnis is inquiring on the handler.
   ECOreturnCompInfo(gInstLib,pEci,CTRL_RES_NAME,0);

   // Id of first library
   pEci->mCompLibId = 1;
   return qtrue;
}
else
{
   // Omnis is inquiring on a control libraries
   CONTROLLIB* prevLib = getLib( pEci->mCompLibId );

   // Find library from id
   CONTROLLIB* nextLib=0;
   if ( prevLib )
      nextLib=prevLib->mNextLibrary;
   if ( nextLib )
   {
      // you have another library for Omnis
      EXTfldval exfldval;
      // Format of returned name <FilePath>+'\0'+<Library Name>
      str255 ctrlInfo = nextLib->mLibraryPath;
      // Space for NULL
```

```
        ctrlInfo[0]++;
        // Terminate Cstring
        ctrlInfo[ ctrlInfo.Length() ] = '\0';

        // Add control library name
        ctrlInfo.concat( nextLib->mLibraryName );
        exfldval.setChar( ctrlInfo );
        ECOaddParam(pEci,&exfldval);

        // Set Unique id of this library. The id may change between sessions.
        pEci->mCompLibId = nextLib->mLibraryId;

        // Return number of controls within library
        return nextLib->mControlCount;
      }
    // No more libraries
    return qfalse;
}
```

- Support for ECM_GETCOMPID message must return the unique identifier for the control. It should be noted that like the controls' library (mCompLibId), it is not necessary to maintain the same unique identifier between Omnis sessions. Example of ECM_GETCOMPID:

```
CONTROLLIB* curLib = getLib( pEci->mCompLibId );
if ( curLib )
{
   EXTfldval exfldval;
   exfldval.setChar( curLib->getControlName(wParam) );
      ECOaddParam(eci,&exfldval);
      pEci->mCompId = curLib->getControlId( wParam );
}
return cObjType_Basic;
```

- Support for ECM_GETCOMPICON must be restructured to return the HBITMAP for the control. The code for this, may be:

```
// wParam is true if the library is to be loaded. This enables fastest
// load time as it avoids loading the bitmap for every library that
// the handler supports.
if ( wParam )
{
   CONTROL* control = getControl( pEci->mCompLibId, pEci->mCompId
);
    if (control)
    {
      EXTfldval exfldval;
      exfldval.setLong( (qlong) control ->getHBitMap() );
      ECOaddParam(eci,&exfldval);
      // Bitmap returned
      return qtrue;
    }
}
// No bitmap returned
return qfalse;
```

- Support for ECM_GETCONSTNAME must be restructured. Obviously control constants are not in the handlers' resources, so the constant list returned to Omnis must be manually built. An example of this would be:

```
CONTROLLIB* curLib = getLib( pEci->mCompLibId );
if ( curLib )
{
   EXTfldval extfldval;
   EXTqlist list; list.clear( listVlen );
   for ( qshort constCount=1; constCount<=curLib->mConstantCount;
constCount++ )
   {
      EXTfldval cval; qlong line = list.insline();
      // Constant ID
      list.getColValRef( line , 1, cval, qtrue );
      cval.setLong( curLib->getConstId(constCount)  );

      // Constant String
      list.getColValRef( line , 2, cval, qtrue );
      cval.setChar( curLib->getConstantName(constCount)  );
```

```
    }
    extfldval.setList( list, qtrue);
    ECOaddParam(pEci,&extfldval);
    return qtrue;
}
// No constants
return qfalse;
```

- Support for ECM_GETPROPNAME, ECM_GETEVENTNAME, ECM_GETMETHODNAME must be restructured to return the properties for a control. An example of this would be:

```
CONTROL* cntrl = getControl( pEci->mCompLibId, pEci->mCompId);
if (cntrl)
{
   EXTfldval extfldval;
   EXTqlist list; list.clear( listVlen );
   for ( qshort num=1; num <= cntrl->getCount(); num ++ )
   {
      EXTfldval cval;
      qlong line = list.insertLine();
      // External id
      list.getColValRef( line , 1, cval, qtrue );
      cval.setLong(cntrl->getId(num));

      // Name
      list.getColValRef( line, 2, cval, qtrue );
       cval.setChar(cntrl ->getName(num) );

      // fft type of property/return type
      list.getColValRef( line , 3, cval, qtrue );
         cval.setLong(cntrl->getType(num) );

      // EXTD_ flags
      list.getColValRef( line, 4, cval, qtrue );
      cval.setLong(cntrl ->getFlags(num) );

       if ( ECM_GETPROPNAME==message )
       {
          // For properties you need to set the constant range
          // Const Start (zero if none)
             list.getColValRef( line , 6, cval, qtrue );
```

```
            cval.setLong(cntrl->getConstStart(num));

            // Const End (zero if none)
            list.getColValRef( line , 7, cval, qtrue );
             cval.setLong(cntrl->getConstEnd(num));
          }
          else
          {
            // For functions & events you need to add a
            // list containing parameters
            EXTqlist paramlist;
             paramlist.clear( listVlen );
             for ( qshort m=1; m<=cntrl->getParamCount(); m++ )
             {
              qlong paramline = paramlist.insertLine();

              // Parameter name
              paramlist.getColValRef( paramline, 1, cval, qtrue);
              cval.setChar(cntrl->getParamName(m));

              // fft Data type
              paramlist.getColValRef( paramline, 2, cval, qtrue);
              cval.setLong(cntrl->getParamType(m));

              // EXTD_ flags
              paramlist.getColValRef( paramline, 3, cval, qtrue);
              cval.setLong( cntrl->getParamFlags(m) );
              }
            list.getColValRef( line , 6, cval, qtrue );
            cval.setlist( paramlist, qtrue );
          }
       }
       extfldval.setList( list, qtrue);
       ECOaddParam(pEci,&extfldval);
        return qtrue;
    }
    // No properties
    return qfalse;
```

- Finally, on receipt of the ECM_OBJCONSTRUCT, the control handler needs to construct the appropriate control. To enable this, the members mCompId and

mCompLibId in the EXTCompInfo structure will contain the unique identifiers as declared during ECM_GETCOMPLIBINFO and ECM_GETCOMPID messages.

See also ECM_CONNECT, ECM_GETHANDLERICON, ECM_GETCOMPLIBINFO, ECM_GETCOMPID, ECM_GETCOMPICON, ECM_GETCONSTNAME, ECM_GETPROPNAME, ECM_GETEVENTNAME, ECM_GETMETHODNAME.

Background Components

When creating a background external component, you need to be aware of the differences between real components, and of the extra messages you may need to respond to.

A background component is created in a different way within Omnis during runtime and design mode. When you are designing a background component in design mode, the component will be given a child window (HWND) to draw within. During design mode, Omnis maintains this child window. During runtime, no child window is created. Omnis will call your object to paint, in an existing window at a certain location. Given this runtime/design mode difference, you should not use any HWND API that requires a window, such as WNDsetCapture() as you may not have a valid child window.

The following messages describe the differences or meaning when received by a background component.

ECM_OBJCONSTRUCT

ECM_OBJCONSTRUCT is sent to all component types. For background components you can test the wParam parameter and the ECM_WFLAG_NOHWND flag to tell if you are being created during design or runtime. For example :

```
case ECM_OBJCONSTRUCT:
{
   tqfTile* object = new tqfTile( hwnd );
   object->mIsRealHWND = !(wParam & ECM_WFLAG_NOHWND);
   ECOinsertObject( eci, hwnd, (void*)object, wParam  );
   return qtrue;
}
```

The above example creates a new background component object, and stores a flag in the class so the control knows if it has a real child window or not.

ECM_CONNECT

The ECM_CONNECT needs to be handled for background external components. When Omnis calls your component with this message, the following code should be used. If the code is omitted, Omnis will create the control as a first class foreground object.

```
case ECM_CONNECT:
{
   return EXT_FLAG_LOADED | EXT_FLAG_BCOMPONENTS;
}
```

ECM_PRINT

ECM_PRINT is a very important message. Normally with standard components you pick up the WM_PAINT message so you can paint your control. During runtime, as you do not have a child window, you will never receive a WM_PAINT message. During design mode you do have a child window, so in theory you could get a WM_PAINT message, but you will not. To help background components keep a simple interface, Omnis sends only ECM_PRINT to your component during runtime and design mode to indicate that it needs to be painted. A WNDpaintStruct is passed in the **lParam** parameter which holds the area that needs painting and a HDC to paint within.

```
case ECM_PRINT:
{
   tqfTile* object = (tqfTile*)ECOfindObject( eci->mOmnisInstance,
      hwnd, wParam );
   WNDpaintStruct* ps = (WNDpaintStruct*)lParam;
   if ( object ) object->paint( ps->hdc, &ps->rcPaint );
   return qtrue;
}
```

The above example shows how to paint you background object in runtime or design mode.

Web Client Components

Writing Web Client components is almost identical to writing standard window components. In fact, you can build both from the same source. There are however some small differences.

- You will need to link against a different set of libraries. Use the example project files as a guide.
- The final DLL/shared library name must match the component library name as specified by your resources. The library name resource ID is returned by ECOreturnCompInfo as a response to the ECM_GETCOMPLIBINFO. As a rule of

thumb, all our web client component names start with “FORM”, i.e. FORMTREE, FORMTIME, etc.

- Web client components must respond to the ECM_GETCOMPSTOREGROUP message and return the group name with ECOreturnCStoreGrpName ECM_GETVERSION (see Chapter 2—Components Reference). The group name must be “WEB Components” for web controls and “WEB Background Objects” for web background objects.
- Web client components must be data bound in order to manipulate Omnis data. There is no other way of telling the client that data has changed and needs to be sent to the server for the next event. There is a message ECM_HASPRIMARYDATACHANGED (see Chapter 2—Components Reference) which the component needs to implement. You use it to tell the web client if the primary data has been changed by the user. If the component only displays data, it can have non-data bound properties which take instance variable names, but the component will not know when the data has changed.
- Web client components need to implement the following additional messages which deal with focusing and mouse clicks.
  ECM_CANFOCUS
  ECM_ CANCLICK
  (see Chapter 2—Components Reference)
- In addition, web client components must implement a proper versioning system. There is a new ECOreturnVersion function which must be used as a response to ECM_GETVERSION (see Chapter 2—Components Reference).
- ECOsendEvent function will always return true when called from web client components. In order to receive a result, the component must implement the ECM_EVENTRESULT message (see Chapter 2—Components Reference).
- Some functions or classes require additional parameters when used from web client components. These are
  EXTBMPref::EXTBMPref
  EXTCURref::EXTCURref
  (see Chapter 3—EXTBMPref/EXTCURref Class Reference)
- The EXTfile class and related functions are currently not supported.

The new generic stationary in the MACIDE folder (Mac only) includes basic code needed for writing web client components.

Chapter 2—Structures, Messages & Functions

This section describes control, resource allocation and general functions provided by the component library. Where object classes provide additional functions related to their operation, these are documented at the end of the relevant section.

Structures

ECOmethodEvent (for methods)

This is the structure defining information about a component method. The address to a table of method items should be used with the **ECOreturnMethodsEvents** API.

See some of the samples for an example.

```
struct ECOmethodEvent
{
   qlong      mId;
   qlong      mNameResID;
   qlong      mReturnDataType;
   qlong      mParameterCount;
   ECOparam*  mParameters;
   qlong      mFlags;
   qlong      mExFlags;
};
```

- **mId** - The unique identifier, within the method table, for the method. All external methods must have a positive number and must not be zero. All negative numbers are assumed to be Omnis internal methods, presently only Omnis internal methods ECF_CUSTOM & ECF_ABOUT are supported (neither have any parameters).

- **mNameResID** - Resource id which contains the method name. Method names should, ideally, be unique to avoid ambiguity in Omnis notation. If there is a clash between Omnis and the component method names, you may use a prefix of '::' to reference the external method. For example, Calculate #1 as $cobj.$::clashMethod.

- **mReturnDataType** - Returned data type of type fftxxx. Specify 0 for no returned data (e.g. void) and fftNone for an unspecified data type.

- **mParameterCount** - Number of parameters for the method. Specify zero for no parameters.
- **mParameters** - Pointer to an array of parameters. Specify NULL if there are no parameters.
- **mFlags** - Method flags of type EXTD_FLAG_xxxx.
- **mExFlags** - Use zero. Extended flags for future enhancement.

Once a table of methods has been returned, you should be ready to receive the **ECM_METHODCALL** message.

If the method is to support parameters, you need to supply information describing the parameters' properties. This is the parameter structure.

```
struct ECOparam
{
   qlong mNameResID;
   qlong mDataType;
   qlong mFlags;
   qlong mExFlags;
};
```

- **mNameResID** - Resource id which contains the parameters' name.
- **mDataType** - fftxxx data type of the parameter. Use fftNone for an unspecified data type.
- **mFlags** - Parameter flags of type EXTD_FLAG_xxxx. Examples are EXTD_FLAG_PARAMOPT and EXTD_FLAG_PARAMALTER.
- **mExFlags** - Must be zero. Extended flags for future enhancement.

Example of a method table

```
// The parameters

ECOparam CALENDARparams[2] =
{
   // string 7000 for param name, fftInteger type
   7000, fftInteger, 0, 0,
   // string 7001 for param name, fftInteger type
   7001, fftInteger, 0, 0
};

// The method table

ECOmethodEvent CALENDARmethods[3] =
{
   cCalendarMethodSetDayIcon,     6000, 0, 2, &CALENDARparams[0], 0,
   0,
   cCalendarMethodClearDayIcons,
      6001,fftInteger,1,&CALENDARparams[0],0,0,
   cCalendarMethodGetDayIcon,   6002, 0, 0, 0, 0, 0
};

// method cCalendarFuncSetDayIcon uses string 6000 for its name,
// no return type, 2 parameters, the address to a parameter.
// The last two items are method flags, see member description above.


extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETMETHODNAME:
      {
         // you want to support method, so send OMNIS the method table.
         return ECOreturnMethods( gInstLib, eci, &CALENDARmethods[0],
   3 );
      }
      case ECM_METHODCALL:
      {
         // OMNIS code is calling your component method
```

```
            qlong methodID = ECOgetId(eci);
            switch(methodID)
            {
               case cCalendarMethodSetDayIcon: …….
               case cCalendarMethodClearDayIcons: …….
               case cCalendarMethodGetDayIcon:
               {
                  // this method supports parameters
                  // so get information for parameter 1
                  EXTParamInfo* param = ECOfindParamNum( eci, 1 );
                  // create an EXTfldval from the information data
                  EXTfldval passedParam( (qlong)param->mData );
                  qlong valuePassed = passedParam.getLong();
                  …….
                     break;
               }
            }
            return 1L;
         }
      }
      return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnMethodsEvents, ECM_METHODCALL, EXTD_FLAG_PARAMOPT, EXTD_FLAG_PARAMALTER

ECOmethodEvent (for events)

This is the structure defining information about a component's events. The address to a table of events information should be used with the **ECOreturnMethodsEvents** API call.

```
struct ECOmethodEvent
{
   qlong   mId;
   qlong   mNameResID;
   qlong   mReturnDataType;
   qlong   mParameterCount;
   ECOparam*  mParameters;
   qlong   mFlags;
   qlong   mExFlags;
};
```

- **mId** - The unique identifier, within the event table, for the event. All external events must have a positive number and must not be zero. All negative numbers are assumed to be

Omnis internal events. For a list of supported internal events, look for ECE_ in EXTDEFS.HE.

- **mNameResID** - Resource id which contains the event name. Event names must be unique and must not clash with Omnis internal events. The string ‘ev’ is used automatically as a prefix for any event.
- **mReturnDataType** - Returned data type of type fftxxx. Specify 0 for no returned data (e.g. void) and fftNone for an unspecified data type.
- **mParameterCount** - Number of parameters for the event. Specify zero for no parameters.
- **mParameters** - Pointer to an array of parameters. Specify NULL if there are no parameters.
- **mFlags** - Event flags of type EXTD_FLAG_xxxx.
- **mExFlags** - Use zero. Extended flags for future enhancement.

Once a table of event information has been returned, you can use the **ECOsendEvent** API.

If your events support parameters, you need to supply information describing the parameters. See the *Component Methods* section for a description of the **ECOparam** structure, or see some of the example components.

Example of an events table

```
// The event parameters
ECOparam SLIDERnewPos[1] =
{
   // resource 6000 for its name and type fftInteger
   6000, fftInteger, 0, 0
};
// The event table
ECOmethodEvent SLIDERevents[3] =
{
   cSliderEvStartSlider,   5000, 0, 0, 0, 0, 0,
   cSliderEvEndSlider,        5001, 0, 0, 0, 0, 0,
   cSliderEvNewSliderPos,     5002, 0, 1, &SLIDERnewPos[0], 0, 0
};
// function cSliderEvNewSliderPos uses string 5002 for its name, no return
// type, 1 parameters, the address to a parameter table. The last two items
// are event flags, see memeber description above.
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETEVENTNAME:
      {
         // you want to support events, so send OMNIS the event table.
         return ECOreturnEvents(gInstLib,eci,&SLIDERevents[0],3);
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
// Events can be sent using the ECOsendEvent API.
// e.g. ECOsendEvent( mHWnd, cSliderEvStartSlider, 0, 0 );
//       or with an event parameter
//      EXTfldval evParam;
//      evParam.setLong( 10 );
//      ECOsendEvent( mHWnd, cSliderEvNewSliderPos, &evParam, 1 );
```

ECOproperty

This is the structure of a single property. The address to a table of properties should be used with the **ECOreturnProperties** API when Omnis calls your component with a **ECM_GETPROPNAME** message.

See some of the samples for an example.

```
struct ECOproperty
{
   qlong   mPropID;
   qlong   mNameResID;
   qlong   mDataType;
   qlong   mFlags;
   qlong   mExFlags;
   qlong   mEnumStart;
   qlong   mEnumEnd;
};
```

- **mPropID** - Property Identifier. External properties ids must be positive and unique within the property table. These id's link the Omnis data with the associated property and therefore must not change.

- **mNameResID** - Resource id for the property name. Property names should, ideally, be unique to avoid ambiguity in Omnis notation. If there is a clash between Omnis and the component property, you may use a prefix of '::' to reference the external property, e.g. Calculate #1 as $cobj.$::clashProperty.

- **mDataType** - fftxxx data type.

- **mFlags** - EXTD_FLAG_xxx.

- **mExFlags** - Extended flags for future enhancements.

- **mEnumStart** - Constant id enumeration start (0 if not required).

- **mEnumEnd** - Constant id enumeration end (0 if not required).

Example Property Table

```
ECOproperty OMNISICNproperties[4] =
{
   cOmnisIcnBackColor,  4000,   fftInteger, EXTD_FLAG_PWINDCOL, 0,
   0, 0,
   cOmnisIcnIsTransparent,   4001,      fftBoolean, 0, 0, 0, 0,

   cOmnisIcnIconId,     4002, fftInteger, EXTD_FLAG_PWINDICON, 0, 0,
   0,   cOmnisIcnScale,      4003,      fftBoolean, 0, 0, 0, 0

};

extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                   WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETPROPNAME:
      {
         // you want to support properties, so send OMNIS
         // the property table.
         return ECOreturnProperties( gInstLib, eci,
                        &OMNISICNproperties[0], 4 );
      }
      case ECM_PROPERTYCANASSIGN:
      {
         // OMNIS wants to know if you allows assignment to a property
         qlong propID = ECOgetId(eci);
         // you should return 1L if the
         // propID ( e.g. cOmnisIcnBackColor ) can be assigned.
         return 0L;
         }
      case ECM_SETPROPERTY:
      {
         // OMNIS is informing you to set a property value.
         qlong propID = ECOgetId(eci);
         // get the parameter information
         EXTParamInfo* param = ECOfindParamNum( eci, 1 );
         // create a EXTfldval object containing the new value
         EXTfldval newValue( (qlong)param->mData );
         // assign property 'propID' the value stored in 'newValue'
```

```
            // always return 1L if you handled the assignment.
            return 1L;
         }
         case ECM_GETPROPERTY:
         {
            // OMNIS wants to know a property value
            qlong propID = ECOgetId(eci);
            // prepare a EXTfldval for return
            EXTfldval returnVal;
            // you must return the value for 'propID', the value 10
            // is returned for this example
            returnVal.setLong( 10 );
            // send the return value back to OMNIS
            ECOaddParam(eci,& returnVal);
            // always return 1L if you handled the call.
            return 1L;
         }
      }
      return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

Once a table of properties has been returned, you should be ready to receive the **ECM_PROPERTYCANASSIGN**, **ECM_SETPROPERTY** and **ECM_GETPROPERTY** messages.

The property flags are used to describe information about a property in the property table that must be returned to Omnis if you intend to support properties.

See also ECOreturnProperties, ECM_GETPROPNAME, ECM_PROPERTYCANASSIGN, ECM_SETPROPERTY, ECM_GETPROPERTY.

EXTclipType

The following enum values are used with the function ECOclipboardHasFormat().

```
enum EXTclipType
{
   eExtClipText = 0,
   eExtClipPicture = 1
};
```

- **eExtClipText** – use this enum when testing the clipboard for text data.
- **eExtClipPicture** - use this enum when testing the clipboard for picture data.

See also ECOclipboardHasFormat

EXTCompInfo

This is the structure which is passed from Omnis to the components' message function. EXTCompInfo contains all the information needed to process ECM_xxxx messages.

```
struct EXTCompInfo
{
   qlong         mCompLibId;
   qlong         mCompId;
   void*         mGdata;
   EXTHANDLE     mOmnisInstance;
   EXTParamInfo*   mParamFirst;
   void*         mPrivate;
   EXTADDR       mECOCallBack;
   EXTADDR       mGDICallBack;
   EXTADDR       mHWNDCallBack;
   EXTADDR       mFVALCallBack;
   EXTADDR       mQLISTCallBack;
   EXTADDR       mBMPCallBack;
   EXTADDR       mCRBCallBack;
   EXTADDR       mPRICallBack;
   EXTADDR       mQFILECallBack;
   locptype*     mLocLocp;
   locptype*     mInstLocp;
   EXTADDR       mDAMCallBack;
};
```

- **mCompLibId** - Contains the unique identifier for the component library. This value should only be used by control handlers.
- **mCompId** - Unique identifier for the control.
- **mGdata** - Pointer which is maintained by the external component.
- **mOmnisInstance** - Instance of Omnis.
- **mParamFirst** - Pointer to the first parameter.
- **mPrivate** - Private pointer used by Omnis. The component must not alter this member.
- **mECOCallBack, mGDICallBack, mHWNDCallBack, mFVALCallBack, mQLISTCallBack, mBMPCallBack, mCRBCallBack, mPRICallBack, mQFILECallBack, mDAMCallBack(v3.1)** - Data for Omnis call-back functions. The component must not alter these members.

- **mLocLocp -** The context of the calling Omnis method. When the external component is not called from an Omnis method, it is identical to mInstLocp.

- **mInstLocp -** The context of the Omnis class instance, which contains the object instance. When the external component is not called from a class instance, it points at the library or root.

EXTParamInfo

This structure contains all the parameter information required for many ECM_xxxx messages and functions.

```
struct EXTParamInfo
{
   long          mId;
   long          mInfo;
   void*         mData;
   long          mParent;
   unsigned charmNum;
   char          mFlags;
   EXTParamInfo*mNext;
   void*         mItem;
   void*         mVpt;
};
```

- **mId** – Parameter id. Depends on the context in which the EXTParamInfo structure is used. For example, during property messages this will contain the unique property identifier (mPropID).

- **mInfo** – Not currently used.

- **mData** – Pointer to data.

- **mParent** – Not currently used.

- **mNum** – Specifies the parameter number. A value of zero indicates that it is a return parameter.

- **mFlags** – Flags of type EXTC_FLAG_xxxx for the parameter.

    - **EXTC_FLAG_EXTDEL** – Indicates that the parameter should be deleted by the component. The component must not manually set this flag.

    - **EXTC_FLAG_PARAMCHANGED** – Indicates that the parameter has been changed. The component must not manually set this flag.

    - **EXTC_FLAG_HASITEM (v3.1) -** Indicates that the EXTParamInfo contains valid mItem and mVpt fields. These fields are required by some of the new

callbacks in v3.1. If building components for 3.1 you should return this flag during connect.

- **mNext** – Pointer to the next EXTParamInfo structure (may be NULL).
- **mItem (v3.1)** – Contains pointer to an Omnis item reference. Required by some new callbacks in v3.1.
- **mVpt (v3.1)** – Contains pointer to an Omnis parameter info structure. Required by some new callbacks in v3.1.

EXTParamTypeInfo (v3.1)

Returns information about the Omnis data field.

```
struct EXTParamInfo
{
   qshort     mType;
   qshort     mSubType;
   qlong      mLength;
   str255     mName
};
```

- **mType** – The Omnis data type.
- **mSubType** – The Omnis data sub type.
- **mLength** – The maximum length in bytes or characters of the data field. Zero means unlimited (10,000,000).
- **mName** – The Omnis data field name.

See also ECOgetParamInfo

EXTSerialise (v3.1)

Structure used by the IS_SERIALISED control message.

```
struct EXTserialise
{
   str255     mProductCode;
   str255     mFunctionCode;
   str255     mSerial;
   str255     mNotes;
};
```

- **mProductCode** – Product code supplied by component. Must be 4 alpha/numeric characters.

- **mFunctionCode** – Functionality code returned by Omnis. These consist of 4 alpha/numeric characters describing the enabled functionality.
- **mSerial** – Complete serial number. Returned by Omnis.
- **mNotes** – Notes as entered with the serial number by the user. Returned by Omnis.

See also ECOisSerialised, IS_SERIALISED

Flags

EXTD_EFLAG_xxx

These defines are used in the mExFlags member of the ECOproperty structure.

EXTD_EFLAG_REPFONT

Indicates that Omnis should use report fonts for this property.

EXTD_FLAG_xxx

These defines are used in the mFlags member of the ECOproperty structure.

EXTD_FLAG_BUTTON

Indicates that Omnis should provide a button on the Property Manager.

EXTD_FLAG_EDITRONLY

Indicates that Omnis stops editing of the property on the Property Manager.

EXTD_FLAG_ENUM

Indicates that the property is an ENUM. For this type of property, Omnis sends the component the ECM_GETPROPERTYENUMS message.

See also ECM_GETPROPERTYENUMS

EXTD_FLAG_EXTCONSTANT

Indicates the property is an external constant value. For example, the following property entry (extract from QuickTime) indicates that the property is a external (i.e. Component) constant between constant ids, 23000 & 23004.

```
eQTIME_Movie_scaling,   25017,
     fftNumber,EXTD_FLAG_EXTCONSTANT,0,23000,23004
```

EXTD_FLAG_FAR_SRCH

Indicates that the property will be searched on during find and replace.

EXTD_FLAG_FONTPROP

Indicates that the property is a font.

EXTD_FLAG_HIDDEN

Indicates that the property is hidden, that is, the property does not appear in the Property Manager at all.

EXTD_FLAG_INTCONSTANT

Indicates the property is an internal constant value. For example the following property entry (extract from Calendar) indicates that the property is a internal (i.e. Omnis) constant between constant ids, pre3DStyleF & pre3DStyleL (See **DMCONST.HE** for the entire Omnis constant range).

```
cCalendar_HeadingMode,4002,fftInteger,EXTD_FLAG_INTCONSTANT,0,pre3DS
   tyleF,pre3DStyleL
```

EXTD_FLAG_PARAMALTER

Indicates that the parameter can be altered during a function call.

See also ECOsetParameterChanged

EXTD_FLAG_PARAMOPT

Indicates that the function parameter (and every parameter after) is optional.

EXTD_FLAG_PRIMEDATA

Indicates the property is a data field. Each object may have only **one** primary data field and appears as the $dataname property in Omnis.

See also ECM_SETPRIMARYDATA, ECM_GETPRIMARYDATA, ECM_GETPRIMARYDATALEN, ECM_CMPPRIMARYDATA, ECM_PRIMARYDATACHANGE

EXTD_FLAG_PROPACT

Indicates that the property appears on the action tab.

EXTD_FLAG_PROPAPP

Indicates that the property appears on the appearance tab.

EXTD_FLAG_PROPCUSTOM

Indicates that the property appears on the custom tab (default).

EXTD_FLAG_PROPDATA

Indicates that the property appears on the data tab.

EXTD_FLAG_PROPGENERAL

Indicates that the property appears on the general tab.

EXTD_FLAG_PROPPREFS

Indicates that the property appears on the preferences tab.

EXTD_FLAG_PROPTEXT

Indicates that the property appears on the text tab.

EXTD_FLAG_PROPPANE

Indicates that the property appears on the pane tab.

EXTD_FLAG_PROPSECTIONS

Indicates that the property appears on the sections tab.

EXTD_FLAG_PROPGRP1

Mask for Property Manager tab.

EXTD_FLAG_PROPPANE

Indicates that the property appears on the pane tab.

EXTD_FLAG_PWINDCOL

Indicates that the popup color window should be provided.

EXTD_FLAG_PWINDCOL256

Indicates that the popup 256 color window should be provided. Useful for interfacing with non-Omnis components such as Active-X or Java Beans.

EXTD_FLAG_PWINDCURSOR (v3.1)

Indicates that the popup cursor window should be provided.

EXTD_FLAG_PWINDFSTYLE

Indicates that the popup font style window should be provided.

EXTD_FLAG_PWINDICON

Indicates that the popup icon window should be provided.

EXTD_FLAG_PWINDLSTYLE

Indicates that the popup line style window should be provided.

EXTD_FLAG_PWINDMLINE

Indicates that the popup multi line edit window should be provided.

EXTD_FLAG_PWINDPAT

Indicates that the popup pattern window should be provided.

EXTD_FLAG_PWINDSET

Indicates that the popup checkbox selection window should be provided.

EXTD_FLAG_PWINDTYPE

Mask for the popup window types.

EXTD_FLAG_RUNTIMEONLY

Indicates that the property is runtime only, that is, the property appears in the Property Manager during design mode if the Show runtime properties option is switched on.

EXTD_FLAG_SECTIONS

Indicates that the property appears on the sections tab.

EXTD_FLAG_SINGLESEL

Indicates that the property appears in the Property Manager when only one object is selected.

EXTD_FLAG_STATEONLY

Indicates that Omnis displays [Empty] or [Not Empty] in the Property Manager.

EXTD_FLAG_SUPPRESS

Indicates that the standard anum (see anums.he) property should be suppressed in the Property Manager.

General Messages

This section describes some of the messages you receive via your WNDPROC. For additional messages see the HWND and GDI message section.

ECM_ADDTOPRINTJOB

The ECM_ADDTOPRINTJOB message is send to a report object when the object is to add itself to the print job. This message will only be sent if you returned 1L as a response to the message ECM_CANADDTOPRINTJOB.

- **lParam** - points to the printInfo structure. This structure contains a pointer to the print job mJob of type PRIjob, and a pointer to the object information mObj of type PRIobjectStruct. See print manager documentation for more information about PRIobjectStruct and adding objects to a print job.

Returns:

If the component has added objects to the print job, return 1L. Otherwise return 0L.

```
case ECM_ADDTOPRINTJOB:
{
   tqfRepObj *obj = (tqfRepObj*)ECOfindObject( eci, hwnd );
   if ( obj )
   {
      printInfo *info = (printInfo*)lParam;
      info->mObj->mType = PRI_OBJ_TEXT;
      info->mObj->mAddEllipsis = qtrue;
      qprierr err = PRIaddObject( info->mJob, info->mObj );
      return err == PRI_ERR_NONE ? 1L : 0L;
   }
   return 0L;
}
```

ECM_BOBJ_EXERASE

The ECM_BOBJ_EXERASE message is sent to the **background** components to inquire on whether the background objects' frame region should be excluded from the erase background region.

Returns:

The component should return true if the components' frame region should be excluded, false otherwise.

ECM_CANADDTOPRINTJOB

External report objects can have full control over what is added to a print job when the object is about to be printed. In order to take advantage of this feature, you must implement this message and return 1L. You will then receive a ECM_ADDTOPRINTJOB message which allows you to add one or more objects supported by the print manager. See print manager documentation for more information about adding objects to a print job.

Returns:

Return 1L if you wish to control what is added to a print job, otherwise return 0L.

ECM_CANCLICK (Web Client 1.0)

The ECM_ CANCLICK message is sent, when the web client needs to know if the component can receive mouse messages.

Parameters:

- **wParam** – is 1 if the component is enabled, otherwise it is 0.

Returns:

Return 1L if the component can receive mouse messages, otherwise return 0.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_ CANCLICK:
      {
         // the component can receive mouse messages if it is enabled
         return wParam;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_CANFOCUS (Web Client 1.0)

The ECM_CANFOCUS message is sent, when the web client needs to know if the component can receive the input focus.

Parameters:

- **wParam** – is 1 if the component is enabled, otherwise it is 0.

Returns:

Return 1L if the component can receive the input focus, otherwise return 0.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_ CANFOCUS:
      {
         // the component can receive the focus if it is enabled
         return wParam;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_CANSHOWSYSTEMFOCUS (V3.2)

This message is send to the component when Omnis needs to know if the systems focus border is to be drawn around the component (Macintosh only).

Returns:

Return 1L if a focus border is to be drawn, otherwise return 0.

ECM_CMPPRIMARYDATA

The ECM_CMPPRIMARYDATA message is sent to the component to compare its objects' data with the data provided in parameter one.

Returns:

The component should return DATA_CMPDATA_SAME if the data is the same, or DATA_CMPDATA_DIFFER if the data is different, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_CMPPRIMARYDATA:
      {
         EXTParamInfo* param = ECOfindParamNum(eci,1);
         if ( param && param->mData )
         {
            EXTfldval newValue( (qlong)param->mData );
            if ( newValue.compare( myComponentData )==0 )
               return DATA_CMPDATA_DIFFER;
         }
         return  DATA_CMPDATA_SAME;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also EXTD_FLAG_PRIMEDATA

ECM_COMPONENTCMD

The ECM_COMPONENTCMD message is sent to the component in response to the $cmd notation method being executed.

The $cmd method provides functionality to Omnis scripting language which might otherwise be inaccessible.

For example, the javabean component provides functionality to enumerate beans. However, this functionality is normally only available via a dialog. $cmd also provides this functionality without the use of the dialog.

Once invoked, all parameters are passed to the component.

An example of use may be :-

```
OMNIS script code :-
   Do $components.MyLibrary.$cmd(1)
External C++ Library code :-
   case ECM_COMPONENTCMD:
   {
      EXTParamInfo* param = ECOfindParamNum( pEci, 1 );
      if ( !param ) return rtnVal; // Method called with too few
   parameters      EXTParamInfo* ecp = eci.findParam((qbyte)n);

      EXTfldval fval( (qfldval)ecp->mData );
      If ( fval.getLong()==1 )
         // Do processing …
      break;
   }
```

ECM_CONNECT

The ECM_CONNECT message is sent to the component after an Omnis instance has loaded the component.

Returns:

The component should return one or more of the following flags: -

- **EXT_FLAG_LOADED** - Component has been loaded successfully. The component must return this flag otherwise Omnis assumes the component failed to load.
- **EXT_FLAG_USABLE \ Note: FOR INTERNAL USE ONLY.** ***A component must not return this flag.***
- **EXT_FLAG_ALWAYS_USABLE** - Component is always available regardless of its load status. This flag enables components to be usable in Omnis **without** having to load

it via the external component dialog. For example, Omnis OLE & Graph components both set this flag.

- **EXT_FLAG_REMAINLOADED** - Component remains loaded even after its usage has returned to zero. This flag provides the best component performance and may be used if the component connection process is too slow.
- **EXT_FLAG_HIDDEN (v3.3)**– Component will not be visible in the object notation tree displayed when creating variables of type 'Object'.
- **EXT_FLAG_DAM (v5.0)**- The external component is a DAM; must be set in addition to EXT_FLAG_SESSION for DAMs only.
- **EXT_FLAG_CTRLHANDLER** - Component is a control handler . Please refer to the section '**Control Handlers**' for more information.
- **EXT_FLAG_EVENTHANDLER** – Component in an event handler. Treatment of this flag is the same as EXT_FLAG_CTRLHANDLER.
- **EXT_FLAG_SESSION (v3.1)** – Component is a SQL session object. (Omnis Studio version 3.0 onwards). This flag is also used to elicit thread-safe behavior when writing multi-threaded components.
- **EXT_FLAG_OWNROOTNODE (v4.1)** – Specifies that the component should be assigned its own root node in the object notation tree displayed when creating variables of type 'Object'.
- **EXT_FLAG_BCOMPONENTS** - Component library contains only background components.
- **EXT_FLAG_NVOBJECTS** – Component library contains non-visual objects (either static functions or Omnis objects).
- **EXT_FLAG_PRI_OUTPUT** - Component library contains output devices.
- **EXTC_FLAG_HASITEM (v3.1) -** Indicates that the EXTParamInfo contains valid mItem and mVpt fields. These fields are required by some of the new callbacks in v3.1. If building components for 3.1 you should return this flag during connect.

Note: Most components do not need to catch this message. The default returned value in WNDdefWindowProc is EXT_FLAG_LOADED.

ECM_CONSTPREFIX

The ECM_CONSTPREFIX message is sent when Omnis requires the prefix string for all components' constants.

If the component requires a constant prefix, it should add a parameter containing the string.

Returns:

Return true if the constant prefix has been returned.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_CONSTPREFIX:
      {
         EXTfldval prefixName;
         str15 prefixStr;
         prefixStr[0] = RESloadString( gInstLib, resourceID,
                                 &prefixStr[0], 15 );
         prefixName.setChar(prefixStr);
         ECOaddParam(eci,&prefixName);
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_CONVFROMHPIXMAP (Studio 2.1)

The ECM_CONVFROMHPIXMAP message is sent to a picture format component when Omnis requires an HPIXMAP to be converted into raw binary picture data (as stored on disk).

Parameters:

- **lParam** – HPIXMAP required to convert.

Returns:

Return qtrue if the component has successfully converted the HPIXMAP to binary data, qfalse otherwise.

```
extern "C" qlong OMNISWNDPROC PCXWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
      case ECM_CONVFROMHPIXMAP:
      {
         qbool rtnVal = qfalse;
         HPIXMAP thePixMap = (HPIXMAP)lParam;
         qHandle binaryPCX;
         if ( PixmapToPCX(thePixMap ,binaryPCX) )
         {
            EXTfldval fval;
            fval.setHandle(fftBinary,binaryPCX,qfalse);
            ECOaddParam(eci,&fval);
            rtnVal = qtrue;
         }
         binaryPCX.setNull();
         return rtnVal;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_CONVHEADER (Studio 2.1)

The ECM_CONVHEADER message is sent to a picture format component when Omnis requires a picture formats' header to be added or removed.

Parameters:

- **wParam** – True if a header should be added, false if it should be removed.
- **Parameter 1** – Picture data.

Returns:

Return qtrue if the picture data has had any headers added or removed, false otherwise.

```
extern "C" qlong OMNISWNDPROC PCXWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_CONVHEADER:
      {
         EXTParamInfo* param = ECOfindParamNum(eci,1);
         if ( param )
         {
            EXTfldval fldval( (qfldval)param->mData );
            qHandle srcHan = fldval.getHandle (qfalse);
            qHandle destHan;
            if ( wParam )
            { // Add tqgpict header (& any other component header)
               addPCXheader(srcHan,destHan);
            }
            else
            { // Remove tqgpict header (& any other component header)
               removePCXheader(srcHan,destHan);
            }
            EXTfldval fval; fval.setHandle(fftBinary,destHan,qfalse);
            ECOaddParam(eci,&fval);
            return qtrue;
         }
         return qfalse;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_CONVTOHPIXMAP (Studio 2.1)

The ECM_CONVTOHPIXMAP message is sent to a picture format component when Omnis requires an raw picture data to a HPIXMAP. It is important to note that the data supplied may, or may not, include any headers.

Parameters:

- **Parameter 1** – Picture data.

Returns:

Return an HPIXMAP handle, NULL otherwise.

```
extern "C" qlong OMNISWNDPROC PCXWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
      case ECM_CONVTOHPIXMAP:
      {
         EXTParamInfo* param = ECOfindParamNum(eci,1);
         EXTfldval fldval( (qfldval)param->mData );
         qHandle theData = fldval.getHandle (qtrue);
         HPIXMAP thePixmap = PCXtoPixMap( theData );
         return (qlong) thePixmap;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_CUSTOMTABNAME

The ECM_CUSTOMTABNAME message is sent to the component when Omnis requires the name of the custom tab in the Property Manager.

The component should add a parameter containing the custom tab character name.

A component should call ECOsetCustomTabName to provide the necessary information.

Returns:

Return true if a custom tab name has been supplied.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_CUSTOMTABNAME:
      {
         // use resource 8000 for the name of the tab in the Property Manager
         ECOsetCustomTabName( gInstLib, eci, 8000 );
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOsetCustomTabName

ECM_DEBUGGING

The ECM_DEBUGGING message is sent to the component:

- just after a component library has been loaded (immediately after ECM_CONNECT).
- when sys(4000) to enable debugging has been called.
- when sys(4001) to disable debugging has been called.

Components may utilize this message to provide debugging statements in the trace log, and so on.

The debugging flag is maintained between Omnis sessions.

Parameters:

- **wParam** - True if debugging is enabled, false otherwise.

Returns:

Any returned value is ignored.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_DEBUGGING:
      {
         qbool debuggingOn = (qbool)wParam;
         if ( debuggingOn )
         {
            // If debugging is on, the component may wish to provide
            // verbose information to the developer via various
            // methods (e.g. trace log, and so on)
         }
         break;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_DISCONNECT

The ECM_DISCONNECT message is sent to the component before an Omnis instance unloads the component. It should always be passed to the WNDdefWindowProc.

Returns:

Any returned value is ignored.

Note: Most components do not need to catch this message.

ECM_EVENTRESULT (Web Client 1.0)

The ECM_EVENTRESULT message is sent to a Web Client external component, when the result of a custom event is returned from the server. Because events are executed on the server, the result returned from ECOsendEvent is meaningless and will always return qtrue in the Web Client environment. The true result will be sent as the ECM_EVENTRESULT message once the server returns control to the client.

Parameters:

- **wParam** - the event code which was specified when ECOsendEvent was called.
- **lParam** - the result 0 or 1.

Returns:

Return 1L.

See also ECOsendEvent

ECM_FMT_CANASSIGN

The ECM_FMT_CANASSIGN message is sent to the component when Omnis needs to know if a property can be written to. This message is used for format notation and even if the component does not respond to the message, it is assumed that the property can be written to.

Returns:

Return FMT_CANASSIGN if the property can be written to, return FMT_NOCANASSIGN otherwise.

See also ECM_PROPERTYCANASSIGN,Component Properties section.

ECM_FMT_GETPROPERTY

The ECM_FMT_GETPROPERTY message is sent to the component when Omnis needs to know the value of a property.. This message is used for format notation and even if the component doesn't respond to the message the property will be retrieved from the format.

Parameter one contains the current property value.

Returns:

Return FMT_VALID if the property was successfully retrieved, FMT_INVALID otherwise.

See also ECM_GETPROPERTY, Component Properties section.

ECM_FMT_SETPROPERTY

The ECM_FMT_SETPROPERTY message is sent to the component when Omnis needs to set the value of a property.. This message is used for format notation and even if the component doesn't respond to the message the property will be modified in the format.

Parameter one contains the new property value.

Returns:

Return FMT_VALID if the property was successfully modified, FMT_INVALID otherwise.

See also ECM_SETPROPERTY,Component Properties section.

ECM_GETCOMPICON

The ECM_GETCOMPICON message is sent to the component when Omnis requires the HBITMAP for the component icon. A component should add a long parameter containing the HBITMAP or may call ECOreturnIcon to provide the information. Please note that the HBITMAP returned belongs to Omnis and is deleted by Omnis when the component is of no further use.

Parameters:

- **wParam** - wParam is true if the library is available to the user.

Returns:

Return true if the bitmap has been returned, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETCOMPICON:
      {
         return ECOreturnIcon( gInstLib, eci, iconResID );
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_GETCOMPID

The ECM_GETCOMPID message is sent when Omnis requires the object name, type and unique identifier.

The component should add a parameter which contains the character name of the object, it should also set the EXTCompInfo member mCompId to a unique identifier for that object. The mCompId is used by the component to determine to which type of object messages are referring.

Parameters:

- **wParam** - Contains a sequential number (starting from 1) which indicates the object which is being inquired upon.

Returns:

The component should return the object type cRepObjType_xxxx and/or cObjType_xxxx or FALSE if there are no more objects in the component.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETCOMPID:
      {
         // returns a single component of id 'compID' and
         // of type 'cObjType_Basic'
         return ECOreturnCompID( gInstLib, eci, compID,
   cObjType_Basic );
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnCompID

ECM_GETCOMPLIBINFO

The ECM_GETCOMPLIBINFO message is sent when Omnis requires the components' library name and the number of objects it supports.

Returns:

The component should add a parameter containing the character name of the component library and should also return the number of objects supported. A component may use the function ECOreturnCompInfo to provide the necessary information.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETCOMPLIBINFO:
      {
         // returns the name of the component library ( resource id )
         // and the number of components this library supports.
         return ECOreturnCompInfo( gInstLib, eci, LIB_RES_NAME,
   COMPONENT_COUNT );
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnCompInfo

ECM_GETCOMPSTOREGROUP (Studio 2.1)

The ECM_GETCOMPSTOREGROUP message is sent to the component library when Omnis requires the name of the component store group.

The component should add a parameter containing the component store group name (maximum 31 characters), if required.

A component should call ECOreturnCStoreGrpName to provide the necessary information.

Returns:

Return true if a component store group name has been supplied.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETCOMPSTOREGROUP:
      {
         // use resource 8000 for the name of component store group
         ECOreturnCStoreGrpName( gInstLib, eci, 8000 );
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnCStoreGrpName

ECM_GETCOMPSTOREICON (Studio 2.1)

The ECM_GETCOMPSTOREICON message is sent to the component when Omnis requires the bitmap of the component store group. This message will only be sent if the component library returned a component store group name (see ECM_GETCOMPSTOREGROUP).

The component should add a parameter containing the bitmap.

A component should call ECOreturnIcon to provide the necessary information.

Returns:

Return true if a bitmap has been supplied.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETCOMPSTOREICON:
      {
         // use resource 8000 for the component store groups' bitmap
         ECOreturnIcon ( gInstLib, eci, 8000 );
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECM_GETCOMPSTOREGROUP, ECOreturnIcon

ECM_GETCONSTNAME

The ECM_GETCONSTNAME message is sent to the component when Omnis requires a list of the constants that the component library supports.

Constant resource strings are in the format of: -

- **Name** - The name of the constant as it appears in Omnis methods. Constant names may contain a group name (name prefixed by group name followed by a tilde [‘~’] mark) which informs Omnis that the component constants should be sub-grouped.
- **Numeric value** - The numeric value of the constant.
- **Character value** - The character value of the constant.
- **Description** - The description of the constant.

A component should call ECOreturnConstants to provide the event information.

Returns:

Return true if the event list has been returned.

```
example strings (extracts from QuickTime component):


      // Scaling constant group
23000 "Scaling~kQTScaleNone:0:kQTScaleNone:No Scaling is applied to
        the movie."
23001 "kQTScaleNoAspectRatio:1:kQTScaleNoAspectRatio:The movie is
        expanded to fit the current field."
23002 "kQTScaleKeepAspectRatio:2:kQTScaleKeepAspectRatio:The movie
        is expanded to fit the current field."
23003 "kQTScaleProportional:3:kQTScaleProportional:The movie is
        equally expanded vertically and horizontally to fit the
        current field."
23004 "kQTScaleField:4:kQTScaleField:The movie's field is expanded
        around the movie."
   // Resource slots 23005-23009 left for future scaling options
   // Controller constant group
23010 "Controller~kQTnoButtons:0:kQTnoButtons:The Controllers all
        buttons list."
23011 "kQTstepButton:1:kQTstepButton:The Controllers step and
   reverse
        button are removed."
23012 "kQTsoundButton:2:kQTsoundButton:The Controllers sound button
        are removed."
23013 "kQTgrowButton:4:kQTgrowButton:The Controllers grow button
   area
        are removed."
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETCONSTNAME:
      {
         return ECOreturnConstants( gInstLib, eci, 23000, 23013 );
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnConstants

ECM_GETEVENTMETHOD

The ECM_GETEVENTMETHOD message is sent to the component when Omnis requires the list of method lines for the objects' event. This message is only sent during design mode when a new object has been created.

The component should add a single column list parameter or call function ECOreturnEventMethod.

Returns:

Return true if a method list has been provided, false otherwise.

```
example strings:
8000, "on evMyEvent"
8000, "; This event is sent for xxx reason"
8001, ""
8002, ""
8003, "on evMyEvent2"
8004, "; This event is sent for yyy reason"

// a break in the run is needed ( 8005 is missing )
8010, ""

extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETEVENTMETHOD:
      {
         // this uses strings 8000 onward, until a gap in the run
         return ECOreturnEventMethod(gInstLib, eci, 8000 );
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnEventMethod

ECM_GETEVENTNAME

The ECM_GETEVENTNAME message is sent to the component when Omnis requires a list of the events that the object supports.

A component should call ECOreturnFuncsEvents to provide the event information.

Returns:

Return true if the event list has been returned.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETEVENTNAME:
      {
         return ECOreturnFuncsEvents( gInstLib, eci, &eventTable[0],
   evtTableCnt );
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnFuncsEvents

ECM_GETHANDLERICON

The ECM_GETHANDLERICON message is sent to the component when Omnis requires the HBITMAP for the control handler icon. A component should return the HBITMAP for the bitmap. Note that the HBITMAP returned belongs to Omnis and is deleted by Omnis when the control handler is of no further use.

Returns:

Return the HBITMAP of the handlers' icon.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETHANDLERICON:
      {
         // Provide OMNIS with a bitmap for the Component Store group.
         HBITMAP compStoreIcon = RESloadBitMap( gInstLib,

      COMP_STORE_GROUP_ID );
         return (qlong)compStoreIcon;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_GETMETHODNAME

The ECM_GETMETHODNAME message is sent to the component when Omnis requires a list of the methods that the object supports.

A component should call ECOreturnMethodsEvents to provide the method information.

Returns:

Return true if the function list has been returned.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETMETHODNAME:
      {
         return ECOreturnMethodsEvents(gInstLib, eci, &funcTable[0],
   funcTableCnt );
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnMethodsEvents

ECM_GETOBJECT

The ECM_GETOBJECT message is sent to a library which supports non-visual objects.

A component should call ECOreturnObjects to provide the object information.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                     WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETOBJECT:
      {
         return
   ECOreturnObjects(gInstLib,eci,&objTable[0],objTableCnt);
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnObjects, EXT_FLAG_NVOBJECTS, Non-Visual Components

ECM_GETOBJECTRECT

The ECM_GETOBJECTRECT message is sent to the component to retrieve the initial dimensions of the object during design mode when the object is created via the Component Store drag and drop or by double-clicking.

Parameters:

- **lParam** - Pointer to qrect structure which should be populated with the initial dimensions of the object.

Returns:

Return qtrue if the object rectangle has been set, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETOBJECTRECT:
      {
         qrect* initialRect = (qrect*)lParam;
         // sets the controls initial size to 100, 100
         GDIsetRect( initialRect, 0, 0, 100, 100 );
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_GETPICTFILEDESC (Studio 2.1)

The ECM_GETPICTFILEDESC message is sent to a picture format component when Omnis requires a string for the “Paste from file” file dialog.

The string returned must be a valid file filter string.

Returns:

Return qtrue if the component has returned a string, qfalse otherwise.

```
extern "C" qlong OMNISWNDPROC PCXWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETPICTFILEDESC:
      { // Return a string containing the picture file filter
         str15 name("PCX Files (*.pcx)|*.pcx|");
         EXTfldval fval; fval.setChar(name);
         ECOaddParam(eci,&fval);
         return qtrue;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_GETPICTFORMAT (Studio 2.1)

The ECM_GETPICTFORMAT message is sent to the component during the initial loading of the component. A component which supports picture conversion, for example PCX, should return a string containing the name of the format e.g. “JPEG” or “PCX” etc..

Returns:

Return qtrue if the component supports a picture format conversion, qfalse otherwise.

```
extern "C" qlong OMNISWNDPROC PCXWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETPICTFORMAT:
      { // Return a string (“PCX”) containing the picture format
         str15 name(“PCX”);
         EXTfldval fval; fval.setChar(name);
         ECOaddParam(eci,&fval);
         return qtrue;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_GETPICTUREDIM

The ECM_GETPICTUREDIM message is sent to the component to retrieve the dimensions of the object which has been defined as cObjType_Picture.

Parameters:

- **lParam** - Pointer to a qrect structure. The component should modify the members accordingly.

Returns:

Return true if the component has populated the structure, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETPICTUREDIM:
      {
         qrect* pictDim = (qrect*)lParam;
         // returns the bounds of the picture you are currently displaying
         GDIsetRect( pictDim, 0, 0, mWidth, mHeight );
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_GETPRIMARYDATA

The ECM_GETPRIMARYDATA message is sent to the component to obtain the data for an object.

If the component is handling the data for an object, it should return this in parameter one.

Returns:

Return true if the data has been supplied, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETPRIMARYDATA:
      {
         EXTfldval exfldval;
         EXTParamInfo* newparam = ECOaddParam(eci,&exfldval);
         exfldval.setBinary(fftPicture,mPCXData,mPCXDataLen);
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also EXTD_FLAG_PRIMEDATA

ECM_GETPRIMARYDATALEN

The ECM_GETPRIMARYDATALEN message is sent to the component when Omnis requires the object's data length.

Returns:

The component should return the objects data length.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETPRIMARYDATALEN:
      {
         return myDataLength;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also EXTD_FLAG_PRIMEDATA

ECM_GETPROPERTY

The ECM_GETPROPERTY message is sent to the component when Omnis requires the data for a property.

The component should add a return parameter which contains the property data.

Returns:

Return true if successful, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETPROPERTY:
      {
         // propID is the id of the property defined in your proptable
         qlong propID = ECOgetId(eci);
         // Get the value of your property.
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also Component Properties section.

ECM_GETPROPERTYENUMS

The ECM_GETPROPERTYENUMS message is sent to the component when Omnis requires the enum list for a property (previously defined with EXTD_FLAG_ENUM).

The component should return a list containing the line data and, optionally, the marks which identify each line. After an item has been selected from the list, Omnis sends the component an ECM_SETPROPERTY message with the line data or the line mark (if a line mark was provided).

Returns:

Return true if enum list has been provided, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETPROPERTYENUMS:
      {
         EXTqlist enumList;
         enumList.clear(listScol);
         for ( qshort i = 1; i<=5; i++ )
         {
            str255 enumName;
            enumName[0] = RESloadString(gInstLib, i, &enumName[1],
   255 );
            enumList.insline( 0, &enumName, i );
         }
         EXTfldval returnVal;
         returnVal.setList( &enumList, qtrue );
         ECOaddParam( eci, &returnVal );
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also EXTD_FLAG_ENUM

ECM_GETPROPNAME

The ECM_GETPROPNAME message is sent to the component when Omnis requires a list of the properties that the object handles.

A component should call ECOreturnProperties to provide the property list.

Returns:

Return true if the property list has been returned.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETPROPNAME:
      {
         return ECOreturnProperties( gInstLib, eci, &propTable[0],
                                    propTableCnt );
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnProperties

ECM_GETSTATICOBJECT

The ECM_GETSTATICOBJECT message is sent to a library which supports non-visual objects.

A component should call ECOreturnMethods to provide the static object information.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_GETSTATICOBJECT:
      {
         return ECOreturnMethods(gInstLib,eci, &objStaticTable[0],
   objStaticTableCnt);
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOreturnMethods, EXT_FLAG_NVOBJECTS, Non-Visual Components

ECM_GETVERSION

The ECM_GETVERSION message is sent when Omnis requires the version number of the component.

A component should call ECOreturnVersion to provide the version number. If the component fails to respond to this message then Omnis will assume a version number of 1.0.

For web client components, the version number of the component must be implemented as a string in the string resources of the component. The web client plug-in reads this string for the purpose of the automated download mechanism. See ECOreturnVersion for more details.

Returns:

Return the return value from ECOreturnVersion

See also GDIreadVersion, ECOreturnVersion

ECM_HASPRIMARYDATACHANGED (Web Client V1.0)

The ECM_HASPRIMARYDATACHANGED message is sent to web client components to determine if the components primary data has changed since the last ECM_SETPRIMARYDATA or ECM_GETPRIMARYDATA. When writing data bound web client controls, the control is responsible for maintaining its own modified state. This is so the web client only returns data for fields to the server, which have been changed by the user. Return one of the following:

- **ECMRET_NOTIMPLEMENTED** - default return value.
- **ECMRET_NOTCHANGED** - return this if the data has NOT been changed by the user since the last ECM_GETPRIMARYDATA or ECM_SETPRIMARYDATA. This should be the default return value for read only controls.
- **ECMRET_CHANGED** - return this if the data has been changed by the user since the last ECM_GETPRIMARYDATA or ECM_SETPRIMARYDATA.
- **ECMRET_CURROWCHANGED** - return this if the primary data is a single selection list and the current row has changed since the last ECM_GETPRIMARYDATA or ECM_SETPRIMARYDATA.
- **ECMRET_ROWSELECTCHANGED (v3.1) -** return this if the primary data is a multiple selection list and the current row and list selection state has changed since the last ECM_GETPRIMARYDATA or ECM_SETPRIMARYDATA
- **ECMRET_CURROWSELECTCHANGED (v3.1) -** return this if the primary data is a multiple selection list and the current row and list selection state of the current row only

has changed since the last ECM_GETPRIMARYDATA or ECM_SETPRIMARYDATA

See also ECM_SETPRIMARYDATA, ECM_GETPRIMARYDATA

ECM_ICONDRAWENTRY

The ECM_ICONDRAWENTRY message is sent to inform the component to draw an icon for an object which has been defined as cObjType_IconArray.

Parameters:

- **lParam** - Pointer to EXTIconArrayInfo structure (see Below).

Returns:

Return true if the icon was drawn, false otherwise (which results in Omnis drawing the icon).

```
struct EXTIconArrayInfo
{
   HDC        mHdc;
   qlong      mLine;
   qrect      mEntryRect;
   qrect      mDrawRect;
   qbool      mDrawFocus;
   qbool      mSelected;
   qbool      mDragging;
   qbool      mSmallIcons;
   EXTqlist*  mListPtr;
};
```

- **mHdc** - Device context into which the icon should be drawn.
- **mLine** - The line number.
- **mEntryRect** - The rectangle of the icon array entry/cell.
- **mDrawRect** - The rectangle of the text or icon (dependant on whether the message is ECM_ICONDRAWENTRY or ECM_TEXTDRAWENTRY).
- **mDrawFocus** - True if the icon array entry/cell currently has the input focus.
- **mSelected** - True if the entry/cell is selected.
- **mDragging** - True if the entry is currently being dragged.
- **mSmallIcons** - True if the small icons are to be drawn (as opposed to large icons).

- **mListPtr** - List data pointer. This member contains the list variable pointer as defined in the property member data name.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_ICONDRAWENTRY:
      {
         EXTIconArrayInfo* arrayInfo = (EXTIconArrayInfo*)lParam;
         // Draw icon using info supplied in arrayInfo
         return 1L;
      }
      case ECM_TEXTDRAWENTRY:
      {
         EXTIconArrayInfo* arrayInfo = (EXTIconArrayInfo*)lParam;
         // Draw text using info supplied in arrayInfo
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also cObjType_IconArray, ECM_TEXTDRAWENTRY

ECM_INBUILT_OVERRIDE

The ECM_INBUILT_OVERRIDE message is sent from Omnis for certain **built in** properties which are normally handled by Omnis. Built in properties consist of anumFont, anumFontsize, anumTextColor, anumFontStyle, anumAlign, anumVScroll, anumHScroll, anumHScrolltips, anumVScrolltips, anumHorzscroll, anumVertscroll, anumEffect, anumHelpid, anumContextmenu, and anumFldStyle.

A component return 1L if it wants to manually maintain the built in property.

ECM_INSTALLLIBRARY

The ECM_INSTALLLIBRARY message is sent to a control handler when a request has been made to install another library via the #EXTCOMPS dialog>>Install button.

Returns:

Return true if message is processed, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_INSTALLLIBRARY:
      {
         // Control handler may wish to create a modal window to enable
         // controls to be installed/uninstalled etc…
         doInstallComponent();
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_ISCONVFORMAT (Studio 2.1)

The ECM_ISCONVFORMAT message is sent to a picture format component when Omnis is attempting to establish, from binary data, the picture format. This will be sent because the Omnis script function **pictformat** has been invoked.

It is important to note that the data supplied may, or may not, include any headers.

Parameters:

- **Parameter 1** – Picture data.

Returns:

Return qtrue if the picture data is in a format that the component supports, false otherwise.

```
extern "C" qlong OMNISWNDPROC PCXWndProc( HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci
   )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_ISCONVFORMAT:
      {
         EXTParamInfo* param = ECOfindParamNum(eci,1);
         if ( param )
         {
            EXTfldval fldval( (qfldval)param->mData );
            qHandle srcHan = fldval.getHandle(qfalse);
            if ( PCXObject::isPCXdata(srcHan) )
               return qtrue;
         }
         return qfalse;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_LISTDRAWLINE

The ECM_LISTDRAWLINE message is sent to inform the component to draw a list line for a object which has been defined as cObjType_List or cObjType_DropList.

Parameters:

- **lParam** - Pointer to EXTListLineInfo structure (see Below).

Returns:

Return true if the list line was drawn, false otherwise (which results in Omnis drawing the line).

```
struct EXTListLineInfo
{
   HDC     mHdc;
   qrect      mLineRect;
   qlong      mLine;
   qbool   mSelected;
   EXTqlist*  mListPtr;
   qbool   mDrawFocusRect;
};
```

- **mHdc** - Device context into which the line should be drawn.
- **mLineRect** - The rectangle of the line.
- **mLine** - The line number.
- **mSelected** - True if the line is selected.
- **mListPtr** - List data pointer. This member contains the list variable pointer as defined in the property member data name.
- **mDrawFocusRect** - True if the focus rectangle should be drawn.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_LISTDRAWLINE:
      {
         EXTListLineInfo* lineInfo = (EXTListLineInfo *)lParam;

         // paint line using info supplied in lineInfo
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also cObjType_List, cObjType_DropList

ECM_MEMORYDELETION

The ECM_MEMORYDELETION message is sent to inform the component library it needs to free previously allocated memory. This message should always be passed on to WNDdefWindowProc.

Note: Components do not need to catch this message, just pass it to the WNDdefWindowProc.

See also ECOmemoryDeletion

ECM_METHODCALL

The ECM_METHODCALL message is sent to inform the component that an objects' method has been invoked. All parameters for the method have been added to the EXTCompInfo structure. A component should add any return parameter.

Returns:

Return true if method has been invoked, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_METHODCALL:
      {
         // OMNIS code is calling your component method
         qlong methodID = ECOgetId(eci);
         switch(methodID)
         {
            case cMyMethod1: …….
               case cMyMethod2: …….
               case cMyMethod3: …….
         }
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also Component Methods Section

ECM_NEWMETHODFLAGS

The ECM_NEWMETHODFLAGS message is sent to the component in response to the component sending a WM_CONTROL message (wParam = RESET_METHOD_FLAGS) to the objects HWND.

It enables controls such as Graphs to update the Property Manager depending on the context.

Returns:

The component should return the new EXTD_FLAG_xxx flags for the method.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_NEWMETHODFLAGS:
      {
         qlong newMethodFlags = 0;
         Cobj* object = (Cobj*)ECOfindObject( eci->mOmnisInstance,
   hwnd );
         if ( object )
         {
            qlong methodId = (qlong)lParam;
            newMethodFlags = object->getMethodFlags(methodId);
         }
         return newMethodFlags;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also RESET_METHOD_FLAGS

ECM_NEWPROPERTYFLAGS

The ECM_NEWPROPERTYFLAGS message is sent to the component in response to the component sending a WM_CONTROL message (wParam = RESET_PROPERTY_FLAGS) to the objects HWND.

Enables controls such as Graphs to update the Property Manager depending on the context.

Returns:

The component should return the new EXTD_FLAG_xxx flags for the property.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_NEWPROPERTYFLAGS:
      {
         qlong newPropertyFlags = 0;
         Cobj* object = (Cobj*)ECOfindObject( eci->mOmnisInstance,
   hwnd );
         if ( object )
         {
            qlong propId = (qlong)lParam;
            newPropertyFlags = object->getPropertyFlags( propId );
         }
         return newPropertyFlags;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also RESET_PROPERTY_FLAGS

ECM_OBJCONSTRUCT

The ECM_OBJCONSTRUCT message is sent to instruct the component to construct an instance of the object.

Parameters:

- **hWnd** - The HWND of the object which is being constructed.
- **wParam** –
  - For visual components wParam is either ECM_WPARAM_WINDOWOBJ or ECM_WPARAM_REPORTOBJ depending on the type of object to construct.
  - For non-visual components wParam is either :-
    - ECM_WPARAM_OBJMSG to indicate that the message is due to $construct.
    - Or ECM_WPARAM_OBJINFO to indicate that the message is due to a new object being created.
    - wParam may also contain the flag ECM_WFLAG_NOHWND for background objects.

Returns:

The component should return qtrue if it processes the message.

Note: It is good practice to use the ECO Object chain. New objects can be added to the chain with ECOinsertObject, and removed using ECOremoveObject. All supplied examples use this chain.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                   WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_OBJCONSTRUCT:
      {
         // create a new object - Cobj is an example class name
         Cobj* object = new Cobj( hwnd );
         // and add it to the ECO object chain
         ECOinsertObject( eci, hwnd, (void*)object );
         // if your component library supports multiple controls,
         // you can use eci->mCompId to determine what sort of control to create.
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_OBJDESTRUCT

The ECM_OBJDESTRUCT message is sent to instruct the component to destruct an instance of the object.

Parameters:

- **hWnd** - The HWND of the object which is to be destructed.
- **wParam** –
  - For non-visual components wParam is either :-
    - ECM_WPARAM_OBJMSG to indicate that the message is due to $destruct.
    - Or ECM_WPARAM_OBJINFO to indicate that the message is due to a new object being destroyed.

Returns:

Any returned value is ignored.

Note: It is good practice to use the ECO Object chain. New objects can be added to the chain with ECOinsertObject, and removed using ECOremoveObject. All supplied examples use this chain.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                   WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_OBJDESTRUCT:
      {
         // retrieve and remove your object from the ECO object chain.
         Cobj* object = (Cobj*)ECOremoveObject( eci, hwnd );
         // and delete it.
         if ( object ) delete object;
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_OBJECTDATABLOCK

The ECM_OBJECTDATABLOCK message is sent to the component when Omnis is setting or getting the properties for the object. Most components ignore this message as property assignment/retrieval is provided automatically in Omnis, and in this case the component must return false.

However, some control types (ActiveX for example) require objects to be initialized using a data block. In this case, if wParam = ECM_WPARAM_BLOCKLOAD, the first parameter contains the property data for the object otherwise the component should add a parameter which contains the property data for the object.

Parameters:

- **wParam** - Contains either ECM_WPARAM_BLOCKSAVE or ECM_WPARAM_BLOCKLOAD.

Returns:

Return true if successful (i.e. the object supports data block property assignment), false otherwise.

ECM_OBJECT_COPY

The ECM_OBJECT_COPY message is sent to the component when a non-visual object assignment is required.

Parameters:

- **lParam** – lParam contains a pointer to a objCopyInfo structure which contains the copy information.
- **Returns:** Any return value is ignored.

See also EXT_FLAG_NVOBJECTS, Non-Visual Components

ECM_OBJECT_REBUILD

The ECM_OBJECT_REBUILD message is sent to the component to inquire whether a rebuild of a non-visual objects' properties and/or methods is required.

Returns:

Return true if the object requires a rebuild.

See also EXT_FLAG_NVOBJECTS, Non-Visual Components

ECM_OBJINITIALIZE

The ECM_OBJINITIALIZE message is sent twice during the construction of an object. Once, just before any properties have been set, and once after.

Parameters:

- **wParam -** wParam contains false before the object is initialized (i.e. properties set), true after the object has been initialized.

Returns:

Any returned value is ignored.

Note: Components do not need to catch this message, just pass it on the WNDdefWindowProc.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_OBJINITIALIZE:
      {
         // You may need to load other DLL's once only.
         // after, you always need to pass this message
         // on to WNDdefWindowProc
         return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_PAINTCONTENTS

The ECM_PAINTCONTENTS message is sent to inform the component to draw the droplist contents window for a object which has been defined as cObjType_DropList.

Parameters:

- **lParam** - Pointer to EXTListLineInfo structure (see ECM_LISTDRAWLINE).

Returns:

Return true if the list line was drawn, false otherwise (which results in Omnis drawing the line).

See also ECM_LISTDRAWLINE, cObjType_DropList

ECM_PRIMARYDATACHANGE

The ECM_PRIMARYDATACHANGE message is sent to inform the component that its objects data has changed. Most components ignore this message, but more specialized components may need to complete additional data processing after the data has changed.

Returns:

Any return value is ignored.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_PRIMARYDATACHANGE:
      {
         Cobj* object = (Cobj*)ECOfindObject( eci->mOmnisInstance,
   hwnd );
         if ( object )
         {
            // … Additional processing …
            object->inval();
         }
         break;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also EXTD_FLAG_PRIMEDATA

ECM_PRINT

The ECM_PRINT message is sent by Omnis to inform the component to print the object. You will also receive ECM_PRINT messages for background components when they need to be painted. Background objects do not receive WM_PAINT messages.

Parameters:

- **wParam** - **Picture object type**: wParam contains ECM_WPARAM_PICTNOSCALE bit set if no scaling if required.
- **lParam** - lParam contains a pointer to a WNDpaintStruct structure which contains the printer HDC and the object print rectangle.
- **Parameter 1** - contains any primary data (as during ECM_SETPRIMARYDATA message).

Returns:

Any return value is ignored.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_PRINT:
      {
         PCXObject* object = (PCXObject*)ECOfindObject( eci-
   >mOmnisInstance,

      hwnd );
         if ( object )
         {
            EXTParamInfo* param = ECOfindParamNum(eci,1);
            if ( param && param->mData )
            {
               // Set objects' data from param variable.
               object->setPrimaryData( eci, param );
            }
            WNDpaintStruct* paintInfo = (WNDpaintStruct*)lParam;
            // you can paint your object using
            //
            // paintInfo->hdc
            //
            // using the bounds
            //
            // paintInfo ->rcPaint;
            object->print( paintInfo );
         }
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECM_SETPRIMARYDATA

ECM_PRINTMAPPING

The ECM_PRINTMAPPING message is sent to the component to inquire on any print mapping required.

Print mapping enables Omnis to suitably scale the object. See CALENDAR and PCX for examples.

Returns:

The component should return true if print mapping is required, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_PRINTMAPPING:
      {
         return 1L;
         // returns 1L for print mapping - scales object
         // dependent on print DPI
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_PROPERTYCALCTYPE

The ECM_PROPERTYCALCTYPE message is sent to the component when Omnis needs to know the calculation type for calculation properties. If a property is not a calculation, do not implement this message.

Returns:

Return ctySquare if the property is of type square bracket calculation (the actual calculations are embedded in text using square brackets. Return ctyCalculation if it is a standard calculation, i.e. field name or functions.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_ PROPERTYCALCTYPE:
      {
         // return the property calculation type
         EXTfldval calcType;
         calcType.setLong( ctySquare );
         ECOaddParam( eci, &calcType );
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECM_PROPERTYCANASSIGN

The ECM_PROPERTYCANASSIGN message is sent to the component when Omnis needs to know if a property can be written to or not.

Returns:

Return true if the property can be written to, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_PROPERTYCANASSIGN:
      {
         // propID is the id of the property defined in your proptable
         qlong propID = ECOgetId(eci);
         // you should return 1L if the property 'propID' is
         // assignable, and 0L if the property is read-only
         return 0L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also Component Properties section.

ECM_SETPRIMARYDATA

The ECM_SETPRIMARYDATA message is sent by Omnis to inform the component to set the data for the object. The first parameter contains the new data for the object.

Returns:

Return true if the component handles the data, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_SETPRIMARYDATA:
      {
         EXTParamInfo* param = ECOfindParamNum(eci,1);
         if ( param && param->mData )
         {
            EXTfldval newValue( (qlong)param->mData );
            // new value stored in EXTfldval 'newValue'
         }
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also EXTD_FLAG_PRIMEDATA

ECM_SETPROPERTY

The ECM_SETPROPERTY message is sent to the component when Omnis requires a property to change.

Parameter one contains the new data for the property.

Parameters:

- **wParam** - wParam is set to ECM_WPARAM_PROPBUTTON if the Property Manager popup button was pressed to set the property. For example, a **file name** property may wish to use a file open dialog if the popup button was pressed. Please note that if wParam is ECM_WPARAM_PROPBUTTON, parameter one does **not** contain any data.

Returns:

Return true if successful, false otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_SETPROPERTY:
      {
         // propID is the id of the property defined in your proptable
         qlong propID = ECOgetId(eci);
         // set the new value of your property.
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also Component Properties section.

ECM_SQLOBJECT_COPY (v3.1)

wParam is 0 (add to NV Chain), 1 (remove from NV Chain)

This message can be used to prevent Omnis from creating unnecessary copies of external objects. Once implemented you can simply create a single object instance and increment or decrement the usage count, depending on the value of wParam.

Parameters:

- **wParam** – if 0 increment usage count, if 1 decrement usage count.

Returns:

Return 1L if you wish to prevent Omnis from duplicating the object.

ECM_TEXTDRAWENTRY

The ECM_TEXTDRAWENTRY message is sent to inform the component to draw the text for an object which has been defined as cObjType_IconArray.

Parameters:

- **lParam** - Pointer to EXTIconArrayInfo structure (see Below).

Returns:

Return true if the text was drawn, false otherwise (which results in Omnis drawing the text).

```
struct EXTIconArrayInfo
{
   HDC        mHdc;
   qlong      mLine;
   qrect      mEntryRect;
   qrect      mDrawRect;
   qbool      mDrawFocus;
   qbool      mSelected;
   qbool      mDragging;
   qbool      mSmallIcons;
   EXTqlist*  mListPtr;
};
```

- **mHdc** - Device context into which the text entry should be drawn.
- **mLine** - The line number.
- **mEntryRect** - The rectangle of the icon array entry/cell.
- **mDrawRect** - The rectangle of the text or icon (dependant on whether the message is ECM_ICONDRAWENTRY or ECM_TEXTDRAWENTRY).
- **mDrawFocus** - True if the icon array entry/cell currently has the input focus.
- **mSelected** - True if the entry/cell is selected.
- **mDragging** - True if the entry is currently being dragged.
- **mSmallIcons** - True if the small icons are to be drawn (as opposed to large icons).
- **mListPtr** - List data pointer. This member contains the list variable pointer as defined in the property member data name.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_TEXTDRAWENTRY:
      {
         EXTIconArrayInfo* arrayInfo = (EXTIconArrayInfo*)lParam;
         // Draw text using info supplied in arrayInfo
         return 1L;
      }
      case ECM_ICONDRAWENTRY:
      {
         EXTIconArrayInfo* arrayInfo = (EXTIconArrayInfo*)lParam;
         // Draw icon using info supplied in arrayInfo
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also cObjType_IconArray, ECM_ICONDRAWENTRY

WM_CONTROL Messages

WM_CONTROL is a group of messages which may be sent to the HWND to instruct Omnis objects to perform specialized actions. Some of the messages described are implemented as functions in Omnis, but are included here for completeness.

DESKTOP_MENU_ENABLED

Instructs Omnis to set the enabled state of the desktop switch. This is useful if the component supports functionality similar to OLE in-place activation (as Omnis OLE does), whereby, during in-place activation the desktop switch menu should be disabled to avoid the user changing the desktop mode.

Please note that the menu enabled state can be changed on the development version of Omnis only, the runtime version (which doesn't have the menu) ignores this message.

- **lParam** - qtrue if menu should be enabled, qfalse otherwise.

```
// Disable menu
WNDsendMessage( mHwnd, WM_CONTROL, DESKTOP_MENU_ENABLED, qfalse );
… Processing …
// Enable menu
WNDsendMessage( mHwnd, WM_CONTROL, DESKTOP_MENU_ENABLED, qtrue );
```

DRAW_DESIGN_NAME

Instructs Omnis to draw the objects' name. Functionally the same as ECOdrawDesignName.

- **lParam** – The HDC to draw into.

```
WNDsendMessage( mHwnd, WM_CONTROL, DRAW_DESIGN_NAME, (LPARAM)hdc );
```

See also ECOdrawDesignName

DRAW_MULTIDESIGN_KNOBS

Instructs Omnis to draw the multi-selected design knobs. Functionally the same as ECOdrawMultiKnobs.

- **lParam** – The HDC to draw into.

```
WNDsendMessage( mHwnd, WM_CONTROL, DRAW_MULTIDESIGN_KNOBS,
   (LPARAM)hdc );
```

See also ECOdrawMultiKnobs

DRAW_NUMBER

Instructs Omnis to draw the objects' number. Functionally the same as ECOdrawNumber.

- **lParam** – The HDC to draw into.

```
WNDsendMessage( mHwnd, WM_CONTROL, DRAW_NUMBER, (LPARAM)hdc );
```

See also ECOdrawNumber

GET_MENUHANDLE (Windows only)

Returns the operating system menu handle for the Omnis menu.

- **lParam** - Menu handle required. Currently only MM_FILE is supported.

```
HMENU menuHandle = WNDsendMessage( mHwnd, WM_CONTROL,
   GET_MENUHANDLE, MM_FILE );
if ( menuHandle )
{
   qshort itemCount = GetMenuItemCount((HMENU)menuHandle );
}
```

GET_OMNIS_HPALETTE (Windows only)

Returns the Omnis palette handle.

```
HPALETTE omnisPalette = WNDsendMessage( mHwnd, WM_CONTROL,
   GET_OMNIS_PALETTE, 0 );
HPALETTE myObjectPalette = 0;
if (omnisPalette)
{
   // Create new palette using OMNIS palette
   HLOCAL hl; LOGPALETTE* Logpal;
   hl = GlobalAlloc(GMEM_MOVEABLE | GMEM_ZEROINIT,
                    sizeof(LOGPALETTE)+(256*sizeof(PALETTEENTRY)));
   if(hl)
   {
      Logpal = (LPLOGPALETTE) GlobalLock(hl);
      GetPaletteEntries(omnisPalette,0,256, Logpal->palPalEntry);
      Logpal->palVersion = 0x300;
      Logpal->palNumEntries = 256;
      myObjectPalette = CreatePalette(Logpal);
      GlobalUnlock(hl);
      GlobalFree(hl);
   }
}
```

HAS_FOCUS

Returns true if the object has the focus. Functionally the same as ECOhasFocus.

```
qlong result = WNDsendMessage( mHwnd, WM_CONTROL, HAS_FOCUS, 0 );
if ( result )
{
    // object currently has the focus
}
```

See also ECOhasFocus

HIDE_TOOLTIP

Instructs Omnis to hide the on-screen tool tip if it is shown. Functionally the same as ECOhideTooltip.

```
// hides tooltip
WNDsendMessage( mHwnd, WM_CONTROL, HIDE_TOOLTIP, 0 );
```

See also ECOhideTooltip

IS_FLD_EDITABLE

Returns true if the object is editable (i.e. in runtime and not read-only).

```
qlong result = WNDsendMessage( mHwnd, WM_CONTROL, IS_FLD_EDITABLE, 0
   );
if ( result )
{
    // object is in edit mode
}
```

IS_IN_DESIGN

Returns true if in design mode. Functionally the same as ECOisDesign.

```
qlong result = WNDsendMessage( mHwnd, WM_CONTROL, IS_IN_DESIGN, 0 );
if ( result )
{
    // object is in design mode.
}
```

See also ECOisDesign

IS_MULTISELECTED

Returns true if the object is currently one of many objects selected. Functionally the same as ECOisMultiSelected.

```
qlong result = WNDsendMessage( mHwnd, WM_CONTROL, IS_MULTISELECTED,
   0 );
if ( result )
{
   // object is multi-selected.
}
```

See also ECOisMultiSelected

IS_OMNIS_IN_BUILDMODE

Returns qtrue if Omnis is currently in **build mode**. **Build mode** is the state when Omnis is debugging an Omnis method. During this state, components should not execute events (ECOsendEvent).

```
if ( WNDsendMessage( mHwnd, WM_CONTROL, IS_OMNIS_IN_BUILDMODE, 0
   )==0 )
{
   // send my event
}
```

See also ECOisOMNISinTrueRuntime

IS_SELECTED

Returns true if the object is currently selected. Functionally the same as ECOisSelected.

```
qlong result = WNDsendMessage( mHwnd, WM_CONTROL, IS_SELECTED, 0 );
if ( result )
{
   // object is selected.
}
```

See also ECOisSelected

IS_SERIALISED (v3.1)

Asks Omnis if the component has been serialised and returns information about the serial number.

```
EXTserialise serInfo;
serInfo.mProductCode = str15("XXXX");
    // mProductCode = first four alpha/numeric chars of serial number
qbool result = (qbool)WNDsendMessage( mHwnd, WM_CONTROL,
    IS_SERIALISED, (LAPARAM)&serInfo);
if ( result )
{
    // component has been serialised.
    // on return
    //      serInfo.mFunctionCode contains codes for enabled functions
    //      serInfo.mSerial contains the complete serial number
    //      serInfo.mNotes contains the serial number notes
}
```

See also ECOisSerialised, EXTserialise

IS_SETUP

Allows the component to inquire on the set-up state of the object. The set-up state of an object is false before properties have been initialized, true afterwards. Functionally the same as ECOisSetup.

```
qbool result = (qbool)WNDsendMessage( mHwnd, WM_CONTROL, IS_SETUP,
    0);
if ( result )
{
    // object is setup and ready for action.
}
```

See also ECOisSetup

IS_SHOWNUMBER

Returns true if the object is in design-mode and 'Show number' is true. Functionally the same as ECOisShowNumber.

```
qlong result = WNDsendMessage( mHwnd, WM_CONTROL, IS_SHOWNUMBER, 0
   );
if ( result )
{
   // Show number is on.
}
```

See also ECOisShowNumber

IS_WINDOW_TOP

Returns true if the object is a member of the top-most window. Functionally the same as ECOisWndTop.

```
qbool result = (qbool)WNDsendMessage( mHwnd, WM_CONTROL,
   IS_WINDOW_TOP, 0 );
if ( result )
{
   // object is at top
}
```

See also ECOisWndTop

LIST_SETLINEHEIGHT

Informs Omnis of a new line height for cObjType_List objects. Functionally the same as ECOlistSetLineHeight.

- **lParam** - qlong which represents the new line height for the list.

```
// Forces all lists lines in a derived picture component to be 50 pixels high.
WNDsendMessage( mHwnd, WM_CONTROL, LIST_SETLINEHEIGHT, 50 );
```

See also ECOlistSetLineHeight

OMNIS_IN_BACKGROUND

Returns true if the Omnis is currently a background application.

```
qlong result = WNDsendMessage( mHwnd, WM_CONTROL,
   OMNIS_IN_BACKGROUND, 0 );
if ( result==0 )
{
   // OMNIS is the foremost application
}
```

PICTURE_ERASEBKGROUND

Instructs the cObjType_Picture object to erase the background.

```
WNDsendMessage( mHwnd, WM_CONTROL, PICTURE_ERASEBKGROUND, 0 );
```

See also cObjType_Picture

PICTURE_UPDSCROLLRANGE

Instructs the cObjType_Picture object to recalculate the scroll range for the object. On receipt of this message, Omnis sends the component the ECM_GETPICTUREDIM message.

```
WNDsendMessage( mHwnd, WM_CONTROL, PICTURE_UPDSCROLLRANGE, 0 );
```

See also ECM_GETPICTUREDIM

RESET_METHOD_FLAGS

Instructs Omnis to reset all method flags. Omnis sends the component repeated ECM_NEWMETHODFLAGS for each method in the object.

```
WNDsendMessage( mHwnd, WM_CONTROL, RESET_METHOD_FLAGS, 0 );
```

See also ECM_NEWMETHODFLAGS

RESET_PROPERTY_FLAGS

Instructs Omnis to reset all property flags. Omnis sends the component repeated ECM_NEWPROPERTYFLAGS for each property in the object.

```
WNDsendMessage( mHwnd, WM_CONTROL, RESET_PROPERTY_FLAGS, 0 );
```

See also ECM_NEWPROPERTYFLAGS

SET_EDITMENU

Instructs Omnis to rebuild the edit menu.

```
WNDsendMessage( mHwnd, WM_CONTROL, SET_EDITMENU, 0 );
```

SET_PALETTE

Instructs Omnis that the objects' palette has altered. Functionally the same as GDIsetPalette.

- **lParam** - HPALETTE handle of the new palette.

```
WNDsendMessage( mHwnd, WM_CONTROL, SET_PALETTE, (LPARAM)myPalette );
```

See also GDIsetPalette

SET_STATUSBAR_TEXT

Updates the Omnis status bar with the specified text.

- **lParam** - Pointer to null terminated string.

```
str255 newStatusBarMsg = str255( "Text to go into the status bar" );
WNDsendMessage(mHwnd,WM_CONTROL,SET_STATUSBAR_TEXT,(LPARAM)newStatus
   BarMsg.cString());
```

SET_TOOLGRPS_VISIBLE

Instructs Omnis to set the visibility state of all desktop toolbars. This is useful if the component supports functionality similar to OLE in-place activation (as Omnis OLE does), whereby, during in-place activation, all Omnis toolbars should be removed to avoid confusion between Omnis and the activated application.

- **lParam** - qtrue if toolbars are visible, qfalse otherwise.

```
// Hide Toolbars
WNDsendMessage( mHwnd, WM_CONTROL, SET_TOOLGRPS_VISIBLE, qfalse );
… Processing …
// Show Toolbars
WNDsendMessage( mHwnd, WM_CONTROL, SET_TOOLGRPS_VISIBLE, qtrue );
```

SET_WINDOWS_VISIBLE

Instructs Omnis to set the visibility state of all windows, except the window which contains the external component. This is useful if the component supports functionality similar to OLE in-place activation (as Omnis OLE does), whereby, during in-place activation, all Omnis windows should be removed to avoid confusion between Omnis and the activated application.

- **lParam** - qtrue if windows are visible, qfalse otherwise.

```
// Hide Windows
WNDsendMessage( mHwnd, WM_CONTROL, SET_WINDOWS_VISIBLE, qfalse );
… Processing …
// Show Windows
WNDsendMessage( mHwnd, WM_CONTROL, SET_WINDOWS_VISIBLE, qtrue );
```

SETNOERASEFORPICTURES

This can only be used when deriving from an Omnis picture field (cObjType_Picture). This message instructs Omnis not to erase the picture field's client area when data changes. This gives you more control if, for example, you want to fade an image over the previous image. lParam is used to indicate if the erase should happen or not.

```
// disables erasing
WNDsendMessage( mHwnd, WM_CONTROL, SETNOERASEFORPICTURES, qtrue );

// enables erasing
WNDsendMessage( mHwnd, WM_CONTROL, SETNOERASEFORPICTURES, qfalse );
```

See also cObjType_Picture

UPDATE_PROPINSPECTOR

Instructs Omnis to update the Property Manager. Functionally the same as ECOupdatePropInsp.

- **lParam** - qlong which represents the property to update. Zero updates all properties.

```
// Update all properties
WNDsendMessage( mHwnd, WM_CONTROL, UPDATE_PROPINSPECTOR, 0 );
// Update myPropId
WNDsendMessage( mHwnd, WM_CONTROL, UPDATE_PROPINSPECTOR, myPropId );
```

See also ECOupdatePropInsp

General Functions

ECOaddParam()

EXTParamInfo* ECOaddParam(EXTCompInfo* pEci, EXTfldval* pFval,
qlong pParamId = 0,
qshort pParamType = 0, qlong pParamFlags = 0,
qchar pParamNum=0, qlong pParamParent = 0)

The ECOaddParam function adds a new parameter to EXTCompInfo structure allowing you to pass information to/from Omnis.

Normally a component calls this function passing only the pEci and pFval pointers. It should be noted that after ECOaddParam has been called the data contents (memory) of pFval belong to another object inside Omnis, so the deletion of the pFval causes no memory to be deleted.

pFval data belongs to Omnis and may be deleted in the component.

- **pEci** - Specifies the pointer to the EXTCompInfo structure.
- **pFval** - Specifies the pointer to the parameter data.
- **pParamId** - Specifies the id of this parameter. The default value of 0 indicates a returned parameter.
- **pParamType** - Specifies the parameter data type.
- **pParamFlags** - Specifies the parameter flags.
- **pParamNum** - Specifies the parameter number.
- **pParamParent** - Specifies the parameters' parent id.
- **returns** - Returns a pointer to the EXTParamInfo structure which contains the parameter.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_CONSTPREFIX:
      {
         EXTfldval prefixName;
         str15 prefixStr;
         prefixStr[0] = RESloadString( gInstLib, resourceID,
                                        &prefixStr[0], 15 );
         prefixName.setChar(prefixStr);
         ECOaddParam(eci,&prefixName);
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECOaddTraceLine()

void ECOaddTraceLine(str255* pString)

The ECOaddTraceLine function enables the component to add strings to the Omnis trace log.

- **pString** - The pointer to the str255 class which contains the string.

```
str255 myTraceLine("Some trace information");
ECOaddTraceLine( &myTraceLine );
```

ECOcanSendEvent() (web client only)

qbool ECOcanSendEvent(HWND pHwnd, qlong pEventID)

Use ECOcanSendEvent to test if an event can be send now.

- **pHwnd** - The HWND of the object.
- **pEventID** - The id of the event.
- **returns** - Returns true if the event can be send now. If this function returns false and the event must be send, the component should delay the sending by using a timer and checking again later.

See also ECOsendEvent

ECOclipboardGetPicture() (v2.4)

qbool ECOclipboardGetPicture(qHandle& pPicture)

This function retrieves picture data from the clipboard.

- pHandle – (output) the handle containing the clipboard data
- **returns** – true if the clipboard contained picture data.

See also ECOclipboardHasFormat, ECOclipboardSetPicture, ECOclipboardSetText, ECOclipboardGetText.

ECOclipboardGetPictureEx() (v5.1)

qbool ECOclipboardGetPictureEx(qHandle& pPicture)

This function retrieves a picture from the clipboard; with alpha support.

- pHandle – (output) the handle containing the clipboard data
- **returns** – true if the clipboard contained picture data.

// Paste from clipboard- excerpt from icon edit component

```
qHandle han;
if (ECOclipboardGetPictureEx(han) && han)
{
   {
      qHandlePtr hp(han,0);
      qlong w1 = hp.dataLen();
      if ( w1>0 )
      {
         mPastePixMap = GDIHPIXMAPfromSharedPicture(*hp, w1);
         if ( mPastePixMap )
         {
           HPIXMAPinfo pixInfo; GDIgetHPIXMAPinfo( mPastePixMap,
   &pixInfo );
           mPastePixMap = convTo24(pixInfo,mPastePixMap);
           #ifdef ismacosx
              qbool isAlpha = qbool((**mPastePixMap).pixelFormat ==
   k32RGBAPixelFormat);
           #endif
         }
      }
   }
}
```

ECOclipboardGetText() (v2.4)

qbool ECOclipboardGetText(qHandle& pText)

This function retrieves text data from the clipboard.

- **pText** – reference to a qHandle.
- **returns** – true if the clipboard contained text data.

See also ECOclipboardHasFormat, ECOclipboardSetText, ECOclipboardGetPicture, ECOclipboardSetPicture

ECOclipboardHasFormat() (v3.1)

qbool ECOclipboardHasFormat(EXTclipType pType)

Use this function to check if the clipboard contains data of the specified type.

- **pType** – enum, one of the following

  eExtClipText – test the clipboard for text data

  eExtClipPicture – test the clipboard for picture data

- **returns** – true if the clipboard contains data of the specified type

See also EXTclipType, ECOclipboardGetPicture, ECOclipboardGetText

ECOclipboardSetPicture() (v3.1)

qbool ECOclipboardSetPicture(qHandle pPicture)

This function places the given data as a picture on the clipboard.

- **pText** – the picture data.
- **returns** – true if the call was successful.

See also ECOclipboardGetPicture , ECOclipboardGetText, ECOclipboardSetText

ECOclipboardSetText() (v2.4)

qbool ECOclipboardSetText(qHandle pText)

This function places the given data as text on the clipboard.

- **pText** – the text data.
- **returns** – true if the call was successful.

See also ECOclipboardGetText, ECOclipboardGetPicture, ECOclipboardSetPicture

ECOconvertHFSToPosix() (v3.3)

qlong ECOconvertHFSToPosix(strxxx& pSrcPath, strxxx& pDstPath)

Converts the supplied Mactintosh file/folder path from Hierarchical File System format (colon separators) to Posix format (forward slash separators).

- **pSrcPath** – a strxxx object containing the HFS formatted path string.
- **pDestPath** – a strxxx object which receives the Posix formatted path string.

ECOconvertPosixToHFS() (v3.3)

qlong ECOconvertPosixToHFS(qbyte *pSrcPath, CFStringEncoding pSrcEncoding, strxxx& pDstPath)

Converts the supplied Mactintosh file/folder path from Posix format (forward slash separators) to Hierarchical File System format (colon separators).

- **pSrcPath** – a buffer containing the null-terminated Posix formatted path string.
- **pSrcEncoding** – A constant describing the Unicode encoding of the source string.
- **pDestPath** – a strxxx object which receives the HFS formatted path string.

```
OpsErr err;   EXTfldval srcpath;  str255 sdstPath;
err = ECOconvertPosixToHFS(srcpath.getChar().cString(),
   kCFStringEncodingMacRoman, sdstPath);
```

ECOconvKnownJavaObjs() (v4.2)

qbool ECOconvKnownJavaObjs(tqappfile* pLib, qlong &pFlag)

Returns the object's behavior with regard to Java object types. (Used internally by the Java objects component). The value if pFlag after the call indicates the behavior:

- **pFlag –** (output) qfalse => traditional behaviour object references are returned, qtrue => known objects are converted to Omnis types.

```
tqappfile *app = ECOgetApp(pEci->mLocLocp);
qbool mConvKnownObjects;
if(app) ECOconvKnownJavaObjs(app, mConvKnownObjects);
```

ECOdoMethod()

qret ECOdoMethod(qobjinst pObjInst, strxxx* pMethod, EXTfldval* pParams = 0, qshort pParamCnt = 0, qbool pExecNow=qtrue)

The ECOdoMethod function enables a non-visual component to invoke an objects' method. For example, if an email object has a method called '$newmail' then a component may wish to use ECOdoMethod to inform Omnis of new mail.

This function is basically a wrapper for ECOdoMethodECI.

- **pObjInst** - Pointer which was originally generated by Omnis and passed to the external during ECM_OBJCONSTRUCT.
- **pMethod** – A strxxx object containing the name of the method to execute.
- **pParams** - Pointer to an array of EXTfldval which contain the parameters for the method.
- **pParamCnt** - Number of parameters for the method.
- **pExecNow** - True if the method should be processed by Omnis immediately, false otherwise.
- **returns** - Returns a qret data type containing the result.

```
// Inform sub-classed email object of new email
EXTfldval numOfEmail; str255 methodName("$newemail")
numOfEmail.setLong( number_of_new_emails );
ECOdoMethod( mObjInst, &methodName, &numOfEmail, 1 );
```

See also ECOdoMethodECI

ECOdoMethodECI()

qbool ECOdoMethodECI(qobjinst pObjInst, strxxx* pMethod, EXTCompInfo* pEci, qbool pExecNow=qtrue)

The ECOdoMethodECI function enables a non-visual component to invoke an objects' method. For example, if an email object has a method called '$newmail' then a component may wish to use ECOdoMethodECI to inform Omnis of new mail.

Most components use ECOdoMethod in preference to this function.

- **pObjInst** - Pointer which was originally generated by Omnis and passed to the external during ECM_OBJCONSTRUCT.
- **pMethod** – A strxxx object containing the name of the method to execute.
- **pEci** - The EXTCompInfo structure which contains the method parameters.

- **pExecNow** - True if the method should be processed by Omnis immediately, false otherwise.
- **returns** - Returns a qret data type containing the result.

```
// Email event occurred. Invoke OMNIS objects' method
EXTCompInfo* eci = new EXTCompInfo();
eci->mParamFirst = 0;
// Add parameters to EXTCompInfo structure
EXTfldval myParam1;
myParam1.setlong( someData );
// Add parameter 1
ECOaddParam(eci,&myParam1,0,0,0,1,0);
// Invoke method
str255 methodName("$newemail")
qbool eventOk = ECOdoMethodECI( mObjInst, &methodName,eci, qtrue
);
// Delete parameters from EXTCompInfo structure
ECOmemoryDeletion( eci );
// Delete eci structure
delete eci;
```

See also ECOdoMethod

ECOdrawDesignName()

qbool ECOdrawDesignName(HWND pHWnd, HDC pHDC)

Allows the component to draw the name in the specified device context. Will have no effect if the object is not in design mode.

- **pHWnd** - The HWND of the object.
- **pHDC** – The device context to draw into.

```
ECOdrawDesignName( mHwnd, hdc );
```

See also DRAW_DESIGN_NAME

ECOdrawMultiKnobs()

void ECOdrawMultiKnobs(HWND pHWnd, HDC pHDC)

Allows the component to draw the multi-select knobs in the specified device context. Will have no effect if only one object is selected or if the object is not selected.

- **pHWnd** - The HWND of the object.
- **pHDC** – The device context to draw into.

```
ECOdrawMultiKnobs( mHwnd, hdc );
```

See also DRAW_MULTIDESIGN_KNOBS

ECOdrawNumber()

qbool ECOdrawNumber(HWND pHWnd, HDC pHDC)

Allows the component to draw the number in the specified device context. Will have no effect if 'Show number' is not active.

- **pHWnd** - The HWND of the object.
- **pHDC** – The device context to draw into.

```
ECOdrawNumber( mHwnd, hdc );
```

See also DRAW_NUMBER

ECOexcludeToolTipRect()

void ECOexcludeToolTipRect(HWND pHWnd, HDC pHDC)

Allows the component to exclude the tool-tip rectangle from the device contexts' clipped drawing area.

- **pHWnd** - The HWND of the object.
- **pHDC** – The device context to exclude the tool-tip rectangle from.

See also ECOgetToolTipRect

ECOfindObject()

void* ECOfindObject(HINSTANCE pInstance, HWND pHWnd, WPARAM pWParam =0)

Locates a pointer which has previously been stored via the ECOinsertObject function.

- **pInstance** - The Omnis instance. This may be NULL which results in the function searching all Omnis instances for the HWND.
- **pHWnd** - The HWND being searched for.
- **pWParam** - **Background components only.** The WPARAM which was passed in from Omnis, this should be passed for background components only.
- **returns** - Returns the pointer previously stored via the call to ECOinsertObject.

```
extern "C" qlong OMNISWNDPROC GenericWndProc(HWND hwnd, LPARAM Msg,
                    WPARAM  wParam, LPARAM lParam, EXTCompInfo*
   eci)
{
   ECOsetupCallbacks(hwnd, eci);
   switch (Msg)
   {
      case WM_PAINT:
      {
         cObj* object = (cObj *)ECOfindObject(eci->mOmnisInstance,
   hwnd );
         if ( NULL!=object && object->paint() ) return qtrue;
         break;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOinsertObject

ECOfindNVObject()

void* ECOfindNVObject(HINSTANCE pInstance, LPARAM pInstPtr)

Locates a pointer which has previously been stored via the ECOinsertNVObject function.

- **pInstance** - The Omnis instance. This may be NULL which results in the function searching all Omnis instances for the HWND.
- **pInstPtr** – The unique object instance reference (as allocated by Omnis)
- **returns** - Returns the pointer previously stored via the call to ECOinsertNVObject.

See also ECOinsertNVObject, Non-visual components

ECOfindParamNum()

EXTParamInfo* ECOfindParamNum(EXTCompInfo* pEci, qlong pParamID)

Locates a parameter in the EXTCompInfo structure. This function should be used to locate method and property parameters.

- **pEci** - The pointer to the EXTCompInfo structure.
- **pParamID** - The id of the parameter to be located.
- **returns** - Returns the pointer to the EXTParamInfo structure if successful, NULL otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_METHODCALL:
      {
         // OMNIS code is calling your component method
         qlong methodID = ECOgetId(eci);
         switch(methodID)
         {
            case cMyMethod1:
            {
               EXTParamInfo* param1 = ECOfindParamNum( eci, 1);
               EXTParamInfo* param2 = ECOfindParamNum( eci, 2);
               if ( param1 && param2 )
               {
                  // .. Do method processing …
               }
               return 1L;
            }
         }
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECOfindString() (v5.0)

void ECOfindString(str255 &pFindString, str255 &pStringToSearch, lsttype *pResultList)

Accesses the Omnis string table editor and searches for pFindString inside pStringToSearch at the current find location. If found, a row is added to pResultList containing the current find location and pStringToSearch.

- **pFindString** – The string to search for.
- **pStringToSearch** – The string to be searched.
- **pResultList** – The out list which is appended with the search result.

ECOgetApp()

qapp ECOgetApp(locptype* pLocp)

Returns a reference to an Omnis application. The EXTCompInfo structure which is passed to external components contains two context pointers. The context pointer mInstLocp points to the context of the class instance which contains the component. The context pointer mLocLocp points to the context of the calling method.

- **pLocp** - The context pointer.
- **return** - The Omnis library reference.

```
// fetch the library reference which contains the instance of the component
qapp app = ECOgetApp( pEci->mInstLocp );
```

ECOgetBundleRef() (v3.1) Mac OSX only

void *ECOgetBundleRef(qlong pBundleID)

Returns a CFBundleRef dependant on the pBundleID.

- **pBundleID** - Should be either kXsocket or kCoreGraphics.

ECOgetCrbFieldInfo() (V2.2)

qbool ECOgetCrbFieldInfo(strxxx& pFieldName, locptype* pLocp, crbFieldInfo& pFInfo)

ECOgetCrbFieldInfo gets the specified fields full format information. See structure crbFieldInfo for full description of the information returned.

- **pFieldName** - The Omnis variable
- **pLocp** - The context pointer.
- **pFInfo** - Pointer the info structure
- **return** - Returns true if the Omnis variable was found.

```
crbFieldInfo info;
str255 fieldName("ivTheVariable");
if ( ECOgetCrbFieldInfo( fieldName, eci->mInstLocp, &info ) )
{
   qlong maxLen = info.fln;
}
```

See also struct crbFieldInfo in EXTfldval class reference

ECOgetDeviceParms()

PRIdestParmStruct* ECOgetDeviceParms(locptype* pLocp)

Returns a reference to the global device parameters structure. It is not a copy, and altering any values in the structure will effect the Omnis devices.

- **pLocp** - The context pointer. Currently not used.
- **return** - Points to Omnis device parameters.

```
// fetch a pointer to the global device parameters
PRIdestParmStruct *deviceParms = ECOgetDeviceParms( pEci->mInstLocp
   );
```

ECOgetDirectoryDialog()

qbool ECOgetDirectoryDialog(HINSTANCE pInstance, HWND pOwner,

qlong pTitle, str255& pDirName, strxxx* pInitDir = 0)

qbool ECOgetDirectoryDialog(HINSTANCE pInstance, HWND pOwner,

strxxx& pTitle, str255& pDirName, strxxx* pInitDir = 0)

The ECOgetDirectoryDialog function enables the component to invoke a dialog to request a directory.

- **pInstance** - The instance which contains the string resources required. This would normally be gInstLib.
- **pOwner** - The HWND of the owner.
- **pTitle** - The resource id for the title OR a str255 object containing the title.
- **pDirName** - The str255 object which contains the directory name upon return, if successful.
- **pInitDir** - The pointer to the str255 object which specifies the initial directory. May be NULL.
- **returns** - Returns true if a directory has been selected, false otherwise.

Note: On MacOS make sure the component project contains the OMNISLIB.RSRC file.

```
str255 newDirectory;
if ( ECOgetDirectoryDialog( gInstLib,hwnd,5000,5001,newDirectory ) )
{
   … processing …
}
```

ECOgetFont()

void ECOgetFont(HWND pHwnd , qfnt* pFnt, qshort pFntIndex, qshort pFntSize)

The ECOgetFont function enables the component to obtain font details for the given index and font size.

- **pHwnd** - The HWND of the object.
- **pFnt** - Pointer to the qfnt structure which is populated, if successful, by Omnis.
- **pFntIndex** - The index of the font required.
- **pFntSize** - The size of the font required.

// Create font from index & size (extract from CALENDAR example)

```
qfnt fnt = fntSmallFnt;
ECOgetFont( mHWnd, &fnt, mHeadingFont, mHeadingFontSize );
HFONT font = GDIcreateFont( &fnt, mHeadingBold ? styBold : styPlain
   );
… processing ..
GDIdeleteObject( font );
```

ECOgetFont()

void ECOgetFont(qapp pApp, qbool pReportFont, qfnt* pFnt, qshort pFntIndex, qshort pFntSize)

The ECOgetFont function enables the component to obtain font details for the given index and font size from the specified Omnis library. It also allows you to specify if you require a report font or windows font.

- **pApp** - Reference to the Omnis library. See ECOgetApp().
- **pReportFont** - Specify qtrue if you require a font from the libraries report font table.
- **pFnt** - Pointer to the qfnt structure which is populated, if successful, by Omnis.
- **pFntIndex** - The index of the font required.
- **pFntSize** - The size of the font required.

```
// sample function retrieves a report font from the library containing the
// instance of the external component.
HFONT myCreateFont( EXTCompInfo* pEci )
{
   qfnt fnt; qapp app = ECOgetApp( pEci->mInstLocp );
   ECOgetFont( app, qtrue, &fnt, 1, 12 );
   return GDIcreateFont( &fnt, styPlain );
}
```

ECOgetFontIndex()

qshort ECOgetFontIndex(HWND pHwnd, EXTfldval& pFVal)

The ECOgetFontIndex function returns a font index from the specified font name.

- **pHwnd** – The HWND of the component control.
- **pFVal** – Specifies the EXTfldval which contains the font name in character format.
- **Returns** – Returns a font index from 1 to 31 if succeeded, 0 otherwise.

```
str80 s("Times Roman");
EXTfldval fval; fval.setChar( s );
qshort fntIndex = ECOgetFontIndex( hwnd, fval );
```

ECOgetId()

qlong ECOgetId(EXTCompInfo* pEci)

The ECOgetId function should be used to retrieve the id of the method or property.

- **pEci** - The pointer to the EXTCompInfo structure.
- **returns** - Returns the id of the method or property if successful, zero otherwise.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_METHODCALL:
      {
         // OMNIS code is calling your component method
         qlong methodID = ECOgetId(eci);
         switch(methodID)
         {
            // … Method 1
            case cMyMethod1:
            // … Method 2
            case cMyMethod2:
         }
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECOgetLocalIpAddress() (v4.3)

qulong ECOgetLocalIpAddress(void)

Returns the client machine's ethernet IP address as a hexadecimal long integer.

ECOgetNVObject() (v3.3)

void *ECOgetNVObject(objectinst *pInst)

Searches for an external component instance in the chain of super instances of this object, returning the first instance found. If no external component instance is found, pInst is returned.

- **pInst** – The initial object instance.

```
EXTfldval fval; fftttype ftype1;
//….code excerpt from JavaObjs component
fval.getType(ftype1);
if (ftype1 == fftObjref)
{
   qobjinst objInst = fval.getObjRef();
   if (objInst) objInst = (qobjinst)ECOgetNVObject(objInst); //
   check for superinst..
   if ( objInst )
   {
      tqfJObjectContainer* object =
   (tqfJObjectContainer*)ECOFINDNVOBJECT(0, (LPARAM)objInst );
      if ( object && object->mObject )
      {
         EXTfldval fval1,fval2;
         ljline = ljlist->insertRow();
         ljlist->getColValRef(i,1,fval1,qtrue);
         fval1.setLong(object->mObject->mJObjID);
         ljlist->getColValRef(i,2,fval2,qtrue);
         fval2.setChar(lelemsig);
      }
   }
}
```

ECOgetParamCount()

qshort ECOgetParamCount(EXTCompInfo* pEci)

The ECOgetParamCount function enables the component to inquire on how many parameters, which have ids sequentially from 1, are in the EXTCompInfo structure. This is especially useful during the ECM_METHODCALL message to ensure that the correct number of parameters have been supplied.

- **pEci** - The pointer to the EXTCompInfo structure.
- **returns** - Returns the number of parameters.

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case ECM_METHODCALL:
      {
         // OMNIS code is calling your component method
         qlong methodID = ECOgetId(eci);
         switch(methodID)
         {
            case cMyMethod1:
            {
               if ( ECOgetParamCount(eci) != 2 )
               {
                  // Error - Method needs two parameters
                  return 0l;
               }
            }
         }
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECOgetParamInfo() (v3.1)

qbool ECOgetParamInfo(EXTparamInfo* pParam, EXTparamTypeInfo&
pInfo);

Returns additional type information about the parameter specified by pParam.

- **pParam** – Pointer to the parameter structure.
- **pInfo** – Reference to the structure which will receive the additional info.

See also EXTparamInfo, EXTparamTypeInfo

ECOgetProperty()

qbool ECOgetProperty(HWND pHwnd, qshort pAnum, EXTfldval& pFval)

The ECOgetProperty function enables the component to obtain information concerning Omnis standard object properties.

- **pHwnd** - The HWND of the object.
- **pAnum** - The anum of the property which is requested (See ANUMS.HE for the list of possible anums).
- **pFval** - The EXTfldval object which contains the property, if successful.
- **returns** - Returns true if successful, false otherwise.

```
// Get $dataname property
EXTfldval fldname;
if ( ECOgetProperty( mHwnd, anumFieldname, fldname ) )
{
   // Get the name from the fldval
   str255 str;
   fldname.getChar ( str );
}
```

ECOgetStyle()

qbool ECOgetStyle(tqappfile* pApp, qchar* pStyleName, qshort pLen, GDItextSpecStruct* pTextSpec)

The ECOgetStyle function enables the component to obtain the field style information.

- **pApp** – The tqappfile pointer for the instance of the component.
- **pStyleName** – A pointer to the field style name.
- **pLen** – The length of the field style name.
- **pTextSpec** – A pointer to a GDItextSpecStruct which will be populated upon return.
- **returns** - Returns true if successful, false otherwise.

```
// Get the fieldstyle name
EXTfldval fval; ECOgetProperty(hwnd,anumFldStyle,fval);
str255 s; fval.getChar(s);
GDItextSpecStruct textSpec;
ECOgetStyle( app, &s[1], s[0], &textSpec );
```

ECOgetToolTipRect()

qbool ECOgetToolTipRect(HWND pHwnd, qrect* pRect)

The ECOgetToolTipRect function enables the component to obtain the position of the tool tip (if visible).

- **pHwnd** - The HWND of the object.
- **pRect** – The pointer to a qrect object which will contain the tool-tip rectangle upon return (only is a tool-tip is currently visible).
- **returns** - Returns true if successful, false otherwise.

ECOhasFocus()

qbool ECOhasFocus(HWND pHWnd)

The ECOhasFocus function enables the component to inquire on the focus state of the object.

- **pHWnd** - The HWND of the object.
- **returns** - Returns true if the object currently has the focus, false otherwise.

```
qbool result = ECOhasFocus( mHwnd );
if ( result )
{
   // object currently has the focus
}
```

ECOhideTooltip()

void ECOhideTooltip(HWND pHwnd)

The ECOhideTooltip function can be used by the components to hide the on screen tool tip. The Omnis tool tip is drawn directly to the screen. It saves the bitmap where is it about to be displayed for later restoring when the tool tip is not needed.

As a result, if a tool tip is displayed and partly covers the control, the control paints due to a timer message for example, the bitmap saved by the tool tip that it uses for restoring could now be invalid.

To avoid this problem, controls can call this API, passing their components HWND to hide the tip.

- **pHwnd** - The HWND of the object.

ECOinsertObject()

void ECOinsertObject(EXTCompInfo* pEci, HWND pHWnd, void* pObjPointer, WPARAM pWParam)

Stores a pointer for the specified HWND in a list of Omnis instances.

- **pInstance** - Specifies the Omnis instance to which this pointer should belong to.
- **pHWnd** - Specifies the HWND which is linked to the pointer.
- **pObjPointer** - Specifies the pointer to be stored.
- **pWParam** - **Background components only.** The WPARAM which was passed in from Omnis, this should be passed for background components only.

```
extern "C" qlong OMNISWNDPROC GenericWndProc(HWND hwnd, LPARAM Msg,
                    WPARAM wParam, LPARAM lParam, EXTCompInfo* eci)
{
   ECOsetupCallbacks(hwnd, eci);
   switch (Msg)
   {
      case ECM_OBJCONSTRUCT:
      {
         cObj* myNewObject = new cObj();
         if ( myNewObject )
         {
            ECOinsertObject(eci, hwnd, (void*) myNewObject);
         }
         else
         {
            // … Error - Out of memory …
         }
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECM_OBJCONSTRUCT

ECOinsertNVObject()

void ECOinsertNVObject(HINSTANCE pInstance, LPARAM pInstPtr, void* pObjPointer)

Stores a pointer for the specified HWND in a list of Omnis instances.

- **pInstance** - Specifies the Omnis instance to which this pointer should belong to.
- **pInstPtr –** Specifies the object instance pointer (as supplied by Omnis) to associate the pObjPointer with.
- **pObjPointer -** Specifies the pointer to be stored.

```
extern "C" qlong OMNISWNDPROC GenericWndProc(HWND hwnd, LPARAM Msg,
                     WPARAM wParam, LPARAM lParam, EXTCompInfo* eci)
{
   ECOsetupCallbacks(hwnd, eci);
   switch (Msg)
   {
      case ECM_OBJCONSTRUCT:
      {
         cObj* obj = new cObj();
         ECOinsertNVObject(eci->mOmnisInstance,lParam,(void*)obj);
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOfindNVObject, Non-visual components

ECOinvalBackObj() (v3.1)

void ECOinvalBackObj()

If the object is a background component, ECOinvalBackObj() invalidates the drawing area, causing it to be redrawn.

ECOisDesign()

qbool ECOisDesign(HWND pHWnd)

The ECOisDesign function enables the component to inquire on the design state of the object.

- **pHWnd** - The HWND of the object.
- **returns** - Returns true if the object is in design, false otherwise.

```
qbool result = ECOisDesign( mHwnd );
if ( result )
{
    // object is in design mode.
}
```

ECOisMultiSelected()

qbool ECOisMultiSelected(HWND pHWnd)

Allows the component to inquire on whether the object is currently one of many objects selected.

- **pHWnd** - The HWND of the object.
- **returns** - Returns true if the object is currently multi-selected, false otherwise.

```
qbool result = ECOisMultiSelected( mHwnd );
if ( result )
{
    // object is selected as part of a group
}
```

See also IS_MULTISELECTED

ECOisOMNISinTrueRuntime()

qbool ECOisOMNISinTrueRuntime(HWND pHwnd)

Returns qtrue if Omnis is in a true runtime state. In this state it is safe for components to send events. In some other states it is not safe. For example, your component maybe a runtime component, but Omnis may be in **build mode** debugging another method. Omnis always tries to switch to the correct mode when executing a method/event. If you send an event during a debug session, Omnis brings your component to the front immediately, executes your event and returns to the debug session. For some controls such as a clock sending events every second, this is not what should happen.

- **pHwnd** - The HWND of the object.
- **returns** - qtrue if Omnis is in true runtime.

```
if (ECOisOMNISinTrueRuntime( mHWnd ) )
{
    // can send events
}
```

ECOisSelected()

qbool ECOisSelected(HWND pHWnd)

Allows the component to inquire on whether the object is currently selected.

- **pHWnd** - The HWND of the object.
- **returns** - Returns true if the object is currently selected, false otherwise.

```
qbool result = ECOisSelected( mHwnd );
if ( result )
{
   // object is selected
}
```

See also IS_SELECTED

ECOisSerialised()

qbool ECOisSerialised(HWND pHOmnisCompHwnd, qchar* pProductCode, qchar* pFunctionCode = NULL, qchar* pSerial = NULL, qchar* pNotes = NULL)

qbool ECOisSerialised(qchar* pProductCode, qchar* pFunctionCode = NULL, qchar* pSerial = NULL, qchar* pNotes = NULL)

Asks Omnis if the component has been serialised and returns information about the serial number.

- **pHOmnisCompHwnd** – Components hwnd
- **pProductCode** – Product code supplied by component. Must be 4 alpha/numeric characters.
- **pFunctionCode** – Functionality code returned by Omnis. These consist of 4 alpha/numeric characters describing the enabled functionality.
- **pSerial** – Complete serial number. Returned by Omnis.
- **pNotes** – Notes as entered with the serial number by the user. Returned by Omnis.

See also IS_SERIALISED

ECOisSetup()

qbool ECOisSetup(HWND pHWnd)

Allows the component to inquire on the set-up state of the object. The set-up state of an object is false before properties have been initialized, true afterwards.

- **pHWnd** - The HWND of the object.
- **returns** - Returns true if the object is set-up, false otherwise.

```
qbool result = ECOisSetup( mHwnd );
if ( result )
{
    // object is setup and ready for action.
}
```

See also ECM_OBJINITIALIZE, IS_SETUP

ECOisShowNumber()

qbool ECOisShowNumber(HWND pHWnd)

Allows the component to inquire on whether the design-time option ‘Show number’ is on.

- **pHWnd** - The HWND of the object.
- **returns** - Returns true if ‘Show number’ is on, false otherwise.

```
qbool result = ECOisShowNumber( mHwnd );
if ( result )
{
    // Show number is on
}
```

See also IS_SHOWNUMBER

ECOisWndTop()

qbool ECOisWndTop(HWND pHWnd)

Allows the component to inquire on whether the object is a member of the top-most window.

- **pHWnd** - The HWND of the object.
- **returns** - Returns true if the object is a member of the top-most window, false otherwise.

```
qbool result = ECOisWndTop( mHwnd );
if ( result )
{
   // object is on top
}
```

See also IS_WINDOW_TOP

ECOlistFonts()

void ECOlistFonts(EXTqlist *pList, qbool pReportFonts)

Allows the component to obtain a list of window or report fonts installed on the machine.

- **pList** - The list to populate.
- **pReportFonts** – True if a list of report fonts is required.

ECOlistSetLineHeight()

void ECOlistSetLineHeight(HWND pHOmnisCompHwnd, qlong pLineHeight)

The ECOlistSetLineHeight function should be used by the component to specify the line height (in pixels) of objects which have previously been defined as cObjType_List.

- **pHOmnisCompHwnd** - The HWND of the object.
- **pLineHeight** - The list line height.

```
// Forces all lists lines in a derived picture component to be 50 pixels
// high.
ECOlistSetLineHeight(mHwnd,50);
```

See also WM_CONTROL - LIST_SETLINEHEIGHT, cObjType_List

ECOloadFileDialog()

qbool ECOloadFileDialog(HINSTANCE pInstance, HWND pOwner,
qlong pResTitle, qlong pResFilter, str255& pFileName,
str255* pInitDir = 0)

qbool ECOloadFileDialog(HINSTANCE pInstance, HWND pOwner,
strxxx& pTitle, strxxx& pFilter, str255& pFileName,
str255* pInitDir = 0)

The ECOloadFileDialog function enables the component to invoke the operating system load file dialog.

- **pInstance** - The instance which contains the string resources required. This would normally be gInstLib.

- **pOwner** - The HWND of the owner.
- **pResTitle or pTitle** - The resource id or string for the title of the load file dialog.
- **pResFilter or pFilter** - The resource id or string for the filter string of the load file dialog. Any platform dependent filters are removed if not required. e.g.

  5001 "PCX Files (*.pcx)|*.pcx|All Mac Text Files|'',’TEXT’|"

  Note: Under MacOS you can specify both or either the finder creator & type code, for example, |Omnis Libraries|’OO$$’,’OO$A’|All Omnis Files|’OO$$’,’’|. Under Windows the MacOS specific file filter is ignored.
- **pFileName** - The str255 object which contains the file name upon return, if successful.
- **pInitDir** - The pointer to the str255 object which specifies the initial folder. May be NULL.
- **returns** - Returns true if a file has been selected, false otherwise.

Note: On MacOS make sure the component project contains the OMNISLIB.RSRC file.

```
// Load file (extract from PCX example)
str255 newFile;
if ( ECOloadFileDialog( gInstLib,hwnd,5000,5001,newFile ) )
{
   object->mFile = newFile;
   object->readPCX();
   WNDinvalidateRect( hwnd, NULL );
   ECOupdatePropInsp(hwnd);
}
```

ECOmapString() (v5.0)

qlong ECOmapString(qchar *pBuffer, qlong pBufferLen, qlong pLen)

Accesses the Omnis string table editor and searches for a string with ID matching the contents of pBuffer. If found, pBuffer is assigned the contents of the string table element and the character length is returned.

- **pBuffer** – On input- the ID of the string to match, on output- the contents of the string table element.
- **pBufferLen** – the length in bytes of the buffer (prevents overrun).
- **pLen** – the length in characters of the input ID string.

ECOmemoryDeletion()

void ECOmemoryDeletion(EXTCompInfo* pEci)

Deletes memory previously allocated in the external component (returned parameters for example). WNDdefWindowProc processes the ECM_MEMORYDELETION message. See **ECOpushCompEvent** for an example of the use of ECOmemoryDeletion.

- **pEci** - Pointer to EXTCompInfo structure which contains the parameters to delete.

See also ECM_MEMORYDELETION

ECOmessageBox() (v3.3)

qbool ECOmessageBox(qulong pFlags,qbool pBell,str255& pMsg)

Provides external components with access to Omnis message box dialogs.

- **pFlags** - Determines the type of message box which can be: MSGBOX_OK, MSGBOX_YESNO, MSGBOX_NOYES, MSGBOXICON_OK, MSGBOXICON_YESNO, MSGBOXICON_NOYES, MSGBOXCANCEL_YESNO or MSGBOXCANCEL_NOYES
- **pBell** – If qtrue, indicates that the system bell should sound
- **pMsg** – The text for the message

```
RESloadString(gInstLib, needInitialConversion ? 9000 : 9001, msg);
msg.insertStr(strPathName);
if (ECOmessageBox(MSGBOXICON_NOYES, qfalse, msg))
{
   //add conditional processing here
}
```

ECOpaintGrayFrame() (v5.0)

void ECOpaintGrayFrame(HDC pHdc, qrect &pRect)

Draws a gray frame around the control in design mode, so that the control is visible on the design window.

```
//Excerpt from the Accordion component paint() method
if (hwnd() == hWnd)
{
   qrect clientRect;
   WNDgetClientRect(hwnd(), &clientRect);
   qrect entryRect(clientRect);
   qdim clientWidth = clientRect.width();

   WNDpaintStruct paintStruct;
   WNDbeginPaint(mHWnd, &paintStruct);

   HDC hdc = paintStruct.hdc;
   qrect rcPaint = paintStruct.rcPaint;
   void *offscreenPaintInfo = GDIoffscreenPaintBegin(NULL, hdc,
   clientRect, rcPaint);
   if (offscreenPaintInfo)
   {
      WNDdefWindowProc(hwnd(), WM_ERASEBKGND, (WPARAM) hdc, 0, eci);

      qbool isDesign = ECOisDesign(mHWnd);
      if (isDesign)
      {
         // Draw design stuff
         ECOdrawDesignName(mHWnd, hdc);
         ECOdrawNumber(mHWnd, hdc);
         ECOdrawMultiKnobs(mHWnd, hdc);
         #ifndef isRCC
            // If there is no border, draw a gray frame so the object bounds are visible in
   design mode
            WNDborderStruct bs;
            WNDgetBorderSpec(hwnd(), &bs);
            if (WND_BORD_NONE == bs.mBorderStyle)
               ECOpaintGrayFrame(hdc, clientRect);
         #endif
      }
      else
```

```
      {
         //...
      }
      GDIoffscreenPaintEnd(offscreenPaintInfo);
   }
   WNDendPaint(mHWnd, &paintStruct);
}
```

ECOreadLocalisationItem()

qbool ECOreadLocalisationItem(EXTCompInfo *pEci, qshort pLocItemXn, str255 &pLocItemData)

Returns the localised text from the localisation database.

- **pEci** - Pointer to EXTCompInfo structure.
- **pLocItemXn** - identifies the localized item. This can be one of the cLOCxn constants. See source file LOCALISE.HE for a listing.
- **pLocItemData** - the localised text is returned in this parameter.
- **returns** - true if the item exists and text has been returned.

ECOreloadLibData() (v4.1)

qbool ECOreloadLibData(str80& pLibName)

Instructs the core to rebuild object lists, reloading icons, properties, events and constants for the specified component. The component's window object is closed if open.

- **pLibName** – object name, usually read from resource string 1000

ECOremoveObject()

void* ECOremoveObject(EXTCompInfo* pEci, HWND pHWnd, WPARAM pWParam)

Removes a pointer reference which had previously been stored via ECOinsertObject.

- **pInstance** - Specifies the Omnis instance which the pointer was originally inserted into.
- **pHWnd** - Specifies the HWND which is linked to the pointer.
- **pWParam** - **Background components only.** The WPARAM which was passed in from Omnis, this should be passed for background components only.
- **returns** - Returns the pointer originally passed into the ECOinsertObject function.

```
extern "C" qlong OMNISWNDPROC GenericWndProc(HWND hwnd, LPARAM Msg,
                  WPARAM  wParam, LPARAM lParam, EXTCompInfo* eci)
{
   ECOsetupCallbacks(hwnd, eci);
   switch (Msg)
   {
      case ECM_OBJDESTRUCT:
      {
         CObj* myObject = (CObj *)ECOremoveObject( eci, hwnd );
         if ( NULL!= myObject)
            delete myObject;
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOinsertObject, ECM_OBJDESTRUCT

ECOremoveNVObject()

void* ECOremoveNVObject(HINSTANCE pInstance,LPARAM pInstPtr)

Removes a pointer reference which had previously been stored via ECOinsertNVObject.

- **pInstance** - Specifies the Omnis instance which the pointer was originally inserted into.
- **pInstPtr –** Specifies the object instance pointer (as supplied by Omnis in LPARAM) which was originally used during ECOinsertNVObject.
- **returns** - Returns the pointer originally passed into the ECOinsertNVObject function.

```
extern "C" qlong OMNISWNDPROC GenericWndProc(HWND hwnd, LPARAM Msg,
                  WPARAM  wParam, LPARAM lParam, EXTCompInfo* eci)
{
   ECOsetupCallbacks(hwnd, eci);
   switch (Msg)
   {
      case ECM_OBJDESTRUCT:
      {
         CObj* myObject = (CObj *)ECOremoveNVObject( eci-
   >mOmnisInstance,
                                                                lParam
   );
         if ( NULL!= myObject)
            delete myObject;
         return 1L;
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

See also ECOinsertNVObject, Non-visual components

ECOresetObjDetails()

qbool ECOresetObjDetails(qobjinst pObjInst, EXTfldval& pProps, EXTfldval& pMethods)

The ECOresetObjDetails function provides a means for non-visual components to dynamically alter the properties and methods which an object provides.

- **pObjInst** - Pointer which was originally generated by Omnis and passed to the external during ECM_OBJCONSTRUCT.
- **pProps** - A list containing the new properties for the object. This list should be in the format as returned by ECOreturnProperties. See the section on Control Handlers for more information on the exact structure of this list.
- **pMethods** - A list containing the new methods for the object. This list should be in the same format as returned by ECOreturnMethods. See the section on Control Handlers for more information on the exact structure of this list.
- **Returns** - Returns true if successful, false otherwise.

See also Non-Visual components

ECOreturnCompID()

qlong ECOreturnCompID(HINSTANCE pInstance, EXTCompInfo* pEci,
qshort pCompResNameID, qshort pCompType)

The ECOreturnCompID function provides support for the ECM_GETCOMPID message.

- **pInstance** - The instance which contains the resources(component name) for the component object. This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pCompResNameID** - The resource id for the component name.
- **pCompType** - The component object base type. Of type cObjType_xxx and/or cRepObjType_xxx.
- **returns** - Returns the pCompType value which should returned to Omnis.

See also ECM_GETCOMPID

ECOreturnCompInfo()

qlong ECOreturnCompInfo(HINSTANCE pInstance, EXTCompInfo* pEci,
qshort pLibNameResID, qshort pCompCount)

The ECOreturnCompInfo function provides support for the ECM_GETCOMPLIBINFO message.

- **pInstance** - The instance which contains the resources(library name) for the component library. This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pLibNameResID** - The resource id for the component library name.
- **pCompCount** - The number of objects within the components' library.
- **returns** - Returns true if successful, false otherwise.

See also ECM_GETCOMPLIBINFO

ECOreturnConstants()

qbool ECOreturnConstants(HINSTANCE pInstance, EXTCompInfo* pEci,
qlong pResStart, qlong pResEnd)

Provides support for the ECM_GETCONSTNAME message.

- **pInstance** - The instance which contains the resources for the constants. This would normally be gInstLib.

- **pEci** - The pointer to EXTCompInfo structure.
- **pResStart** - Resource identifier for the first constant.
- **pResEnd** - Resource identifier of the last constant.
- **returns** - Returns true if successful, false otherwise.

It should be noted that this function is successful even if not all the resource slots between pResStart and pResEnd are populated. This would enable the component to easily modify groups of constants.

See also ECM_GETCONSTNAME

ECOreturnCStoreGrpName()

qbool ECOreturnCStoreGrpName(HINSTANCE pInstance, EXTCompInfo* pEci,
qlong pResID)

The ECOreturnCStoreGrpName function provides support for the ECM_GETCOMPSTOREGROUP message.

- **pInstance** - The instance which contains the resources(custom component store group name). This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pResID** - The resource id for the custom component store group name.
- **returns** - Returns true if successful, false otherwise.

See also ECM_GETCOMPSTOREGROUP

ECOreturnEventMethod()

qbool ECOreturnEventMethod(HINSTANCE pInstance, EXTCompInfo* pEci,
qlong pResStart)

The ECOreturnEventMethod function provides support for the ECM_GETEVENTMETHOD message.

- **pInstance** - The instance which contains the resources(method lines). This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pResStart** - The resource id for the start of the event method instructions. You should note that this function continues to add method lines until an empty string is located in the resources.
- **returns** - Returns true if successful, false otherwise.

See also ECM_GETEVENTMETHOD

ECOreturnEventMethod()

qbool ECOreturnEventMethod(HINSTANCE pInstance, EXTCompInfo* pEci, ECOmethodEvent* pTable, qshort pTableElements, qbool pIncDesc = qtrue)

The ECOreturnEventMethod function provides support for the ECM_GETEVENTMETHOD message. This function generates an event method from the event table rather than from sequence of event lines in resources [see ECOreturnEventMethod(pInstance, pEci, pResStart) above]

- **pInstance** - The instance which contains the resources(method lines). This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pTable** - The pointer to the ECOmethodEvent structure.
- **pTableElements** - Number of events in the ECOmethodEvent structure.
- **pIncDesc** - True if description should be included as a comment in the event method.
- **returns** - Returns true if successful, false otherwise.

See also ECM_GETEVENTMETHOD

ECOreturnEvents()

qbool ECOreturnEvents(HINSTANCE pInstance, EXTCompInfo* pEci,
ECOmethodEvent* pTable, qshort pTableElements)

The ECOreturnEvents function provides support for the ECM_GETEVENTNAME message.

- **pInstance** - The instance which contains the resources for the events. This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pTable** - The pointer to the ECOmethodEvent structure.
- **pTableElements** - Number of events in the ECOmethodEvent structure.
- **returns** - Returns true if successful, false otherwise.

See also ECM_GETEVENTNAME, Component Events

ECOreturnIcon()

qbool ECOreturnIcon(HINSTANCE pInstance, EXTCompInfo* pEci, qshort pBitmapID)

The ECOreturnIcon function provides support for the ECM_GETCOMPICON message.

- **pInstance** - The instance which contains the resources(object icon) for the component object. This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pBitmapID** - The resource id for the components' object icon.
- **returns** - Returns true if successful, false otherwise.

See also ECM_GETCOMPICON

ECOreturnMethodEvents

ECOreturnMethodEvents simply calls ECOreturnMethods.

ECOreturnMethods()

qbool ECOreturnMethods(HINSTANCE pInstance, EXTCompInfo* pEci,
ECOmethodEvent* pTable, qshort pTableElements)

The ECOreturnMethods function provides support for the ECM_GETMETHODNAME message.

- **pInstance** - The instance which contains the resources for the methods. This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pTable** - The pointer to the ECOmethodEvent structure.
- **pTableElements** - Number of functions or events in the ECOmethodEvent structure.
- **returns** - Returns true if successful, false otherwise.

See also ECM_GETMETHODNAME, Component Events

ECOreturnObjects()

qbool ECOreturnObjects(HINSTANCE pInstance, EXTCompInfo* pEci,
ECOobject* pTable, qshort pTableElements)

The ECOreturnObjects function provides support for the ECM_GETOBJECT message.

- **pInstance** - The instance which contains the resources for the objects. This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pTable** - The pointer to the ECOobject structure.
- **pTableElements** - Number of objects in the ECOobject structure.
- **returns** - Returns true if successful, false otherwise.

See also ECM_GETOBJECT, Non-Visual components

ECOreturnProperties()

qbool ECOreturnProperties(HINSTANCE pInstance, EXTCompInfo* pEci,
ECOproperty* pPropTable, qshort pTableElements)

The ECOreturnProperties function provides support for the ECM_GETPROPNAME message.

- **pInstance** - The instance which contains the resources for the properties. This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pPropTable** - The pointer to the ECOproperty structure.
- **pTableElements** - Number of properties in the ECOproperty structure.
- **returns** - Returns true if successful, false otherwise.

See also ECM_GETPROPNAME, and the *Component Events* section.

ECOreturnVersion()

qlong ECOreturnVersion(qshort pMajorNumber, qshort pMinorNumber)
The ECOreturnVersion function provides support for the ECM_GETVERSION message.

- **pMajorNumber** - The major part of the components' version number.
- **pMinorNumber** - The minor part of the components' version number.

See also ECM_GETVERSION, GDIreadVersion

ECOreturnVersion() (Web Client 1.2)

qlong ECOreturnVersion(HINSTANCE pInst)

Web client components must use this mechanism to return the components version number from its resources. The component must have the following string resource

31020 “VER 1 5 %%ORFC_VER%%”

Please note the spaces. These are important. The 1 specifies the major version, and the 5 specifies the minor version. Non-web client components can also use this new mechanism to return the version number.

- **pInstance** - The instance which contains the string resources required. This would normally be gInstLib.

See also ECM_GETVERSION, GDIreadVersion

ECOsaveFileDialog()

qbool ECOsaveFileDialog(HINSTANCE pInstance, HWND pOwner,
qlong pResTitle, qlong pResFilter, str255& pFileName,
str255* pInitDir = 0)

qbool ECOsaveFileDialog(HINSTANCE pInstance, HWND pOwner,
strxxx& pTitle, strxxx pFilter, str255& pFileName,
str255* pInitDir = 0)

The ECOsaveFileDialog function enables the component to invoke the operating system save file dialog.

- **pInstance** - The instance which contains the string resources required. This would normally be gInstLib.
- **pOwner** - The HWND of the owner.
- **pResTitle or pTitle** - The resource id or string for the title of the save file dialog.
- **pResFilter or pFilter** - The resource id or string for the filter string of the save file dialog. Any platform dependent filters are removed if not required.

  Note: ONLY used on WINDOWS.
- **pFileName** - The str255 object which contains the file name upon return, if successful.
- **pInitDir** - The pointer to the str255 object which specifies the initial folder. May be NULL.
- **returns** - Returns true if a file has been selected, false otherwise.

```
// Save file
str255 saveFile;
if ( ECOsaveFileDialog( gInstLib,hwnd,myResTitle,myResFilter,
   saveFile) )
{
   saveDataToFile( saveFile );
}
```

ECOsendCompEvent()

qbool ECOsendCompEvent(HWND pHwnd, EXTCompInfo* pEci, qlong pEventID, qbool pExecNow)

The ECOsendCompEvent function enables the component to send Omnis object events. This function is useful for components which need to add the parameters manually to the EXTCompInfo structure. Most components use ECOsendEvent in preference to this function.

- **pHwnd** - The HWND of the object.
- **pEci** - The EXTCompInfo structure which contains the event parameters.
- **pEventID** - The id of the event.
- **pExecNow** - True if the event should be processed by Omnis immediately, false otherwise.
- **returns** - Returns true if the event has been processed by Omnis, false if it has been discarded. If pExecNow is false this function always returns true.

```
// Event myEvent1 occurred. Send event to OMNIS
EXTCompInfo* eci = new EXTCompInfo();
eci->mParamFirst = 0;
// Add parameters to EXTCompInfo structure
EXTfldval myParam1;
myParam1.setlong( someData );
// Add parameter 1
ECOaddParam(eci,&myParam1,0,0,0,1,0);
// Send event to OMNIS
qbool eventOk = ECOsendCompEvent( hwnd, eci, myEventId, qtrue );
// Delete parameters from EXTCompInfo structure
ECOmemoryDeletion( eci );
// Delete eci structure
delete eci;
```

See also ECOsendEvent

ECOsendEvent()

qbool ECOsendEvent(HWND pHwnd, qlong pEventID, EXTfldval* pParams = 0, qshort pParamCnt = 0, qbool pExecNow = EEN_EXEC_IMMEDIATE)

The ECOsendEvent function enables the component to send Omnis object events. This function is basically a wrapper for ECOsendCompEvent.

- **pHwnd** - The HWND of the object.
- **pEventID** - The id of the event.
- **pParams** - Pointer to an array of EXTfldval which contain the parameters for the event.
- **pParamCnt** - Number of parameters for the event.
- **pExecNow** - can be one of the following

  EEN_EXEC_LATER - the event should be processed by OMNIS later. The event is added to the end of the Omnis event queue

  EEN_EXEC_IMMEDIATE - the event should be processed by Omnis immediately

  EEN_EXEC_PUSH (v3.1) - the event should be pushed on the Omnis event queue in front off all existing events on the queue.

- **returns** - Returns true if the event has been processed by Omnis, false if it has been discarded. If pExecNow is false this function always returns true. When calling ECOsendEvent from Web Client components, ECOsendEvent will always return qtrue. The correct result is send to the component once the server returns control to the client. See ECM_EVENTRESULT.

// Send second event code to OMNIS (extract from CLOCK example)

```
EXTfldval newSeconds;
newSeconds.setLong(datetime->tm_sec);
ECOsendEvent( mHWnd, cClockEvSecs, &newSeconds, 1 );
```

See also ECOsendCompEvent

ECOsetCustomTabName()

qbool ECOsetCustomTabName(HINSTANCE pInstance, EXTCompInfo* pEci,
qlong pResID)

The ECOsetCustomTabName function provides support for the ECM_CUSTOMTABNAME message.

- **pInstance** - The instance which contains the resources(custom tab name). This would normally be gInstLib.
- **pEci** - The pointer to EXTCompInfo structure.
- **pResID** - The resource id for the custom tab name.
- **returns** - Returns true if successful, false otherwise.

See also ECM_CUSTOMTABNAME

ECOsetDTformat()

void ECOsetDTformat(str80& pFormat, qshort pFormatType)

The ECOsetDTformat function enables the component to set the Omnis internal variables #FD, #FT, #FDT. This function is most useful in the Omnis Web Thin-Client so that controls can localize their date/time routines.

- **pFormat** – The new string format for the required format type. Please note that this variable will contain the old string on return.
- **pFormatType** – The required data type. This can be dpFdate1900, dpFdate1980, dpFdate2000 for #FD (date formatting); or dpFtime for #FT (time formatting); others types will be for #FDT (date and time formatting).

An example of use may be :-

```
// Set the date formatting (#FD for European or American formatting)
str80 s;
if ( EuropeanDateSystem )
   s=str80("D m Y");
else
   s=str80("m D Y");
ECOsetDTformat(s, dpFdate2000 );
// Get the date string (which will be formatted appropriately)
str255 displayString; myDate.getChar( displayString );
// Set #FD back to the old value
ECOsetDTformat(s, dpFdate2000 );
```

ECOsetError()

void ECOsetError(qlong pErrNum, str255* pErrText)

The ECOsetError function enables the component to set the Omnis variables #ERRCODE and #ERRTEXT.

- **pErrNum** - The error number stored in #ERRCODE.
- **pErrText** - The pointer to the str255 object stored in #ERRTEXT.

```
// Set OMNIS #ERRCODE & #ERRTEXT variables
// #ERRCODE
qlong errCode = 1;
// #ERRTEXT
str255 errText("Something bad has happened");
ECOsetError( errCode, &errText );
```

ECOsetParameterChanged()

void ECOsetParameterChanged(EXTCompInfo* pEci, qshort pParamNum)

The ECOsetParameterChanged function should be called by the component when a method parameter has been modified. Failure to call this function results in any modifications made to a method parameter being lost on return to Omnis. The method parameter must previously been defined with the EXTD_FLAG_PARAMALTER flag.

- **pEci** - The pointer to the EXTCompInfo structure containing the function parameters.
- **pParamNum -** The number of the parameter which has been modified.

See also ECM_METHODCALL, EXTD_FLAG_PARAMALTER

ECOsetProperty()

qbool ECOsetProperty(HWND pHwnd, qshort pAnum, EXTfldval &pFval)

The ECOsetProperty enables the component to set the Omnis standard object properties.

- **pHwnd** - The HWND of the object.
- **pAnum** - The anum of the property which is go to be set (See ANUMS.HE for the list of possible anums).
- **pFval** - The EXTfldval object which contains the property, if successful.
- **returns** - Returns true if successful, false otherwise.

```
// Set the name from the fldval
str255 str("#S1");
fldname.setChar( str );

// Set $dataname property
EXTfldval fldname;
if ( ECOsetProperty( mHwnd, anumFieldname, fldname ) )
{
   // Successfully set the attribute
}
```

ECOsetupCallbacks()

void ECOsetupCallbacks(HWND pHwnd, EXTCompInfo* pEci)

The ECOsetupCallbacks function initializes the global array of pointers which contain the callback function pointers. This *must* be called upon entry to all window procedures that Omnis invokes.

- **pHwnd** - The HWND that received the message.
- **pEci** - The pointer to EXTCompInfo structure which contains the callback pointers.

```
extern "C" qlong OMNISWNDPROC GenericWndProc(HWND hwnd, LPARAM Msg,
                WPARAM wParam, LPARAM lParam, EXTCompInfo* eci)
{
   ECOsetupCallbacks(hwnd, eci);
   switch (Msg)
   {
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

ECOupdatePropInsp()

void ECOupdatePropInsp(HWND pHOmnisCompHwnd, qlong pPropId = 0)

The ECOupdatePropInsp function can be called by the component to update the Property Manager. This function may be called during either design or runtime.

- **pHOmnisCompHwnd** - The HWND of the object.
- **pPropId** - The property id which is updated. If the property id is not supplied all properties are updated.

```
// Update all properties
ECOupdatePropInsp( mHwnd );
// Update myPropId
ECOupdatePropInsp( mHwnd, myPropId );
```

See also WM_CONTROL - UPDATE_PROPINSPECTOR

WNDdefWindowProc()

qbool WNDdefWindowProc(HWND pHwnd, LPARAM pMsg, WPARAM wParam, LPARAM lParam, EXTCompInfo* pEci)

The WNDdefWindowProc function calls the default window processing. All messages not handled must be passed to this function.

- **pHwnd** - The HWND that received the message.
- **pMsg** - The window message.
- **wParam** - wParam of the message.
- **lParam** - lParam of the message.
- **pEci** - EXTCompInfo pointer that was passed into the window procedure.
- **returns** - The result of Omnis processing the message.

Memory Functions

When creating cross-platform external components, you may need to manipulate memory manually. As some objects may need to use greater than 64K of memory, for example imaging components, a set of memory functions are available to cope with the 16bit problems encountered under 16 bit Windows.

The MEM functions are cross-platform allowing your code to remain independent of the operating system in which you develop.

MEMcalloc()

qchar* MEMcalloc(qulong pSize)

Allocates a block of memory, and locks it in memory. The allocation can be greater than 64K. The memory allocated is initialized to 0.

- **pSize** - The amount of memory to allocate.
- **returns** - The locked memory address.

MEMdataLen()

qulong MEMdataLen(void* pBuffer)

Returns the size of a buffer.

- **pBuffer -** The buffer to return a size for. This buffer must have previous been allocated with MEMmalloc or MEMcalloc.
- **returns** - The length of the buffer.

MEMdecAddr()

qchar* MEMdecAddr(qchar* pAddress, qlong pOffset)

Decrements a memory address by an offset.

- **pAddress -** The address to decrement.
- **pOffset** - The amount to decrement by.
- **returns** - A new address.

Note: This function is very important under Windows 16bit due to 64K segments. When handling large memory blocks, this function must be used to adjust pointers.

You can use MEMdecAddr() and MEMincAddr() with the result of MEMglobalLock.

MEMfree()

void MEMfree(void* pBuffer)

Reclaims the memory previous allocated from a MEMmalloc or MEMcalloc call.

- **pBuffer -** The buffer to destroy. This buffer must have previous been allocated with MEMmalloc or MEMcalloc.

MEMglobalAlloc()

HGLOBAL MEMglobalAlloc (qlong pLength, qbool pZeroInited = qfalse)

Allocates a block of memory.

- **pLength** - The amount of memory to allocate.
- **pZeroInited** - qtrue if the memory should be cleared to 0.
- **returns** - A new HGLOBAL handle.

MEMglobalFree()

void MEMglobalFree (HGLOBAL pMemory)

Reclaims the memory previously allocated by a MEMglobalAlloc. The data must be in an unlocked state.

- **pMemory** - The memory to be destroyed.

MEMglobalHandle()

HGLOBAL MEMglobalHandle (void* pAddress)

Returns a memory handle given an address.

- **pAddress** - An address to return the memory handle for.
- **returns** - A memory handle.

MEMglobalLock()

void* MEMglobalLock (HGLOBAL pMemory)

Locks a memory handle, increments the lock count and returns the address of the handles first byte.

- **pMemory** - The memory handle to lock
- **returns** - The address of the first byte of memory associated with the memory handle.

MEMglobalReAlloc()

HGLOBAL MEMglobalReAlloc (HGLOBAL pMemory, qlong pNewLength)

Reallocates a block of memory.

- **pMemory** - The old memory handle.
- **pNewLength** - The new size of the memory block.
- **returns** - A new HGLOBAL handle.

MEMglobalSize()

qlong MEMglobalSize (HGLOBAL pMemory)

Returns the size of a memory handle.

- **pMemory -** The memory handle.
- **returns** - The length of the handles data.

MEMglobalUnlock()

void MEMglobalUnlock (HGLOBAL pMemory)

Unlocks a memory handle and decrement the lock count.

- **pMemory** - The memory handle to unlock.

MEMincAddr()

qchar* MEMincAddr(qchar* pAddress, qlong pOffset)

Increments a memory address by an offset.

- **pAddress -** The address to be incremented.
- **pOffset** - The amount to increment by.
- **returns** - A new address.

Note: This function is very important under Windows 16bit due to 64K segments. When handling large memory blocks, this function must be used to adjust pointers.

MEMmalloc()

qchar* MEMmalloc(qulong pSize)

Allocates a block of memory, and locks it in memory. The allocation can be greater than 64K.

- **pSize** - The amount of memory to allocate.
- **returns** - The locked memory address.

MEMmemcmp()

qint2 MEMmemcmp(void* pAddress1, void* pAddress2, qlong pTestLen)

Compares two blocks of memory

- **pAddress1** - Points to the starting address of the first block of memory.
- **pAddress2** - Points to the starting address of the second block of memory.
- **pLen** - The size of the memory blocks, in bytes, to compare.
- **returns** - 0, -1 or 1.

Returns 0 if both memory blocks match.

Returns -1 if memory block 1 is less than memory block 2.

Returns 1 if memory block 1 is greater than memory block 2.

MEMmemFill()

void MEMmemFill(void* pFillAddress, qint4 pFillLen, qchar pFillChar)

Fills memory with a specified character

- **pFillAddress** - The address in memory to fill.
- **pFillLen** - The number of bytes to fill.
- **pLen** - The character to be used to fill memory.

Example:

```
qchar stringOne[] = "????";
MEMmemFill(&stringOne[0],4,'*');
// Would result in stringOne = ****
```

MEMmovel()

void MEMmovel(void* pSrc, void* pDst, qlong pLen)

Move memory from source to destination copying data from left to right (start to end)

- **pSrc** - The source address.
- **pDst** - The destination address.
- **pLen** - The number of bytes to copy.

Example:

```
qchar stringOne[] = "*OMNIS*";
MEMmovel(&stringOne[1],&stringOne[0],6);
// Would result in stringOne = OMNIS**
```

MEMmover()

void MEMmover(void* pSrc, void* pDst, qlong pLen)

Move memory from source to destination copying data from right to left (end to start)

- **pSrc** - The source address.
- **pDst** - The destination address.
- **pLen** - The number of bytes to copy.

Example:

```
qchar stringOne[] = "*OMNIS*";
MEMmoveR(&stringOne[0],&stringOne[1],6);
// Would result in stringOne = **OMNIS
```

MEMrealloc()

qchar* MEMrealloc(void* pBuffer, qulong pNewLen)

Alters the size of the buffer to a different size.

- **pBuffer -** The buffer to be re-allocated. This buffer must have previously been allocated with MEMmalloc or MEMcalloc.
- **pNewLen** - The new size for the buffer.
- **returns** - A pointer to the reallocated buffer. The original pointer and new pointer may be different.

MEMscanf()

qlong MEMscanf(qshort pDirection, qlong pLen, qchar pScanChar, const void * pScanAddress)

Scans a memory location for a character

- **pDirection** - If positive, the scan is performed from the beginning to the end of memory block, otherwise the scan is performed from the end to the beginning.
- **pLen** - The number of characters to scan. If this is positive the search is forward, if this is negative the search is from the end of the buffer (the length is added to the buffer before scan starts).
- **pScanChar** - The character to scan for.
- **pScanAddress** - The address to scan.
- **returns -** The index position from the start of the scan or pLen if failed to locate character.

Example:

```
// Find character N in string
qchar stringOne[] = "OMNIS";
qlong posOfN = MEMscanf(qtrue,5,'N',&stringOne[0]);
// Would result in posOfN = 2

qlong posOfA = MEMscanf(qtrue,5,'A',&stringOne[0]);
// Result in posOfA = 5 as MEMscanf failed to find A in memory
```

The following set of memory functions all support greater than 64K allocation blocks. The memory is automatically locked and pointers to the memory are returned. For more control when the memory is locked, use the memory handling functions.

HANglobalAlloc()

qHandle HANglobalAlloc (qlong pLength, qbool pZeroInited = qfalse);

Allocates a block of memory, from Omnis the internal memory cache.

- **pLength** - The amount of memory to allocate.
- **pZeroInited** - qtrue if the memory should be cleared to 0.
- **returns** - A new qHandle.

HANglobalReAlloc()

qHandle HANglobalReAlloc(qHandle pHandle, qlong pNewLen);

Reallocates a block of Omnis memory,.

- **pMemory** - The old memory handle.
- **pNewLength** - The new size of the memory block.
- **returns** - A new qHandle.

HANglobalSize()

qlong HANglobalSize (qHandle pGlobal, qlong pNewLen);

Returns the size of a memory handle.

Note: This could be bigger than the data length.

- **pMemory** - The memory handle.
- **returns** - The length of the handles data.

HANglobalFree()

void HANglobalFree (qHandle pHandle);

Reclaims the memory previously allocated by a HANglobalAlloc.

- **pMemory** - The memory to be handed back into the Omnis memory cache.

qHandlePtr Class

The qHandlePtr class gives your external components convenient ways to manipulate Omnis cache memory easily.

qHandlePtr::qHandlePtr

qHandlePtr:: qHandlePtr()

Creates an empty qHandlePtr class.

qHandlePtr::qHandlePtr()

qHandlePtr(qHandle pHandle, qlong pOffset)

Constructs a qHandlePtr class.

- **pHandle**- The memory to be handed back into the Omnis memory cache.
- **pOffset** - The offset into the memory.

qHandlePtr::qHandlePtr()

qHandlePtr (const qHandlePtr& pHptr)

Constructs a qHandlePtr class from an existing qHandlePtr.

- **pHptr**- an Existing qHandlePtr class.

qHandlePtr::operator =()

void operator =(qniltype qnil1)

Assigns the handle of the qHandlePtr to zero.

qHandlePtr::operator =()

void qHandlePtr:: operator =(const qHandlePtr& pHptr)

Duplicates an existing qHandlePtr.

- **pHptr-** an Existing qHandlePtr class.

qHandlePtr::operator +=()

void operator +=(qlong pInc)

Increments the offset in to memory block.

- **pInc-** The amount to increment the offset.

qHandlePtr::operator -=()

void operator -=(qlong pDec)

Decrements the offset in to memory block.

- **pDec-** The amount to decrement the offset.

qHandlePtr::operator +()

qHandlePtr operator +(qlong pDel)

Makes a copy of itself and increments the copy specified by pDel.

- **pInc-** The amount to increment the offset in the copy.

qHandlePtr::operator -()

qHandlePtr operator +(qlong pDel)

Makes a copy of itself and decrements the copy specified by pDel.

- **pDec-** The amount to decrement the offset in the copy.

qHandlePtr::operator !()

qbool operator !()

Tests whether the handle is non-zero.

qHandlePtr::operator *()

qchar* operator *()

Return a qchar pointer which is calculated as :-

- **returns** - Memory block base + Offset.

qHandlePtr::operator *()

qchar* operator *(qlong pDel)

Return a qchar pointer which is calculated as :-

- **returns** - Memory block base + Offset + pDel.

qHandlePtr::operator []()

qchar& operator [](qlong pDel)

Return a qchar reference which is calculated as

- **returns** - Memory block base + Offset + pDel.

qHandlePtr::dataLen()

qulong dataLen()

Return the actual length of the data contained in the handle.

N.B. This might not be the same as the result of HANglobalSize, this is because the data contained in this memory block might not occupy all of it.

- **returns** - Data Length of the Handle.

qHandlePtr::dataLen()

void dataLen(qulong pSize)

Sets the actual length of the data contain in the handle.

- **pSize** - Sets the Data Length of the handle.

qHandlePtr::getOffset()

qulong getOffset()

Returns the current offset into the memory block

- **returns** - offset into the memory block.

qHandlePtr::getHandle()

void getHandle(qHandle& pHandle)

Returns the handle of the qhandleptr

- **pHan** - a qHandle memory block.

qHandlePtr::set()

void set(qHandle pHandle, qlong pOffset)

Sets the qhandleptr from the provided parameters

- **pHandle** - a qHandle memory block.
- **pOffset** - Offset into the memory block.

qHandlePtr::setOffset()

void setOffset(qlong pOffset)

Set the Offset of the qhandleptr.

- **pOffset**- Offset into the memory block.

qHandlePtr::setNull()

void setNull()

Set the handle to zero.

Resource Functions

The following set of RES or Resource functions allow cross-platform access to your external components resources.

REScloseLibrary()

void REScloseLibrary (HINSTANCE pInstance)

Closes an instance of a DLL previously opened with RESopenLibrary.

- **pInstance -** An instance of a library already opened with RESopenLibrary.

See also RESopenLibrary

REScloseResourceFork() (MacOS only)

void REScloseResourceFork(qshort pResFileNum)

Closes a Macintosh resource file.

- **pResFileNum -** The number returned from the **RESopenResourceFork** API.

See also RESopenResourceFork

RESgetOmnisDAT()

HINSTANCE RESgetOmnisDAT(EXTCompInfo* pEci)

Returns an instance to the Omnis resources library (OMNISDAT.DLL on Windows).

- **pEci** - The pointer to the EXTCompInfo structure.
- **returns -** An instance to the Omnis resources.

Note: The instance returned must not be closed (i.e. via REScloseLibrary).

RESloadBitmap()

HBITMAP RESloadBitmap(HINSTANCE pLibrary, qlong pBmpID)

Retrieves a HBITMAP object from the resources.

- **pLibrary** - The library to extract a bitmap from.
- **pBmpID** - The resource id of the bitmap.
- **returns -** A bitmap object.

Note: The bitmap object must be deleted with GDIdeleteBitmap.

RESloadDialog()

qHandle RESloadDialog(HINSTANCE pInstance, qlong pResID)

Retrieves a dialog resource for use with custom output devices. RESloadDialog should be called in response to a PM_OUT_GETPARMDLG message (see print manager reference).

- **pInstance** - The library to extract a bitmap from.
- **pResID** - The resource id of the dialog.
- **returns -** An Omnis handle.

Note: The bitmap object must be deleted with GDIdeleteBitmap.

RESloadString()

qlong RESloadString(HINSTANCE pInstance, qlong pResID, qchar* pBuffer, qlong pBufferLen)

Retrieves a string from an open library resources.

- **pInstance** - The library to extract a string from.
- **pResID** - The resource id of the string.
- **pBuffer -** The address to receive the string

- **pBufferLen** - The maximum number of bytes allowed to copy into **pBuffer**
- **returns -** The actual number of bytes copied into **pBuffer**

RESloadString()

qlong RESloadString(HINSTANCE pInstance, qlong pResID, strxxx& pString)

Retrieves a string from an open library resources.

- **pInstance** - The library to extract a string from.
- **pResID** - The resource id of the string.
- **pString -** The string variable to receive the string.
- **returns -** The actual number of bytes copied into **pString**

RESopenLibrary()

HINSTANCE RESopenLibrary (strxxx& pLibraryPath)

Opens another library file. This can be used if, for example, you keep resources in another file.

The component must call REScloseLibrary when it is finished with the library file.

- **pInstance -** The name of the library file to open
- **returns -** An instance to the opened library if successful, zero otherwise.

See also REScloseLibrary

RESopenResourceFork() (MacOS only)

qshort RESopenResourceFork(HINSTANCE pInstance)

This function should be used on the Macintosh if a Macintosh Resource Manager API needs to be called, for example, GetResource. The HINSTANCE can be that normal global component instance gInstLib, or another HINSTANCE that was returned from RESopenLibrary.

Example:

```
str255 path = str255( "HD:Another File" );
HINSTANCE anotherInst = RESopenLibrary( path );
if ( anotherInst )
{
   qshort resRefNum = RESopenResourceFork(anotherInst );
   Handle macHandle = GetResource( 'TYPE', id );
   REScloseResourceFork(resRefNum);
   REScloseLibrary(anotherInst);
}
else
{
   // Open library failed
}
```

- **pInstance** - The instance of the library.
- **returns** - Returns the number of the resource fork.

See also RESopenLibrary, REScloseResourceFork

Bit Functions

You can use the following functions for bit operations. The bit index range for all of the functions is 0-31.

bitClear()

void bitClear(qint4& pValue, qshort pBit)

Clears a bit in a value.

- **pValue** - The value to clear a bit in
- **pBit** - The bit index to clear

bitSet()

void bitSet(qint4& pValue, qshort pBit)

Sets a bit in a value.

- **pValue** - The value to set a bit in
- **pBit** - The bit index to set

bitSet()

void bitset(qint4& pValue, qshort pBit, qbool pState)

Alters the state of a bit in a value.

- **pValue** - The value to set a bit in
- **pBit** - The bit index to set
- **pState** - The new state for the bit index

bitTest()

qbool bitTest(qint4 pValue, qshort pBit)

Tests a bit in a value.

- **pValue** - The value to use for bit testing.
- **pBit** - The bit index to test
- **returns** - qtrue if the bit is set and qfalse if the bit is clear

Example:

```
qlong newValue = 28, oldValue = 28;
if ( bitTest(newValue,4 ) )
{
   bitClear( newValue,4 );
   if ( newValue==12 )
   {
      bitSet( newValue, 1 );
   }
}
if ( newValue==14 )
{
   bitSet( newValue,1, qfalse );
   bitSet( newValue,4, qtrue );
}
if ( newValue==oldValue )
{
   // all is OK.
}
```

ObjInst Functions

You can use the following functions in order to construct new instances of Omnis objects.

EXTobjinst()

qobjinst EXTobjinst(EXTCompInfo* pEci)

EXTobjinst constructs a new qobjinst (for use with EXTfldval::setObjInst) from the supplied EXTCompInfo structure. The new qobjinst is an empty external object which is associated with the external library which created it but it has no subtype.

- **pEci** – Pointer to an EXTCompInfo structure which Omnis uses to associate the object with the appropriate external library. EXTCompInfo member mCompId will be used as an identifier for that object.
- **returns** – Returns a new qobjinst pointer if successful, zero otherwise. ECOresetObjDetails can then be used to add properties and/or methods to this dynamic object.

```
// Example of returning a dynamic object to OMNIS
// First setup mCompId so when we are required to do processing later,
// during WndProc, we know what the object is!
pEci->mCompId = myObjectRef;
qobjinst myNewObj = EXTobjinst( pEci );
if ( myNewObj )
{ // Succeeded, now pass the new object to OMNIS (transferring ownership)
   EXTfldval RtnVal;
   RtnVal.setObjInst( myNewObj, qtrue );
   ECOaddParam( pEci, &RtnVal );
}
else
{ // Failed (usually because of lack of memory )
}
```

See also ECOresetObjDetails,EXTfldval::setObjInst

EXTobjinst()

qobjinst EXTobjinst(qobjinst pObjInst)

This EXTobjinst function duplicates the supplied qobjinst to return a new qobjinst pointer.

- **pObjInst** – qobjinst pointer to duplicate.
- **Returns** – returns a new qobjinst if successful, zero otherwise.

```
// Example of new operator for the supplied objinst
qobjinst myNewObj = EXTobjinst( sourceObjInst );
if ( myNewObj )
{  // Succeeded, now pass the new object to OMNIS (transferring ownership)
   EXTfldval RtnVal;
   RtnVal.setObjInst( myNewObj, qtrue );
   ECOaddParam( pEci, &RtnVal );
}
else
{  // Failed (usually because of lack of memory )
}
```

See also EXTfldval::setObjInst

EXTobjinst()

qobjinst EXTobjinst(qapp pApp,str255* pClassName)

This EXTobjinst function creates a new instance of an object from the specified class name.

- **pApp** – qapp pointer which is a unique pointer to the library in Omnis.
- **pClassName** – str255 pointer which contains the class to create.
- **Returns** – returns a new qobjinst if successful, zero otherwise.

```
// Example of constructing a new 'oMy_OMNIS_Object'
// Get qapp from locpinst held in EXTCompInfo structure
qapp myLibraryApp = ECOgetApp( pEci->mInstLocp );
// Set up the classname from which to construct the new object
str255 myClassName("oMy_OMNIS_Object");
// Create the new object
qobjinst myNewObj = EXTobjinst( myLibraryApp, &myClassName );
if ( myNewObj )
{   // Succeeded, now pass the new object to OMNIS (transferring ownership)
   EXTfldval RtnVal;
   RtnVal.setObjInst( myNewObj, qtrue );
   ECOaddParam( pEci, &RtnVal );
}
else
{   // Failed. Maybe due to lack of memory or that
   // oMy_OMNIS_Object doesn't exist in the specified qapp
}
```

See also EXTfldval::setObjInst, ECOgetApp

Chapter 3—strxxx Class Reference

The strxxx class gives your external components convenient ways to manipulate strings. Once your string is encapsulated inside the string class, it can be passed back and forth to OMNIS or have various string operations performed on it.

The string class is split into three real classes, each derived from a base class strxxx. You should not need to access the strxxx base class directly. Three classes are derived from strxxx: str15, str80, and str255. Each can hold the maximum number of characters as specified by the class name.

Characters in the string class are indexed using a range 1 to n. Index 0 is used to store the real length of the string.

Member Functions strxxx Class

strxxx::strxxx()

The strxxx class has various constructors called from the three derived classes.

strxxx::assign()

void strxxx::assign(const strxxx& pAssignFrom)

Assigns one strxxx class to another.

- **pAssignFrom** - The string to be copied into this object.

strxxx::compare()

void strxxx::compare(const strxxx& pCompare)

Compares two strings, this string and the string passed.

- **pCompare** - This string to compare against.

return - This function returns:

0 if the strings match.
1 if this string is greater than pCompare.
-1 if this string is less than pCompare.

strxxx::concat()

void strxxx::concat(const strxxx& pNewString)

Concatenates two strings together.

- **pNewString** - String to be concatenated on to this string.

strxxx::concat()

void strxxx::concat(qchar pChar)

Concatenates a single character on to this string.

- **pChar** - The character to be concatenated on to this string.

strxxx::concat()

void strxxx::concat(const strxxx& pString1, const strxxx& pString2)

Concatenates a group of strings together on to this string.

- **pString1**- String 1 to be concatenated.
- **pString2**- String 2 to be concatenated.

Other concatenation functions are:

void strxxx::concat(const strxxx& pString1, const strxxx& pString2,
const strxxx& pString2)

void strxxx::concat(const strxxx& pString1, const strxxx& pString2,
const strxxx& pString3, const strxxx& pString4)

strxxx::copy()

void strxxx::copy(const strxxx& pExtractFrom, qshort pStart, qshort pLen)

Copies a ranges of characters from the passed string, and uses them to set the contents of this.

- **pExtractFrom** - The string to extract characters from.
- **pStart** - The starting index in **pExtractFrom.**
- **pExtractFrom** - The number of characters to copy from **pExtractFrom.**

strxxx::cString()

qchar* strxxx::cString()

Returns the address of a c-style string. This function converts this string into a c-style string first. A c-style string uses a null terminator, character 0x0 to represent the end of the strings data.

- **return** - The address to a c-style string.

strxxx::deleet()

void strxxx::deleet(qshort pPos, qshort pLen)

Deletes a range of characters from a starting point in the string.

- **pPos** - The starting index to delete from.
- **pLen** - The number of characters to be deleted.

strxxx::insert()

void strxxx::insert(const strxxx& pInsertString ,qshort pPos)

Inserts a string at an index position.

- **pInsertString** - The string to be inserted.
- **pPos** - The index at which to insert the string.

strxxx::insert()

void strxxx::insert(qchar pInsertChar ,qshort pPos)

Inserts a single character at an index position.

- **pInsertChar** - The character to be inserted.
- **pPos** - The index at which to insert the character.

strxxx::insertStr()

void strxxx::insertStr(const strxxx& pInsertString)

Searches the string for a '$' and inserts a sub-string **pInsertString** replacing the '$'.

- **pInsertString** - The string to be inserted.

strxxx::insertStr0()

void strxxx::insertStr0(const strxxx& pInsertString)

Similar to strxxx::insertStr(), except that it searches for the character 0x0 instead of '$'.

pInsertString - The string to be inserted.

strxxx::length()

qshort strxxx::length()

Returns the length of the string stored in the object.

- **returns** - The length of the string.

strxxx::maxLength()

qshort strxxx::maxLength()

Returns the maximum length that can be stored in the string.

- **returns** - The maximum length of the string.

strxxx::operator !()

qbool strxxx::operator ! ()

Test is this string is not empty.

- **return** - Returns qtrue if the string contains some data.

strxxx::operator != ()

qbool strxxx::operator !=(const strxxx& pCompare)

Compares two strings.

- **return** - qtrue if the strings do not match and qtrue if the strings are the same.

strxxx::operator [ ]()

qchar& strxxx::operator [ ] (qshort pIndex)

Returns the character from the string at the passed index.

- **pIndex** - The index to return a character from.
- **return** - The character from index **[pIndex].**

strxxx::operator <()

qbool strxxx::operator < (const strxxx& pCompare)

Compares two strings.

- **return** - qtrue if this string is less than **pCompare**.

strxxx::operator <=()

qbool strxxx::operator <=(const strxxx& pCompare)

Compares two strings.

- **return** - qtrue if this string is less than or equal to **pCompare**.

strxxx::operator =()

void strxxx::operator = (const strxxx& pNewString)

Assigns a string.

- **pNewString** - Assigned **pNewString** to this string.

strxxx::operator =(qniltype qnil)

void strxxx::operator =(qniltype qnil1)

Sets the length of the string to 0.

strxxx::operator ==()

qbool strxxx::operator ==(const strxxx& pCompare)

Compares two strings.

- **return** - qtrue if the strings match and qfalse if the strings are different.

strxxx::operator >()

qbool strxxx::operator >(const strxxx& pCompare)

Compares two strings.

- **return** - qtrue if this string is greater than **pCompare**.

strxxx::operator >=()

qbool strxxx::operator >=(const strxxx& pCompare)

Compares two strings.

- **return** - qtrue if this string is greater than or equal to **pCompare.**

strxxx::pos()

qshort strxxx::pos(const strxxx& pFind)

Looks for the string pFind inside this.

- **pFind** - The string to search for.
- **returns** - The index if the string is found. 0 is returned if the string is not found.

strxxx::pos()

qshort strxxx::pos(qchar pFindChar)

Looks for the first occurrence of pFindChar inside this.

- **pFindChar** - The character to search for.
- **returns** - The index if the string is found. 0 is returned if the string is not found.

strxxx::pString()

qchar* strxxx::pString()

Returns the address of a Pascal-style string. This function converts this string into a Pascal string first. A Pascal-style string uses the first byte of the string, index 0 as a length byte. The following characters, index 1 to n, are string data.

- **return** - The address to a Pascal string.

strxxx::repWith0()

void strxxx::repWith0()

Replaces all '$' characters with a 0x0 character.

strxxx::upps()

void strxxx::upps()

Converts this to uppercase.

strxxx::uprCmp()

void strxxx::uprCmp(const strxxx& pCompare)

Performs a case-insensitive comparison.

- **pCompare** - This string to compare against.
- **return** - This function returns:
  0 if the strings match.
  1 if this string is greater than pCompare.
  -1 if this string is less than pCompare.

Member Functions str15 Class

str15::str15()

str15::str15()

Constructor for an empty str15 string class.

str15::str15()

str15::str15(const str15& pCopyFrom)

Constructor for a new str15 object duplicating the contents of another str15 object.

pCopyFrom - The string to copy the initial value from.

str15::str15()

str15::str15(const strxxx& pCopyFrom)

Constructor for a new str15 object duplicating the contents of another strxxx object.

- **pCopyFrom** - The string to copy the initial value from to a maximum of 15 characters.

str15::str15()

str15::str15(const void* pData)

Constructor for a new str15 object setting an initial value.

- **pData** - This must be a null-terminated, c-style string. The new string has stores a maximum of 15 characters.

str15::str15()

str15::str15(qshort pLen, const void* pData)

Constructor for a new str15 object setting an initial value.

- **pLen** - The number of characters to copy from pData.
- **pData** - The source of the initial data for the new string.

str15::str15()

str15::str15(qchar pChar)

Constructor for a new str15 object setting an initial value.

- **pChar** - The initial value for the new string.

Member Functions str80 Class

str80::str80()

str80::str80()

Constructor for an empty str80 string class.

str80::str80()

str80::str80(const str80& pCopyFrom)

Constructor for a new str80 object duplicating the contents of another str80 object.

pCopyFrom - The string to copy the initial value from.

str80::str80()

str80::str80(const strxxx& pCopyFrom)

Constructor for a new str80 object duplicating the contents of another strxxx object.

- **pCopyFrom** - The string to copy the initial value from to a maximum of 80 characters.

str80::str80()

str80::str80(const void* pData)

Constructor for a new str80 object setting an initial value.

- **pData** - This must be a null-terminated, c-style string. The new string has a maximum of 80 characters.

str80::str80()

str80::str80(qshort pLen, const void* pData)

Constructor for a new str80 object setting an initial value.

- **pLen** - The number of character to copy from pData.
- **pData** - The source of the initial data for the new string.

str80::str80()

str80::str80(qchar pChar)

Constructor for a new str80 object setting an initial value.

pChar - The initial value for the new string.

Member Functions str255 Class

str255::str255()

str255::str255()

Constructor for an empty str255 string class.

str255::str255()

str255::str255(const str255& pCopyFrom)

Constructor for a new str255 object duplicating the contents of another str255 object.

pCopyFrom - The string to copy the initial value from.

str255::str255()

str255::str255(const strxxx& pCopyFrom)

Constructor for a new str255 object duplicating the contents of another strxxx object.

- **pCopyFrom** - The string to copy the initial value from to a maximum of 255 characters.

str255::str255()

str255::str255(const void* pData)

Constructor for a new str255 object setting an initial value.

- **pData** - This must be a null-terminated, c-style string. The new string has a maximum of 255 characters.

str255::str255()

str255::str255(qshort pLen, const void* pData)

Constructor for a new str255 object setting an initial value.

- **pLen** - The number of character to copy from pData.
- **pData** - The source of the initial data for the new string.

str255::str255()

str255::str255(qchar pChar)

Constructor for a new str255 object setting an initial value.

- **pChar** - The initial value for the new string.

Other Functions

qlongToString()

void qlongToString(qlong pVal, strxxx& pString)

Converts a numeric value into a string value.

- **pVal** - The number to convert.
- **pString** - The string to receive the converted result.

qrealToString()

void qrealToString(qreal pVal, qshort pDecimalPlace, strxxx& pString,
qshort pSigDecimalPlace)

Converts a numeric value into a string value.

- **pVal** - The number to convert.
- **pDecimalPlace** - The number of decimal places to convert to.
- **pString** - The string to contain the converted result.
- **pSigDecimalPlace** - This is the number of significant digits the string is converted to if the decimal places passed is larger than or equal to 24.

stringToQlong()

qbool stringToQlong(const strxxx& pString, qlong& pVal)

Converts a string into a numeric value.

- **pString** - The string to convert.
- **pVal** - The numeric result.
- **returns** - qtrue if the string could be converted, and qfalse if the string could not be converted.

stringToQreal()

qbool stringToQreal(const strxxx& pString, qreal& pVal, qshort& pDecimalPlace)

Converts a string into a numeric value.

- **pString** - The string to convert.
- **pVal** - The numeric result.
- **pDecimalPlace** - Returns the number of decimal the converted value has.
- **returns** - qtrue if the string could be converted, and qfalse if the string could not be converted.

lowC()

qchar lowC(qchar pChar)

Converts a single character to lowercase.

- **pChar** - The character to be converted.
- **returns** - The new lowercase character.

uppC()

qchar uppC(qchar pChar)

Converts a single character to uppercase.

- **pString** - The character to be converted.
- **returns** - The new uppercase character.

uppC()

void uppC(qchar* pAddress, qlong pLen)

Converts a range of characters to uppercase.

- **pAddress** - The address of a buffer of characters to be uppercased.
- **pLen** - The number of characters to uppercase.

uprCmp()

qshort uprCmp(qchar* pAddress, qchar* pAddress2, qlong pLen)

Performs a case insensitive comparison on two buffers for a specified length.

- **pAddress1** - The address to a buffer of characters.
- **pAddress2** - The address to a buffer of characters.
- **pLen** - The number of characters to uppercase in both strings.
- **return** - This function returns:
  0 if the strings match.
  1 if this string is greater than pCompare.
  -1 if this string is less than pCompare.

Chapter 4—Unicode Character Conversion

Introduction

This section provides the reference information you need to convert your Omnis External Components to Unicode so they will run in Omnis Studio 5.0, which is a Unicode-only release. The information here is also useful for developers using Studio 4.x versions who wish to create External Components for the Unicode version of Studio 4.x.

When building Unicode components for Omnis Studio, the following pre-processor definitions should be added to the project settings: ***isunicode***, ***UNICODE*** and ***_UNICODE***. These enable wide character versions of certain system functions and Omnis API calls.

To maintain backwards compatibility with the non-Unicode version of Omnis Studio, you should create separate targets for the Unicode-Debug and Unicode-Release versions of your components.

In this way, you can maintain a single set of source files for both Unicode and non-Unicode targets by making use of conditional-compilation statements where necessary, i.e.

```
#ifdef isunicode
  // Unicode specific code here
#else
  // Non-Unicode specific code here
#endif
```

In the Unicode version of Omnis Studio, all character data exchanged with external components should use the UTF-32 encoding (4 bytes per character).

There are a number of utility classes and helper functions provided by the component library and these can be found in chrbasic.he, omstring.h & omstring.c.

Unicode Data Types

The following data types are used by the component library for handling character data.

qchar

When *isunicode* is defined, the qchar data type is defined as unsigned long (4 bytes) and is used to contain UTF-32 data. For non-Unicode targets, qchar defaults to unsigned char.

qoschar

When *isunicode* is defined, the qoschar data type is set to match the operating system API encoding. For Windows and Mac OS X, this is UTF-16. For Linux this is UTF-8. Thus for Windows and Mac OS X, qoschar is defined as unsigned short and for Linux, qoschar is defined as char. When *isunicode* is not defined, qoschar is defined as char.

qbyte

The qbyte data type is always defined as unsigned char and is used for binary data and to distinguish ASCII character data from Unicode data.

Utility Classes

CHRconvToOs

This class converts a string of qchar data to the operating system API encoding.

CHRconvToOs::CHRconvToOs()

CHRconvToOs::CHRconvToOs(strxxx &pString)

Creates a CHRconvToOs object from the supplied strxxx object.

CHRconvToOs::CHRconvToOs()

CHRconvToOs::CHRconvToOs(qchar *pAdd, qlong pLen)

Creates a CHRconvToOs object from the supplied qchar character buffer.

- pAdd point to the buffer containing UTF-32 data
- pLen is the length of the source data in characters

CHRconvToOs::CHRconvToOs()

CHRconvToOs::CHRconvToOs(qchar *pAdd)

Creates a CHRconvToOs object from the supplied qchar buffer. The buffer must be null-terminated.

CHRconvToOs::convToOs()

qlong CHRconvToOs::convToOs(qchar *pAdd, qlong pLen, qoschar *pDestBuffer)

Converts the supplied qchar buffer to qoschars, returning the result in pDestBuffer.

- pAdd is the source buffer containing UTF-32 data
- pLen is the length of the source data in characters
- pDestBuffer is a user-allocated destination buffer, which must be large enough to accommodate the converted data.

CHRconvToOs::dataPtr()

qoschar* CHRconvToOs::dataPtr()

Returns a pointer to the converted data. The memory associated with this pointer is managed by the object.

CHRconvToOs::len()

qlong CHRconvToOs::len()

Returns the length in bytes of the converted data contained inside the object.

CHRconvFromOs

This class converts a string of characters from the operating system encoding to the Omnis internal encoding (qchars).

CHRconvFromOs::CHRconvFromOs()

CHRconvFromOs::CHRconvFromOs(qoschar *pAdd, qlong pLen)

Creates a CHRconvFromOs object from a buffer of qoschars.

- pLen is the length in characters of the source data

CHRconvFromOs::CHRconvFromOs()

CHRconvFromOs::CHRconvFromOs(qoschar *pAdd)

Creates a CHRconvFromOs object from a null-terminated string of qoschars, i.e. terminated by two consecutive null bytes when qoschar is defined as unsigned short.

CHRconvFromOs::CHRconvFromOs()**Mac OS X only**

CHRconvFromOs::CHRconvFromOs(CFStringRef pCFStringRef)

Creates a CHRconvFromOs object from the supplied CFStringRef parameter.

CHRconvFromOs::convFromOs()

qlong CHRconvFromOs::convFromOs(qoschar *pSrcAdd, qlong pSrcLen, qchar *pDestAdd, qlong pDestMaxLen)

Converts the supplied source data, writing the converted data into pDestAdd. Returns the number of characters converted.

- pSrcAdd points to the buffer containing the source data
- pSrcLen is the length of the source data in characters
- pDestAdd points to the user-allocated destination buffer which must be large enough to contain the converted data
- pDestMaxLen is the maximum length of the destination buffer in characters

CHRconvFromOs::pascalStringFromOs()

void CHRconvFromOs::pascalStringFromOs(qoschar *pSrcAdd, qlong pSrcLen, qchar *pDestStr, qlong pDestMaxLen)

Converts the supplied source data, writing the converted data into pDestStr. Character position zero of the converted data contains the length in characters (0-255).

- pSrcAdd points to a buffer containing the source data
- pSrcLen is the length of the source data in characters
- pDestStr is a user allocated buffer which must be large enough to contain the converted data
- pDestStr is the maximum size of the destination buffer in character units.

CHRconvFromOs::dataPtr()

qchar* CHRconvFromOs::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvFromOs::len()

qlong CHRconvFromOs::len()

Returns the length of the converted data in character units.

CHRconvToAscii

This class converts a string of qchar data to ASCII bytes and assumes that the source data contains 7-bit ASCII compatible characters.

CHRconvToAscii::CHRconvToAscii()

CHRconvToAscii::CHRconvToAscii(strxxx &pString)

Creates a CHRconvToAscii object from the supplied strxxx object.

CHRconvToAscii::dataPtr()

char* CHRconvToAscii::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvToAscii::len()

qlong CHRconvToAscii::len()

Returns the length of the converted data.

CHRunicode

This class provides conversion functions between different Unicode encodings.

CHRunicode::utf8EncodeChar()

qlong CHRunicode::utf8EncodeChar(qulong pChar, qbyte *pOutUtf8, qbool pCanFatal)

Encodes a single character as UTF-8, and returns the encoded length in bytes.

- pChar is a single UTF-32 character value
- pOutUtf8 is a user-allocated destination buffer which must be at least 4 bytes in size
- pCanFatal allows the object to generate a fatal error on conversion failure

CHRunicode::getUtf8EncodedChar()

qulong CHRunicode::getUtf8EncodedChar(qbyte *pBuffer, qlong pInLen, qlong &pIndex, qbool pAlwaysUTF8 = qfalse)

Gets a UTF-8 encoded character from the source buffer. Returns the converted character value as UTF-32.

- pBuffer points to the address of a UTF-8 character string
- pInLen is the length in bytes of the entire UTF-8 string
- pIndex is the byte offset from pBuffer to the start of the UTF-8 character

- pAlwaysUTF8 has no effect when isunicode is defined. Passing the value qfalse when isunicode is not defined maps the UTF-32 character to the Omnis 8 bit character set (or 0xc0 (inverted question mark) if the UTF-32 is not in the Omnis 8 bit character set)

CHRunicode::charToUtf8()

qlong CHRunicode::charToUtf8(qchar *pInChar, qlong pInLen, qbyte *pOutUtf8)

Converts a string of Unicode characters to UTF-8. The output buffer length must be >= UTF8_MAX_BYTES_PER_CHAR*pInLen bytes. Returns the encoded length.

- pInChar points to a buffer of UTF-32 characters
- pInLen is the size of the source buffer in character units
- pOutUtf8 points to a user-allocated destination buffer

CHRunicode::utf8ToChar()

qlong CHRunicode::utf8ToChar(qbyte *pInUtf8, qlong pInLen, qchar *pOutChar, qlong pOutBufLen = 0)

Converts UTF-8 encoded data to Unicode (UTF-32). Returns the length of the converted data in character units.

- pInUtf8 points to the source buffer
- pInLen is the length of the source data in bytes
- pOutChar points to a user-allocated destination buffer
- pOutBufLen is the maximum size of the destination buffer in characters

CHRunicode::convertOmnisToUnicode()

void CHRunicode::convertOmnisToUnicode(qbyte *pOmnisDataChars, qlong pLen, strxxx &pDestStr)

Converts Omnis non-Unicode data, and stores the result in pDestStr.

- pOmnisDataChars points to a string of 8 bit data in the Omnis character set
- pLen is the length of the source data
- pDestStr is a strxxx object passed by reference

CHRunicode::convertOmnisToUnicode()

void CHRunicode::convertOmnisToUnicode(qbyte *pOmnisDataChars, qlong pLen, handle &pDest)

Converts Omnis non-Unicode data, and stores result in handle memory.

- pOmnisDataChars points to a string of 8 bit data in the Omnis character set

- pLen is the length of the source data
- pDestStr is a handle passed by reference

CHRunicode::convertOmnisToUnicode()

void CHRunicode::convertOmnisToUnicode(qbyte *pOmnisDataChars, qlong pLen, qchar *pDest, qlong pDestBufLen = 0)

Converts Omnis non-Unicode data, and stores the result in pDest

- pOmnisDataChars points to a string of 8 bit data in the Omnis character set
- pLen is the length of the source data
- pDestStr points to a user-allocated buffer; large enough to contain the converted data
- If supplied, pDestBufLen specifies the maximum length of the destination buffer in bytes

CHRunicode::encodedCharactersToChar()

qlong CHRunicode::encodedCharactersToChar(qbool pAlwaysUtf8, qbyte *pInEncChar, qlong pInLen, qchar *pOutChar, qlong pOutBufLen = 0)

Converts UTF-8/Omnis non-Unicode characters to UTF-32/qchar. Returns the length of the converted data in character units.

- pAlwaysUtf8 specifies that the source data is UTF-8 encoded data. If qfalse, it is assumed to be in the Omnis 8 bit character set
- pInEncChar points to a buffer containing the source data
- pInLen is the length in bytes of the source data
- pOutChar is a user-allocated destination buffer
- If supplied, pOutBufLen specifies the maximum length of the destination buffer in bytes

CHRunicode::charToEncodedCharacters()

qlong CHRunicode::charToEncodedCharacters(qbool pAlwaysUtf8, qchar *pInChar, qlong pInLen, qbyte *pOutEncChar)

Converts qchar characters to UTF-8/Omnis characters. Returns the length in bytes of the converted data.

- pAlwaysUtf8 specifies that UTF-8 should be generated as the output; otherwise, the data is converted to the Omnis 8 bit character set
- pInChar points to a buffer containing the source data
- pInLen is the length of the source data in character units

- pOutEncChar is a user-allocated buffer large enough to contain the converted data

CHRunicode::setEncodingMode()

void CHRunicode::setEncodingMode(qbool pUtf8)

Sets the encoding mode for encodedCharactersToChar and charToEncodedCharacters (UTF-8 or Omnis).

If qtrue, this setting overrides *pAlwaysUtf8* and specifies that conversion to/from UTF-8 is required.

CHRunicode::isBigEndian()

qbool CHRunicode::isBigEndian()

Returns qtrue if the *ordermsb* preprocessor definition was used (i.e. if multi-byte characters are stored with the most significant byte first), qfalse otherwise.

CHRunicode::is7Bit()

qbool CHRunicode::is7Bit(qchar *pAdd, qlong pLen)

Returns qtrue if the source data contains entirely 7-bit data (such that UTF-8 and Omnis encodings are identical), qfalse otherwise.

- pAdd points to a buffer containing UTF-32 data
- pLen is the length of the source data in character units

CHRunicode::isUtf8Data()

qbool CHRunicode::isUtf8Data(qbyte *pAdd, qlong pLen)

Returns qtrue if the data satisfies the UTF-8 encoding rules. Note that this does not preclude the possibility that a non-UTF-8 string may pass this check where the source string contains extended ASCII characters and these coincide with UTF-8 encoding bytes.

- pAdd points to a buffer containing 8 bit/UTF-8 data
- pLen is the length of the source data in bytes

CHRconvToUtf16

This class converts a string of UTF-8 data to the UTF-16 encoding.

CHRconvToUtf16:: CHRconvToUtf16()

CHRconvToUtf16::CHRconvToUtf16(qbyte *pAdd, qlong pLen, qbool pSwap = qfalse, qbool pAddBom = qfalse)

Creates a CHRconvToUtf16 object from the supplied source data.

- pAdd points to a buffer containing UTF-8 data

- pLen is the length of the source data in bytes
- pSwap specifies that the output byte ordering should be reversed (See CHRunicode::isBigEndian())
- pAddBom specifies that an additional Byte-Order-Marker should be placed at element zero of the converted data

CHRconvToUtf16::dataPtr()

UChar * CHRconvToUtf16::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvToUtf16::len()

qlong CHRconvToUtf16::len()

Returns the length of the converted data in bytes.

CHRconvFromUtf16

This class converts a string of UTF-16 encoded data to UTF-8

CHRconvFromUtf16:: CHRconvFromUtf16()

CHRconvFromUtf16::CHRconvFromUtf16(UChar *pAdd, qlong pLen, qbool pSwap = qfalse)

Creates a CHRconvFromUtf16 object from the supplied source data.

- pAdd points to a buffer containing UTF-16 encoded data
- pLen is the length of the source data in bytes
- pSwap specifies that the byte ordering of the source data is opposite to the platform default

CHRconvFromUtf16::dataPtr()

qbyte* CHRconvFromUtf16::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvFromUtf16::len()

qlong CHRconvFromUtf16::len()

Returns the length of the converted data in bytes.

CHRconvToBytes

This class converts a character buffer to a stream of bytes. For Unicode targets, the characters are encoded using UTF-8; in the non-Unicode version, the characters are unchanged.

CHRconvToBytes::CHRconvToBytes()

CHRconvToBytes::CHRconvToBytes (qchar *pAdd, qlong pLen)

Creates a CHRconvToBytes object from the supplied source data.

- pLen is the length of the data pointed to by pAdd in character units

CHRconvToBytes::CHRconvToBytes()

CHRconvToBytes::CHRconvToBytes (qchar *pAdd)

Creates a CHRconvToBytes object from the supplied source data.

- pAdd points to a null-terminated string of qchars

CHRconvToBytes::dataPtr()

qbyte * CHRconvToBytes::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvToBytes::len()

qlong CHRconvToBytes::len()

Returns the length of the converted data in bytes.

CHRconvToBytes::makeCanonical() Mac OS X only

void CHRconvToBytes::makeCanonical();

Makes the UTF-8 representation canonical, which is the required representation for Mac OS X file system calls. The canonical representation decomposes all composed characters (e.g. e+acute accent) into their components (e.g. the letter e, followed by acute accent symbol).

CHRconvToBytes::makeUtf8PascalString()

void CHRconvToBytes::makeUtf8PascalString(qchar *pAdd, qlong pLen, qbyte *pPascalString, qlong pPascalStringBufferLength);

Converts the supplied source data to UTF-8 with a length byte at element zero , hence the length of the source data is limited to 255 characters.

- pAdd points to a buffer containing the source data
- pLen is the length of the source data in characters. 255 maximum
- pPascalString points to a user-allocated destination buffer

- pPascalStringBufferLength is the maximum size of the destination buffer in bytes

CHRconvFromBytes

This class converts a buffer of 8 bit/UTF-8 encoded characters to qchars . For Unicode targets, the source data can be UTF-8. For non-Unicode targets, the characters are unchanged.

CHRconvFromBytes::CHRconvFromBytes()

CHRconvFromBytes::CHRconvFromBytes (qbyte *pAdd, qlong pLen)

Creates a CHRconvFromBytes object from the supplied source data.

- pAdd points to a buffer containing the 8 bit/UTF-8 data
- pLen is the length of the source data in bytes

CHRconvFromBytes::CHRconvFromBytes()

CHRconvFromBytes::CHRconvFromBytes (qbyte *pAdd)

Creates a CHRconvFromBytes object from the supplied source data.

- pAdd points to a null-terminated string of 8 bit/UTF-8 data

CHRconvFromBytes::dataPtr()

qchar * CHRconvFromBytes::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvFromBytes::len()

qlong CHRconvFromBytes::len()

Returns the length of the converted data in character units.

CHRconvFromLatin1ApiBytes

This class converts a string of Windows Latin 1 bytes to qchars.

CHRconvFromLatin1ApiBytes::CHRconvFromLatin1ApiBytes()

CHRconvFromLatin1ApiBytes::CHRconvFromLatin1ApiBytes(qbyte *pAdd, qlong pLen)

Creates a CHRconvFromLatin1ApiBytes object from the supplied source data.

- pAdd points to a buffer containing the Windows Latin 1 encoded data
- pLen is the length of the source data in bytes

CHRconvFromLatin1ApiBytes::CHRconvFromLatin1ApiBytes()

CHRconvFromLatin1ApiBytes::CHRconvFromLatin1ApiBytes(qbyte *pAdd)

Creates a CHRconvFromLatin1ApiBytes object from the supplied source data.

- pAdd points to a null terminated string of Windows Latin 1 encoded data

CHRconvFromLatin1ApiBytes::dataPtr()

qchar * CHRconvFromLatin1ApiBytes::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvFromLatin1ApiBytes::len()

qlong CHRconvFromLatin1ApiBytes::len()

Returns the length of the converted data in character units.

CHRconvToLatin1ApiBytes

This class converts a string of qchar data to the Windows/Latin1 code page.

CHRconvToLatin1ApiBytes::CHRconvToLatin1ApiBytes()

CHRconvToLatin1ApiBytes::CHRconvToLatin1ApiBytes(qchar *pAdd, qlong pLen)

Creates a CHRconvToLatin1ApiBytes object from the supplied source data.

- pAdd points to the source buffer containing qchar data
- pLen is the length of the source data in character units

CHRconvToLatin1ApiBytes::CHRconvToLatin1ApiBytes()

CHRconvToLatin1ApiBytes::CHRconvToLatin1ApiBytes(qchar *pAdd)

Creates a CHRconvToLatin1ApiBytes object from the supplied source data.

- pAdd points to a null terminated string of qchar data

CHRconvToLatin1ApiBytes::dataPtr()

qbyte * CHRconvToLatin1ApiBytes::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvToLatin1ApiBytes::len()

qlong CHRconvToLatin1ApiBytes::len()

Returns the length of the converted data in bytes.

CHRconvToEncodedCharacters

This class converts a string of qchar data to UTF-8 or Omnis 8 bit data.

CHRconvToEncodedCharacters::CHRconvToEncodedCharacters()

CHRconvToEncodedCharacters::CHRconvToEncodedCharacters(qbool pAlwaysUtf8, qchar *pAdd, qlong pLen, csettype pSrcCset = csetOdata)

Creates a CHRconvToEncodedCharacters object from the supplied source data.

- pAlwaysUtf8 specifies that the source data always contains Unicode characters
- pAdd points to a buffer containing rthe source data
- pLen is the length of the source data in character units
- For non-Unicode data, pSrcCset specifies the Omnis character set used for the source data. Character set constants are defined in basics.h

CHRconvToEncodedCharacters::dataPtr()

qbyte * CHRconvToEncodedCharacters::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvToEncodedCharacters::len()

qlong CHRconvToEncodedCharacters::len()

Returns the length of the converted data in bytes.

CHRconvToEncodedCharacters::makeCanonical() Mac OS X only

void CHRconvToEncodedCharacters ::makeCanonical();

Makes the UTF-8 representation canonical, for MacOSX file system calls. Assumes that the buffer contains UTF-8 data.

CHRconvFromEncodedCharacters

This class converts a string of Omnis 8 bit or UTF-8 encoded data to qchars.

CHRconvFromEncodedCharacters::CHRconvFromEncodedCharacters()

CHRconvFromEncodedCharacters ::CHRconvFromEncodedCharacters(qbool pAlwaysUtf8, qbyte *pAdd, qlong pLen, csettype pDestCset = csetOdata)

Creates a CHRconvFromEncodedCharacters from the supplied source data.

- pAlwaysUtf8 specifies that conversion from UTF-8 will definitely be required
- pAdd points to a buffer containing the source data
- pLen contains the length of the source data in bytes

- pDestCset specifies the Omnis character set to be assumed when handling ASCII data. Omnis character set constants are defined in basics.h

CHRconvFromEncodedCharacters::CHRconvFromEncodedCharacters()

CHRconvFromEncodedCharacters ::CHRconvFromEncodedCharacters(qbool pAlwaysUtf8, qbyte *pAdd)

Creates a CHRconvFromEncodedCharacters from the supplied source data.

- pAdd points to a null terminated string of UTF-8 characters

CHRconvFromEncodedCharacters::dataPtr()

qchar * CHRconvFromEncodedCharacters ::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvFromEncodedCharacters::len()

qlong CHRconvFromEncodedCharacters::len()

Returns the length of the converted data in character units.

CHRconvToOmnis

This class converts a string of qchar data to the 8 bit Omnis character set (csetOdata). No conversion is performed for non-Unicode targets.

CHRconvToOmnis:: CHRconvToOmnis()

CHRconvToOmnis::CHRconvToOmnis(qchar *pAdd, qlong pLen)

Creates a CHRconvToOmnis object from the supplied source data.

- pAdd points to a buffer containing the source data
- pLen contains the length of the source data in character units

CHRconvToOmnis::dataPtr()

qbyte * CHRconvToOmnis::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvToOmnis::len()

qlong CHRconvToOmnis::len()

Returns the length of the converted data in bytes.

CHRconvFromOmnis

This class converts a string of 8 bit Omnis character set data to qchars. The source data is assumed to be from the Omnis character set (csetOdata). No conversion is performed for non-Unicode targets.

CHRconvFromOmnis::CHRconvFromOmnis()

CHRconvFromOmnis::CHRconvFromOmnis(qbyte *pAdd, qlong pLen)

Creates a CHRconvFromOmnis object from the supplied source data.

- pAdd points to a buffer containing the source data
- pLen contains the length of the source data in bytes

CHRconvFromOmnis::dataPtr()

qchar * CHRconvFromOmnis ::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvFromOmnis::len()

qlong CHRconvFromOmnis::len()

Returns the length of the converted data in character units.

CHRconvToUniChar

This class converts from qchar to UniChar (16 bit Unicode).

CHRconvToUniChar::CHRconvToUniChar() **Mac OS X only**

Creates an empty CHRconvToUniChar object for subsequent initialisation.

CHRconvToUniChar::set() Mac OS X only

void CHRconvToUniChar::set(qchar *pAdd, qlong pLen)

Initialises the CHRconvToUniChar object from the supplied source data.

- pAdd points to a buffer containing the source data (qchars)
- pLen contains the length of the source data in character units

CHRconvToUniChar::CHRconvToUniChar()

CHRconvToUniChar::CHRconvToUniChar(qchar *pAdd, qlong pLen)

Creates a CHRconvToUniChar using the supplied source data. The source data must contain characters in the csetApi character set.

- pAdd points to a buffer containing the source data
- pLen contains the length of the source data in character units

CHRconvToUniChar::dataPtr()

UniChar * CHRconvToUniChar ::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvToUniChar::len()

qlong CHRconvToUniChar::len()

Returns the length of the converted data in UniChar units.

CHRconvFromCodePage

This class converts a string of 8 bit encoded character data in the specified code page to qchars. Code page constants (*preUniType ...)* can be found in dmconst.he

CHRconvFromCodePage::CHRconvFromCodePage()

CHRconvFromCodePage::CHRconvFromCodePage(preconst pCodePage, qbyte *pAdd, qlong pLen)

Creates a CHRconvFromCodePage object from the supplied source data.

- pCodePage specifies the code page used by the source data
- pAdd points to a buffer containing rthe source data
- pLen contains the length of the source data in bytes

CHRconvFromCodePage::dataPtr()

qchar * CHRconvFromCodePage::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvFromCodePage::len()

qlong CHRconvFromCodePage::len()

Returns the length of the converted data in character units.

CHRconvFromCodePage::codePageOk()

qbool CHRconvFromCodePage::codePageOk()

Returns qtrue if the object successfully retrieved the specified code page information, qfalse if the specified code page is not supported.

CHRconvFromCodePage::getCodePage()

qushort * CHRconvFromCodePage::getCodePage(preconst pCodePage)

Returns a code page array of 256 unsigned shorts that are used to provide the mapping from the code page to UTF-32. Each code page has its own mapping indexed by the 8 bit data values for the code page.

CHRconvToCodePage

This class converts a string of qchars the specified 8 bit code page. Source characters are assumed to be from the specified code page and are mapped accordingly. Any characters not present in the specified code page are mapped to '.'.

CHRconvToCodePage::CHRconvToCodePage()

CHRconvToCodePage::CHRconvToCodePage(preconst pCodePage, qchar *pAdd, qlong pLen)

Creates a CHRconvToCodePage object from the supplied source data.

- pCodePage specifies the destination code page to be assumed. See dmconst.he for a list of *preUniType...* constants.
- pAdd points to a buffer containing the source data
- pLen contains the length of the source data in character units

CHRconvToCodePage::dataPtr()

qbyte * CHRconvToCodePage::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvToCodePage::len()

qlong CHRconvToCodePage::len()

Returns the length of the converted ASCII data in bytes.

CHRconvToCodePage::codePageOk()

qbool CHRconvToCodePage::codePageOk()

Returns qtrue if the object successfully retrieved the specified code page information, qfalse if the specified code page is not supported.

CHRconvToCodePage::getCodePage()

qbyte * CHRconvToCodePage::getCodePage(preconst pCodePage)

Returns the reverse code page mapping table; an array which is indexed by Unicode character values. The first 4 bytes of the array (cast to a long) indicate the number of significant bytes in the array. Unicode characters past the end of the array do not exist in the code page, and are mapped as a dot.

CHRconvFromUnicodeEncoding

This class converts a string of data from the specified encoding to the Omnis internal encoding. The encoding is specified using one of the *preUniType…* constants defined in dmconst.he

CHRconvFromUnicodeEncoding::CHRconvFromUnicodeEncoding()

CHRconvFromUnicodeEncoding::CHRconvFromUnicodeEncoding(preconst pReadEncoding, qbyte *pData, qlong pByteLen)

Creates a CHRconvFromUnicodeEncoding object from the supplied source data.

- pReadEncoding specifies the encoding of the source data, for example; *preUniTypeNativeCharacters*
- pData points to a buffer containing the source data (cast as qbyte *)
- pLen specifies the length of the source data in bytes

CHRconvFromUnicodeEncoding::isChar()

qbool CHRconvFromUnicodeEncoding::isChar()

Returns qtrue if the data after conversion is character data as opposed to binary data.

CHRconvFromUnicodeEncoding::charDataPtr()

qchar * CHRconvFromUnicodeEncoding::charDataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvFromUnicodeEncoding::charLen()

qlong CHRconvFromUnicodeEncoding::charLen()

Returns the length of the converted data in character units.

CHRconvFromUnicodeEncoding::dataPtr()

qbyte * CHRconvFromUnicodeEncoding::dataPtr()

Returns a pointer to the raw converted data (cast as qbytes), the memory for which is managed by the object.

CHRconvFromUnicodeEncoding::len()

qlong CHRconvFromUnicodeEncoding::len()

Returns the length of the converted data in bytes.

CHRconvFromUnicodeEncoding::getCset()

csettype CHRconvFromUnicodeEncoding::getCset()

Returns a *preUniType...* constant representing the character set used to perform the conversion.

CHRconvToUnicodeEncoding

This class converts a string of qchars to the specified Unicode encoding. The encoding is specified using one of the *preUniType* constants defined by dmconst.he. Character data for the non-Unicode version must be in the Omnis character set (except when writing native characters or binary data).

CHRconvToUnicodeEncoding::CHRconvToUnicodeEncoding()

CHRconvToUnicodeEncoding::CHRconvToUnicodeEncoding(preconst pWriteEncoding, qbyte *pData, qlong pByteLen, qbool pAddBom = qtrue)

Creates a CHRconvToUnicodeEncoding object from the supplied source data.

- pWriteEncoding specifies the target encoding
- pData is a pointer to the source data (cast as qbyte *)
- pByteLen specifies the length of the source data in bytes.
- pAddBom specifies that element zero of the output should contain a Byte-Order-Marker, used for example when writing Unicode data to external files.

CHRconvToUnicodeEncoding::dataPtr()

qbyte * CHRconvToUnicodeEncoding::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvToUnicodeEncoding::len()

qlong CHRconvToUnicodeEncoding::len()

Returns the length of the converted data in bytes.

CHRconvToUtf32FromChar

Intended for use with non-Unicode targets, this class operates on a string of qchar data, converting it to the UTF-32 encoding.

CHRconvToUtf32FromChar::CHRconvToUtf32FromChar()

CHRconvToUtf32FromChar::CHRconvToUtf32FromChar(qchar *pData, qlong pLen, qbool pOppositeEndian, qbool pAddBom = qfalse)

Creates a CHRconvToUtf32FromChar object from the supplied source data.

- pData is a pointer to the source data
- pLen specifies the length of the source data in character units
- pOppositeEndian specifies that the byte-endian order of the output characters should be the opposite of the platform default
- pAddBom specifies that a Byte-Order-Marker should be placed at element zero of the converted data, used for example when writing Unicode data to external files

CHRconvToUtf32FromChar::dataPtr()

U32Char * CHRconvToUtf32FromChar::dataPtr()

Returns a pointer to the converted UTF-32 data, the memory for which is managed by the object.

CHRconvToUtf32FromChar::len()

qlong CHRconvToUtf32FromChar::len()

Returns the length of the converted data in charcter units.

CHRconvFromUtf32ToChar

This class operates on a string of encoded UTF-32 data, stripping out any Byte-Order-Marker and optionally reversing the byte-endian order. Intended for use with non-Unicode targets.

CHRconvFromUtf32ToChar::CHRconvFromUtf32ToChar()

CHRconvFromUtf32ToChar ::CHRconvFromUtf32ToChar(U32Char *pData, qlong pLen, qbool pOppositeEndian)

Creates a CHRconvFromUtf32ToChar object for the supplied source data.

- pData specifies a pointer to the source data
- pLen specifies the length of the source data in charcter units
- pOppositeEndian specifies that the byte-order of the source data should be read in the opposite order to the platform default

CHRconvFromUtf32ToChar::dataPtr()

qchar * CHRconvFromUtf32ToChar::dataPtr()

Returns a pointer to the converted data, the memory for which is managed by the object.

CHRconvFromUtf32ToChar::len()

qlong CHRconvFromUtf32ToChar::len()

Returns the length of the converted data in character units.

Other Functions

The following functions are found in omstring.h and provide additional support for Unicode (UTF-32) character strings.

OMstr… Functions

There are a number of Omnis string functions to mirror the standard C string functions. These operate on null-terminated strings of qchars and are prefixed to distinguish them from their ASCII counterparts. Functions include:

qulong OMstrlen(const qchar *pString)

qchar* OMstrcpy(qchar *pDest, const qchar *pSource)

qchar* OMstrncpy(qchar *pDest, const qchar *pSource, qlong pCount)

qchar* OMstrcat(qchar *pDest, const qchar *pSource)

qchar* OMstrncat(qchar *pDest, const qchar *pSource, qlong pCount)

qbool OMstrequal(const qchar *pString1, const qchar *pString2)

qchar* OMstrstr(const qchar *pString, const qchar *pStrCharSet)

qchar* OMstrchr(const qchar *pString, qchar pChar)

qchar* OMstrrchr(const qchar *pString, qchar pChar)

qlong OMstrcspn(const qchar *pString, const qchar *pStrCharSet)

qlong OMstrcmp(const qchar *pString1, const qchar *pString2)

qlong OMstrncmp(const qchar *pString1, const qchar *pString2, qlong pCount)

qlong OMstrspn(const qchar *pString, const qchar *pStrCharSet)

qchar* OMstrpbrk(const qchar *pString, const qchar *pStrCharSet)

qchar* OMstrtok(qchar *pStrToken, const qchar *pStrDelimit)

There are also functions to convert between character strings and integers:

qchar* OMlongToString(qchar *pDest, qlong pLong)

qulong OMstrtoul(qchar *pText, qchar **pTextEnd, qlong pBase)

QTEXT() Macro

This is useful for creating and supplying literal string values inside components. When _UNICODE is defined, QTEXT() appends the L ## escape sequence onto the supplied text. This instructs the compiler to treat the resulting text as a string of qoschars. QTEXT() can be used anywhere where a qoschar* argument is required, for example:

```
str255 myString( QTEXT("Default Value") ); //call the qoschar*
   constructor
```

QCHARLEN() and QOSCHARLEN() Macros

These provide a simple conversion from a supplied byte length to the corresponding qchar or qoschar character length respectively. It should be noted that they do not operate on strings or arrays of characters directly. They simply divide the supplied parameter by 4 in the case of QCHARLEN() or 2 (or 1) in the case of QOSCHARLEN().

QBYTELEN() and QOSBYTELEN() Macros

These provide a simple conversion from a supplied character length to the corresponding UTF-32 or UTF-16/UTF-8 byte length respectively. It should be noted that they do not operate on strings or arrays of characters directly. They simply multiply the supplied parameter by 4 in the case of QCHARLEN() or 2 (or 1) in the case of QOSCHARLEN().

Chapter 5—EXTBMPref & EXTCURref

Introdcution

The EXTBMPref class gives your external components access to the OMNISPIC.DF1 and USERPIC.DF1 data files handled by Omnis. These data files normally reside in the ICONS subdirectory of your Omnis installation. All icons in Omnis are referenced by an icon identifier, or $iconid, which can be modified in the Omnis icon editor.

With the exception of custom cursors and full page bitmaps, each icon in Omnis can have three drawing sizes, 16x16, 32x32 and 48x48. Each icon has a pre-set default size that it uses unless another size is specified. This default size can also be modified using the Omnis icon editor. Some icons also have drawing modes. For example, checkbox icons have various modes, normal, checked, highlighted etc.

Enumerations

ePicModes (EXTBMPref only)

An enum defining the drawing modes supported by the icon-drawing function in this class.

picNormal
The icon is drawn in its normal state.

picChecked
The icon is drawn in its checked state.

picHilited
The icon is drawn in its hilited state.

picCheckedHilited
The icon is drawn in its checked and hilited state.

ePicSize (EXTBMPref only)

An enum defining the drawing size supported by the icon drawing function in this class.

ePicDef
The size of the icon depends on the default size set in the Omnis icon editor.

ePic16
The 16x16 version of the icon is drawn.

ePic32
The 32x32 version of the icon is drawn.

ePic48
The 48x48 version of the icon is drawn.

EXTBMPref Class Reference

EXTBMPref::EXTBMPref()

EXTBMPref::EXTBMPref(qlong pIconID, qlong pDefault = 0, qapp pApp = 0)

The constructor for the external bitmap class. After construction, the class can be used to interrogate the icon or draw the icon. When you have finished manipulating the icon, the class should be destructed.

- **pIconID** - the icon associated with this class.
- **pDefault** - the default icon id is used when pIconID is zero.
- **pApp** - this parameter must be specified for web client components. See ECOgetApp.

EXTBMPref::~EXTBMPref()

EXTBMPref::~EXTBMPref()

The destructor for the external bitmap class. The destruction of the class informs Omnis that you have finished with the icon.

EXTBMPref::addBmpSize()

qlong EXTBMPref::addBmpSize(qlong pIconID, ePicSize pSize)

Returns a new icon id with the specified pSize added.

- **pIconId** - The icon id to add a size to.
- **pSize** - The size to be added to the icon id.

- **return** - A new icon id with the icon size pSize embedded.

Note: This is a static member function.

EXTBMPref::copyImage()

HBITMAP EXTBMPref::copyImage(ePicSize pSize = ePicDef)

HBITMAP EXTBMPref::copyImage(qcol pFillColor, ePicSize pSize = ePicDef)

Returns a bitmap for the icon this class refers.

- **pFillColor** - When calling copyImage specifying a fill color, the transparent pixels of the image are replaced with the given color.
- **pSize** - The icon size to return.
- **return** - Returns a new HBITMAP object if successful.

Note: The returned HBITMAP must be destroyed with GDIdeleteBitmap.

EXTBMPref::copyImage()

HBITMAP EXTBMPref::copyImage(qcol pFillColor, ePicSize pSize = ePicDef)

Returns a bitmap for the icon this class references. The transparent color of the bitmap is replaced with the given color.

- **pFillColor** - The replacement color for the transparent color of the bitmap.
- **pSize** - The icon size to return.
- **return** - Returns a new HBITMAP object if successful.

Note: The returned HBITMAP must be destroyed with GDIdeleteBitmap.

EXTBMPref::copyMask()

HBITMAPMASK EXTBMPref::copyMask(ePicSize pSize = ePicDef)

Returns a bitmap mask for the icon this class refers.

- **pSize** - The icon size to return a mask for.
- **return** - Returns a new HBITMAPMASK object if successful.

Note: The returned HBITMAPMASK must be destroyed with GDIdeleteBitmap.

EXTBMPref::draw()

void EXTBMPref::draw(HDC pHdc, qrect* pRect, ePicSize pSize = ePicDef,
ePicModes pWhich = picNormal, qbool pDisabled = qfalse,

qcol pHilited = colNone, qbool pScale = qfalse,
qjst pJstHoriz = jstLeft, qjst pJstVert = jstLeft)

Draws the icon's image into a device context.

- **pHdc** - The drawing device to draw into.
- **pRect** - The destination drawing rectangle.
- **pSize** - The icon size to draw.
- **pWhich** - The icon drawing mode to use.
- **pDisabled** - If qtrue the image is drawn in a disabled state.
- **pHilited** - Controls how the icon is highlighted.
- **pScale** - If qtrue the icon is scaled to the full size of pRect.
- **pJstHoriz** - The horizontal drawing justification. This is ignored if pScale is qtrue.
- **pJstVert** - The horizontal drawing justification. This is ignored if pScale is qtrue.

EXTBMPref::drawMask()

void EXTBMPref::drawMask(HDC pHdc, qrect* pRect, ePicSize pSize = ePicDef,
ePicModes pWhich = picNormal, qbool pScale = qfalse,
qjst pJstHoriz = jstLeft, qjst pJstVert = jstLeft)

Draws the icons mask image into a device context.

- **pHdc** - The drawing device to draw into.
- **pRect** - The destination drawing rectangle.
- **pSize** - The icon size to draw.
- **pWhich** - The icon drawing mode to use.
- **pScale** - If qtrue the icon is scaled to the full size of pRect.
- **pJstHoriz** - The horizontal drawing justification. This is ignored if pScale is qtrue.
- **pJstVert** - The horizontal drawing justification. This is ignored if pScale is qtrue.

EXTBMPref::getBmpSize()

ePicSize EXTBMPref::getBmpSize(qlong pIconID)

Returns the icon size extracted from the icon id passed.

- **pIconId** - The icon id to extract an icon size from.
- **return** - The icon's size.

Note: This is a static member function.

EXTBMPref::getIconId()

qlong EXTBMPref::getIconId()

Returns the icon id that was associated with this class at construction.

- **return** - Returns the icon id.

EXTBMPref::getRect()

void EXTBMPref::getRect(qrect* pRect, ePicSize pSize = ePic16)

Returns a bounding rectangle for the icon. The resulting size depends on the passed size parameter.

- **pRect** - set to the correct bounding rectangle size.
- **pSize** - Controls the returned size. This parameter defaults to the 16x16 size.

EXTBMPref::hasMode()

qbool EXTBMPref::hasMode(ePicModes pMode = picNormal)

Used to determine if the icon this class refers to supports a particular drawing mode.

- **pMode** - The icon drawing mode to test against. This parameter defaults to the normal drawing mode.
- **return** - Returns qtrue if the icon does support **pMode**, and return qfalse if it does not.

EXTBMPref::hasSize()

qbool EXTBMPref::hasSize(ePicSize pSize = ePic16)

Used to determine if the icon this class refers to has a particular icon size.

- **pSize** - The icon size to test against. This parameter defaults to the 16x16 size.

return - Returns qtrue if the icon does support **pSize**, and return qfalse it does not.

Example:

```
// This example gets a bitmap from Omnis using icon reference number 1000.
// The icon reference is asked how big it should draw by default. The draw
// method is called to draw the icon in a rectangle. The icon is centered
// both vertically and horizontally in the rect. NOTE: it is not clipped to
// the rectangle. It is very important to delete the bitmap reference
// when you are finished.
WNDpaintStruct paintStruct;
WNDbeginPaint( mHWnd, &paintStruct );

EXTBMPref bmpRef( 1000 );
ePicSize defaultSize = EXTBMPref::getBmpSize( 1000 );
bmpRef.draw( paintStruct.hdc, &drawRect , defaultSize, picNormal,
   qfalse,                 colNone, qfalse, jstCenter, jstCenter);
WNDendPaint( mHWnd, &paintStruct );
```

EXTBMPref::transparentColor()

qcol EXTBMPref::transparentColor()

Used to get the transparent color of the bitmap image.

EXTCURref Class Reference (v2.2)

The EXTCURref class gives your external components access to custom cursors in the OMNISPIC.DF1 and USERPIC.DF1. It allows you to create and set custom mouse cursors by specifying the custom cursor ID.

EXTCURref::EXTCURref()

EXTCURref::EXTCURref(qlong pCursorID, qlong pDefault = 0, qapp pApp = 0)

The constructor for the external cursor class. After construction, the class can be used to create a HCURSOR. When you have finished with the cursor reference, the class should be destructed. Destructing the class will not destroy the HCURSOR which was created from it.

- **pCursorID** - the cursor associated with this class.
- **pDefault** - the default cursor id is used when pCursorID is zero.
- **pApp** - this parameter must be specified for web client components. See ECOgetApp.

EXTCURref::~EXTCURref()

EXTBMPref::~EXTBMPref()

The destructor for the external cursor class. The destruction of the class informs Omnis that you have finished with the cursor.

EXTCURref::getCursor()

HCURSOR EXTCURref::getCursor()

The getCursor function creates and returns a HCURSOR. You can effect the screen cursor by calling WNDsetCursor or WNDsetWindowCursor.

EXTCURref::getCursorId()

qlong EXTCURref::getCursorId()

Returns the cursor ID.

Chapter 6—qkey Reference

Introduction

The QKEY class gives your external component access to keyboard messages and some keyboard checking functions. It refers to two kinds of key, a VCHAR and a PCHAR. A VCHAR is a virtual key code for special keys such as the PageUp key. PCHAR refers to printable characters.

Keyboard messages WM_KEYDOWN and WM_KEYUP pass a pointer to a qkey object.

Enumerations

vChar

An enum defining some virtual keyboard values.

vcF1
The F1 key on the keyboard

vcUp
The up arrow key on the keyboard

vcDown
The down arrow key on the keyboard

vcLeft
The left arrow key on the keyboard

vcRight
The right arrow key on the keyboard

vcPup
The page up key on the keyboard

vcPdown
The page down key on the keyboard

vcPleft
The page left key on the keyboard

vcPright
The page right key on the keyboard

vcHome
The home key on the keyboard

vcEnd
The end key on the keyboard

vcTab
The tab key on the keyboard

vcReturn
The return key on the keyboard

vcEnter
The enter key on the keyboard

vcBack
The backspace key on the keyboard

vcClear
The clear key on the keyboard

vcCancel
The escape key on the keyboard

vcDel
The forward delete key on the keyboard

vcIns
The insert key on the keyboard

qkey Class Reference

qkey::qkey()

qkey::qkey(LPARAM pKeyValue)

The constructor for the external keyboard class. After construction, the class can be used to interrogate the keyboard message.

- **pKeyValue** - This is the keyboard scan value passed in LPARAM on a WM_KEYDOWN, WM_KEYUP message.

qkey::qkey()

qkey::qkey(pchar pPchar, qbool pShift, qbool pOption, qbool pControl)

Creates a qkey object from the printable character and key states passed.

- **pPchar** - The printable character to be added into the new qkey.
- **pShift** - The state of the shift key for the new qkey object.
- **pOption** - The state of the option key for the new qkey object.
- **pControl** - The state of the control key for the new qkey object.
- **return** - Returns a new qkey object.

See also qkey::getPChar()

qkey::qkey()

qkey::qkey(vchar pVchar, qbool pShift, qbool pOption, qbool pControl)

Creates a qkey object from the virtual key code and key states passed.

- **pVchar** - The virtual keyboard value to be added into the new qkey.
- **pShift** - The state of the shift key for the new qkey object.
- **pOption** - The state of the option key for the new qkey object.
- **pControl** - The state of the control key for the new qkey object.
- **return** - Returns a new qkey object.

qkey::qkey()

qkey::qkey( )

Creates a qkey object with only the modifier states (SHIFT, CONTROL and OPTION) set.

- **return** - Returns a new qkey object.

qkey::getPChar()

pchar qkey::getPChar()

Returns the printable character from the key message.

- **returns** - Returns the character.

qkey::getVChar()

vchar qkey::getVChar()

Returns the virtual key code from the key message.

- **returns** - Returns the key code.

qkey::isAlt()

qbool qkey::isAlt()

Returns the state of the ALT key for this keyboard message.

- **returns** - Returns qtrue if the ALT key is down.

qkey::isControl()

qbool qkey::isControl()

Returns the state of the CONTROL key for this keyboard message.

returns - Returns qtrue if the CONTROL key is down.

qkey::isShift()

qbool qkey::isShift()

Returns the state of the SHIFT key for this keyboard message.

- **returns** - Returns qtrue if the SHIFT key is down.

qkey::operator !()

qbool qkey::operator ! ( )

Tests if the qkey object is invalid.

- **return** - qtrue if the qkey object is invalid and qfalse if the object is valid.

qkey::operator !=()

qbool qkey::operator != (const qkey& pTestKey)

Compares the key message stored in this qkey object with the key message passed in.

- **pTestKey** - The qkey object to compare against.
- **return** - qtrue if the qkey key messages are not the same.

qkey::operator ==()

qbool qkey::operator == (const qkey& pTestKey)

Compares the key message stored in this qkey object with the key message passed in.

- **pTestKey** - The qkey object to compare against.
- **return** - qtrue if the qkey key messages match and qfalse if the objects are different.

qkey::uppc()

void qkey::uppc()

Uppercases the printable character stored in the qkey object.

See also qkey::getPChar()

Other Functions

isShift()

qbool isShift()

Returns the current state of the SHIFT key.

- **returns** - Returns qtrue if the SHIFT key is down and qfalse if up.

isAlt()

qbool isAlt()

Returns the current state of the ALT key.

- **returns** - Returns qtrue if the ALT key is down and qfalse if up.

Example:

```
extern "C" qlong OMNISWNDPROC GenericWndProc( HWND hwnd, LPARAM Msg,
                  WPARAM wParam, LPARAM lParam, EXTCompInfo* eci )
{
   ECOsetupCallbacks(hwnd,eci);
   switch (Msg)
   {
      case WM_KEYDOWN:
      case WM_KEYUP:
      {
         qkey* keyMessage = (qkey*)lParam;
         if ( keyMessage->getPChar()=='P' )
         {
            // The 'P' key was pressed.
            return 0L; // tell Omnis we have processed the key
         }
         else if ( keyMessage->isShift() && keyMessage-
   >getPChar()=='L' )
         {
            // The 'L' key and 'SHIFT' keys were pressed.
            return 0L; /// tell Omnis we have processed the key
         }
         return 1L; // let Omnis process the key
      }
   }
   return WNDdefWindowProc(hwnd,Msg,wParam,lParam,eci);
}
```

Chapter 7—EXTfile Reference

Introduction

The FILE API functions give your external components general file handling functionality.

The EXTfile class is a wrapper for the FILExxx functions. It is generally safer to use the class, but sometimes it can be more convenient to call the API functions directly.

API Functions

These functions are defined in EXTFILE.HE

FILEclose()

void FILEclose(qfileptr pFileInstance)

Closes the file.

- **pFileInstance** – The file instance which contains the file handle to close.

FILEcreate()

qret FILEcreate(qfileptr pFileInstance, strxxx& pName, qbool pExclusive)

Creates a new file and then opens it.

- **pFileInstance** – The file instance used to create the file and hold the file handle.
- **pName** – strxxx reference which contains the name of the file to create.
- **pExclusive** – True if the file should be opened in exclusive mode after it is created.
- **returns** – qret error code.

FILEcreateInst()

qfileptr FILEcreateInst( )

Constructs a new file instance.

- **returns** – A new file instance. This must be deleted by FILEdestroyInst.

See also FILEdestroyInst

FILEcreateTemp()

qret FILEcreateTemp(qfileptr pFileInstance)

Constructs a new temporary file and then opens it (in exclusive mode).

- **pFileInstance** – The file instance used to create the file and hold the file handle.
- **returns** – qret error code.

FILEdelete()

qret FILEdelete(strxxx& pName)

Deletes the specified file.

- **pName** – A strxxx reference which contains the name of the file to delete.
- **returns** – qret error code.

FILEdestroyInst()

void FILEdestroyInst(qfileptr pFileInstance)

Destroys a file instance.

- **pFileInstance** – The file instance. This was previously created by FILEcreateInst.

See also FILEcreateInst

FILEexists()

qbool FILEexists(strxxx& pName, qbool pIsFolder = qfalse)

Tests whether the specified file (or folder) exists or not.

- **pName** – strxxx reference which contains the name of the file (or folder).
- **pIsFolder** – True if the pName is a folder, false if it is a file name.

returns – True if the file (or folder) exists, false otherwise.

FILEfullName()

void FILEfullName(strxxx& pName, filevref pMacVolRef = 0)

Obtains the full name of the file.

- **pName** – The filename to obtain the full name for.
- **pMacVolRef** – The Macintosh volume reference. Not required for Windows..

FILEgetLength()

qlong FILEgetLength(qfileptr pFileInstance)

Obtains the length of the file.

- **pFileInstance** – The file instance which contains the file handle.
- **returns** – The length of the file.

FILEgetName()

void FILEgetName(qfileptr pFileInstance, strxxx& pName, qbool pIncPath = qtrue)

Obtains the name of the file.

- **pFileInstance** – The file instance which contains the file handle.
- **pName** – strxxx reference which will contain the name of the file after the function call.
- **pIncPath** – True if the pName should also contain the path of the file.

FILEgetOmnisFolder() (v3.1)

void FILEgetOmnisFolder(qfileptr pFilePtr, str255& pFilename)

Returns the path to the Omnis folder; the folder which usually contains the main executable and support folders. FILEgetOmnisFolder is passed a pointer to a qfile class object.

- **pFilePtr** – Pointer to a qfile class object.
- **pFilename** – (output) The folder name containing the Omnis support files.

FILEgetOmnisProgramFolder() (v4.3)

void doQfile_getOmnisProgramFolder(qfile *pFile, str255 &pFilename)

Returns the path to the Omnis executable; the folder containing the main executable. FILEgetOmnisProgramFolder is passed a pointer to a qfile class object.

- **pFilePtr** – Pointer to a qfile class object.
- **pFilename** – (output) The folder name containing the Omnis executable.

FILEgetPosition()

qlong FILEgetPosition(qfileptr pFileInstance)

Constructs a new file instance.

- **pFileInstance** – The file instance which contains the file handle.
- **returns** – The current position in the file.

FILEopen()

qret FILEopen(qfileptr pFileInstance, strxxx& pName, qbool pReadOnly, qbool pExclusive)

Opens the specified file.

- **pFileInstance** – The file instance which will contain the opened file handle.
- **pName** – strxxx reference which contains the file to open.
- **pReadOnly** – True if the file should be opened in read-only mode.
- **pExclusive** – True if the file should be opened in exclusive mode.
- **returns** – qret error code.

FILEopenResources() (v3.1)

qret FILEopenResources(qfileptr pFileInstance, strxxx& pName, qbool pReadOnly, qbool pExclusive)

Opens the Macintosh resources fork of the specified file as a data file.

- **pFileInstance** – The file instance which will contain the opened file handle.
- **pName** – strxxx reference which contains the file to open.
- **pReadOnly** – True if the file should be opened in read-only mode.
- **pExclusive** – True if the file should be opened in exclusive mode.

- **returns** – qret error code. If 1 is returned, the function is not implemented.

FILEread()

qret FILEread(qfileptr pFileInstance, void* pData, qlong pOffset, qlong pLength)

Reads from the file.

- **pFileInstance** – The file instance which contains the file handle.
- **pData** – Pointer to read into.
- **pOffset** – Offset into the file to use.
- **pLength** – Amount of bytes to read.
- **returns** – qret error code.

FILEread()

qret FILEread(qfileptr pFileInstance, void* pData, qlong pOffset, qlong pMaxLength, qlong& pActLength)

Reads from the file.

- **pFileInstance** – The file instance which contains the file handle.
- **pData** – Pointer to read into.
- **pOffset** – Offset into the file to use.
- **pMaxLength** – Number of bytes to read.
- **pActLength** – Actual number of bytes read.
- **returns** – qret error code.

FILEsetEmpty()

qret FILEsetEmpty(qfileptr pFileInstance)

FILEsetEmpty sets the length of the file to zero bytes.

- **pFileInstance** – The file instance which contains the file handle.
- **returns** – qret error code.

FILEsetLength()

qret FILEsetLength(qfileptr pFileInstance, qlong pLength)

FILEsetLength sets the length of the file to the specified length.

- **pFileInstance** – The file instance which contains the file handle.
- **pLength** – The new length of the file.
- **returns** – qret error code.

FILEsetMacTypeCreator()

void FILEsetMacTypeCreator(qfileptr pFileInstance, qint4 pMacType, qint4 pMacCreator)

Sets the Macintosh file-systems' creator information.

- **pFileInstance** – The file instance which contains the file handle.
- **pMacType** – The new Mac type info.
- **pMacCreator** – The new Mac creator info.

FILEsetMacTypeCreator()

void FILEsetMacTypeCreator(strxxx& pName,qint4 pMacType,qint4 pMacCreator)

Sets the Macintosh file-systems' creator information.

- **pName** – The file name.
- **pMacType** – The new Mac type info.
- **pMacCreator** – The new Mac creator info.

FILEsetPosition()

qret FILEsetPosition(qfileptr pFileInstance, qlong pPosition)

Sets the current position of the file.

- **pFileInstance** - The file instance which contains the file handle.
- **pPosition** – The new position.
- **returns** – A qret error code.

FILEwrite()

qret FILEwrite(qfileptr pFileInstance, void* pData, qlong pOffset, qlong pLength)

Writes data to the file.

- **pFileInstance -** The file instance which contains the file handle.
- **pData** – The address of the data to write.
- **pOffset** – The offset into the file of where to write from.
- **pLength** – The number of bytes to write.
- **returns** – A qret error code.

EXTfile Class Reference

EXTfile::EXTfile()

EXTfile::EXTfile( )

The constructor for a file object.

EXTfile::~EXTfile()

EXTfile::~EXTfile()

The destructor for an EXTfile object.

EXTfile::close()

void EXTfile::close()

Closes the file.

EXTfile::create()

qret EXTfile::create(strxxx& pName, qbool pExclusive)

Creates and then opens the specified file.

- **pName –** The file to create.
- **pExclusive –** True if the file should be opened in exclusive mode.
- **Returns** – qret error code.

EXTfile::createTemp()

qret EXTfile::createTemp()

Creates and then opens, in exclusive mode, a temporary file.

- **returns –** qret error code.

EXTfile::deleet()

static qret EXTfile::deleet(strxxx& pName)

Deletes the specified file.

- **pName -** The file to delete
- **returns –** qret error code.

EXTfile::exists()

static qbool EXTfile::exists(strxxx& pName, qbool pIsFolder)

Tests whether the specified file (or folder) exists or not.

- **pName** – strxxx reference which contains the name of the file (or folder).
- **pIsFolder** – True if the pName is a folder, false if it is a file name.
- **returns** – True if the file (or folder) exists, false otherwise.

EXTfile::fullName()

static EXTfile::fullName(strxxx& pName, filevref pMacVolRef=0)

Obtains the full name of the file.

- **pName** – The filename to obtain the full name for.
- **pMacVolRef** – The Macintosh volume reference. Not required for Windows.

EXTfile::getLength()

qlong EXTfile::getLength()

Obtains the length (in bytes) of the file.

- **returns –** The length, in bytes, of the file.

EXTfile::getName()

void EXTfile::getName(strxxx& pFilename, qbool pInclPath = qtrue)

Obtains the name of the file.

- **pName** – strxxx reference which will contain the name of the file after the function call.
- **pInclPath** – True if the pName should also contain the path of the file.

EXTfile::getOmnisFolder()

void EXTfile::getOmnisFolder(str255& pFilename)

Returns the path to the Omnis folder; the folder which usually contains the main executable and support folders.

- **pFilename** – (output) The folder name containing the Omnis support files.

EXTfile::getOmnisProgramFolder() (v4.3)

void EXTfile::getOmnisProgramFolder(str255& pFilename)

Returns the path to the Omnis executable; the folder containing the main executable.

- **pFilename** – (output) The folder name containing the Omnis executable.

EXTfile::getPosition()

qlong EXTfile::getPosition()

Obtains the current position in the file.

- **returns –** Returns the current position in the file.

EXTfile::open()

qret EXTfile::open(strxxx& pName, qbool pReadOnly, qbool pExclusive)

Opens the specified file.

- **pName –** The file to open.
- **pReadOnly –** True if the file should be opened in read-only mode.
- **pExclusive** – True if the file should be opened in exclusive mode.
- **returns** – qret error code.

EXTfile::openResources() (v3.1)

qret EXTfile::openResources(strxxx& pName, qbool pReadOnly, qbool pExclusive)

Opens the Macintosh resources fork of the specified file as a data file.

- **pName –** The file to open.
- **pReadOnly –** True if the file should be opened in read-only mode.
- **pExclusive** – True if the file should be opened in exclusive mode.
- **returns** – qret error code.

EXTfile::read()

qret EXTfile::read(void* pData, qlong pOffset, qlong pLength)

Reads from the file.

- **pData** – Pointer to read into.
- **pOffset** – Offset into the file to use.
- **pLength** – Amount of bytes to read.

EXTfile::read()

qret EXTfile::read(void* pData, qlong pOffset, qlong pMaxLength, qlong& pActLength)

Reads from the file.

- **pData** – Pointer to read into.
- **pOffset** – Offset into the file to use.
- **pMaxLength** – Number of bytes to read.
- **pActLength** – Actual number of bytes read.

EXTfile::readCharacterData() (v4.0)

qret EXTfile::readCharacterData(qHandle &pHan, FILEconversionType pConvType)

Reads file containing character data into a handle which becomes an array of qchars.

- **pHan** - Handle to read file into.
- **pConvType** - An EXTfile constant specifying the conversion required.

```
EXTfile file; qret e = file.open( document, qtrue, qfalse );
if ( e == e_ok )
{
   mDocHan = 0;
   e = file.readCharacterData(mDocHan, EXTfile::eFILEconvertFromLatin1Api);
   if ( e == e_ok )
   {
      mDocPtr = qHandleTextPtr( mDocHan, 0 );
      parse(pSrchWords);
   }
   else mDocPtr.setNull();
   file.close();
}
```

EXTfile::readIntoHandle() (v4.0)

qret EXTfile::readIntoHandle(qHandle &pHan)

Reads the raw contents of a file into a handle.

- **pHan** – Handle to read file into.

EXTfile::setEmpty()

qret EXTfile::setEmpty()

setEmpty sets the length of the file to zero bytes.

- **returns** – qret error code.

EXTfile::setLength()

qret EXTfile::setLength(qlong pLength)

setLength sets the length of the file to the specified length.

- **pLength** – The new length of the file.
- **returns** – qret error code.

EXTfile::setMacTypeCreator()

void EXTfile::setMacTypeCreator(qint4 pMacType,qint4 pMacCreator)

Sets the Macintosh file-systems' creator information.

- **pMacType** – The new Mac type info.
- **pMacCreator** – The new Mac creator info.

EXTfile::setMacTypeCreator()

static void EXTfile::setMacTypeCreator(strxxx& pName,qint4 pMacType,qint4 pMacCreator)

Sets the Macintosh file-systems' creator information.

- **pName** – The file name.
- **pMacType** – The new Mac type info.
- **pMacCreator** – The new Mac creator info.

EXTfile::setPosition()

qret EXTfile::setPosition(qlong pPosition)

Sets the current position of the file.

- **pPosition** – The new position.
- **returns** – A qret error code.

EXTfile::write()

qret EXTfile::write(void* pData, qlong pOffset, qlong pLength)

Writes data to the file.

- **pData** – The address of the data to write.
- **pOffset** – The offset into the file of where to write from.
- **pLength** – The number of bytes to write.
- **returns** – A qret error code.

Chapter 8—CRB Reference

Introduction

The CRB API functions are a set of functions which allow you to create and manage Omnis data collections. An Omnis data collection is a block of data with a variable number of data items. A CRB can store number data, list data, text data, etc, in any order and combination. A CRB is self extending. In other words you can simply set the data for a given index, and the CRB is extended to store the given data at the specified index position. The collection of data in a CRB can be converted to and from disk-based format for storing on and retrieving from disk. You can also assign CRB data to and retrieve from an EXTfldval, see EXTfldval::getCrbRef and EXTfldval::setCrbRef. This is useful if you want to exchange CRB data with the Omnis 4GL.

The EXTcrb class is a wrapper for the CRBxxx functions. It is generally safer to use the class, but sometimes it can be more convenient to call the API functions directly.

API Functions

These functions are defined in EXTCRB.HE

CRBcreate()

qcrb CRBcreate()

Creates a new empty CRB instance. When you have finished with the instance you must destroy it, unless you have transferred ownership when calling EXTfldval::setCrbRef.

- **returns** - The pointer to the CRB instance.

See also CRBdestroy

CRBdestroy()

void CRBdestroy(qcrb pCrb)

Destroys the given CRB instance. The instance must have been created with CRBcreate.

- **pCrb** - pointer to the CRB instance to be destroyed.

See also CRBcreate

CRBduplicate()

qcrb CRBduplicate(qcrb pCrb)

Makes a copy of the given CRB instance. When you have finished with the copy, you must destroy it, unless you have transferred ownership when calling EXTfldval::setCrbRef.

- **pCrb** - pointer to the CRB instance to be duplicated.
- **returns** - new pointer to a CRB instance.

See also CRBcreate, CRBdestroy

CRBflatten()

qlong CRBflatten(qcrb pCrb, qchar* pBuffer, qlong pBufferLen)

Converts the data in a CRB instance into a cross-platform flat format which is suitable for storing on disk. You must allocate a sufficiently large buffer to receive the data. You can call CRBgetFlatSize prior to calling CRBflatten, to tell you the size of the required buffer.

- **pCrb** - pointer to the CRB instance to be flattened.
- **pBuffer** - pointer to the buffer which is to receive the flattened data.
- **pBufferLen** - buffer size in bytes.
- **returns** - length of the flattened data.

Example:

```
// *** store some cross platform data on disk ***
// create the crb instance
qcrb crb = CRBcreate();
// store some text at index 1
EXTfldval fvalp( CRBgetDataRef( crb, 1, qtrue ) );
fvalp.setChar("Some text to be stored on disk")
// store some numbers at the next 3 index positions
CRBsetReal( crb, 2, 4.999 );
CRBsetLong( crb, 3, 255 );
```

```
CRBsetLong( crb, 4, 1000 );
// allocate the buffer which will receive the flattened data
qlong bufferLen = CRBgetFlatSize( crb );
qchar* buffer = new qchar[ bufferLen ];
// flatten the data.
// Note: in our case dataLen should be identical to bufferLen
qlong dataLen = CRBflatten( crb, buffer, bufferLen );

   // now we can write the data to disk
   EXTfile file; file.create( str255("FileName"), qtrue );
   file.write( buffer, 0, dataLen);
   file.close();

// destroy the buffer and the crb
delete [] buffer;
CRBdestroy( crb );
// *** end ***
```

See also CRBgetFlatSize, CRBunflatten

CRBgetCrbRef()

qcrb CRBgetCrbRef(qcrb pCrb, qcrb pTmpCrb, qcrbindex pIndex, qbool pWillAlter)

It is possible to store data collections within data collections. You can do this by calling this function. If required, when calling this function, the data at the given index is converted to an Omnis data collection. If you have several data collections stored in a CRB, you can optimize performance by creating your own temp CRB for manipulating the nested data collections, which you can specify for the pTmpCrb parameter. If you do not specify your own temp CRB, Omnis will create a CRB instance for each data collection stored in the parent CRB. Specifying your own temp CRB works, because Omnis only stores the data collection as a handle inside another CRB, and not the CRB instance itself, which is only used for manipulating the data. If you want to change the contents of the data collection, specify qtrue for pWillAlter.

- **pCrb** - pointer to the CRB instance.
- **pTmpCrb** - temp CRB instance to be used for managing the data collection.
- **pIndex** - index into CRB starting from 1.
- **pWillAlter** - if qtrue, you can change the data collection at the index by assigning new data to index positions of the returned CRB.

- **returns** - pointer to a CRB instance. The CRB instance belongs to the parent CRB and there is no need to destroy it. If you have passed a temp crb in the pTmpCrb parameter, your temp CRB instance is returned instead.

Example:

```
// ** store two data collections in our CRB **
// create our parent CRB
qcrb crb = CRBcreate();
// create out temp crb for manipulating our child data collections
qcrb tempCrb = CRBcreate();
// fetch our first data collection and set some data in it
// Note: in our case childCrb will be identical to tempCrb
qcrb childCrb = CRBgetCrbRef( crb, tempCrb, 1, qtrue );
CRBsetLong( childCrb, 1, 15 );
CRBsetLong( childCrb, 2, 120 );
CRBsetReal( childCrb, 3, 1.5234 );
// fetch our second data collection and set some data in it
// in our first column we will store some text
childCrb = CRBgetCrbRef( crb, tempCrb, 2, qtrue );
EXTfldval fvalp( CRBgetDataRef( childCrb, 1, qtrue ) );
fvalp.setChar("Hello World");
CRBsetLong( childCrb, 2, 1024 );
// We must remember to destroy our tempCrb
CRBdestroy( tempCrb );
```

Note: You can nest data collections many levels deep.

See also CRBgetDataRef

CRBgetData()

void CRBgetData(qcrb pCrb, qcrbindex pIndex,

qshort pFft, qshort pFdp, qfldval pCrbVal)

Retrieves a copy of the data stored at the specified index position in the CRB. You must specify the data type and sub type of the data to be returned as. If the data in the CRB is of a different type, Omnis will convert the data to the specified type.

- **pCrb** - pointer to the CRB instance.
- **pIndex** - index into CRB starting from 1.
- **pFft** - the data type to return the data as.
- **pFdp** - the sub data type to return the data as.

- **pCrbVal** - pointer to an Omnis data item. You can retrieve this pointer from an EXTfldval by calling EXTfldval::getFldVal.

Example:

```
EXTfldval fval;
CRBgetData( crb, 2, fftCharacter, dpDefault, fval.getFldVal() );
```

See also EXTfldval::getFldVal, CRBsetData, CRBgetDataRef

CRBgetDataRef()

qfldval CRBgetDataRef(qcrb pCrb, qcrbindex pIndex, qbool pWillAlter)

Returns a reference to the index in the CRB. This is more efficient than calling CRBgetData, since the data is not copied. You can construct a EXTfldval from the returned Omnis data pointer. You can use CRBgetDataRef to change the data at the given index, if you specify qtrue for pWillAlter.

- **pCrb** - pointer to the CRB instance.
- **pIndex** - index into CRB starting from 1.
- **pWillAlter** - if qtrue, you can change the data at the index by assigning new data to the EXTfldval.
- **returns** - pointer to an Omnis data item.

Example:

```
// change the data at index 2 using CRBgetDataRef
qcrb crb = CRBcreate();
EXTfldval fvalp( CRBgetDataRef( crb, 2, qtrue ) );
fvalp.setChar("Hello World");
```

See also CRBgetData, CRBsetData, CRBgetCrbRef

CRBgetFlatSize()

qlong CRBgetFlatSize(qcrb pCrb)

Calculates the flattened size of the data in the given CRB instance. You will need to allocate a buffer of the returned size before you can flatten the data.

- **pCrb** - pointer to the CRB instance.
- **returns** - required size of the buffer for flattening the CRB data.

See also CRBflatten, CRBunflatten

CRBgetIndexCount()

qshort CRBgetIndexCount(qcrb pCrb)

Returns the number of data items in the CRB. The index count will usually be in multiples of 10. CRBgetIndexCount does not return a count of the entries which have been used, it returns the count of allocated indexes.

Note: Indexing starts from 1.

- **pCrb** - pointer to the CRB instance.
- **returns** - the index count.

CRBgetLong()

qlong CRBgetLong(qcrb pCrb, qcrbindex pIndex)

Returns the data stored at specified index as a long integer value. If the data stored at the index is of a different type, the data is converted to a long integer.

- **pCrb** - pointer to the CRB instance.
- **pIndex** - index into CRB starting from 1.
- **returns** - the data as a long value.

See also CRBsetLong

CRBgetReal()

qreal CRBgetReal(qcrb pCrb, qcrbindex pIndex)

Returns the data stored at specified index as a floating point number. If the data stored at the index is of a different type, the data is converted to a floating point number.

- **pCrb** - pointer to the CRB instance.
- **pIndex** - index into CRB starting from 1.
- **returns** - the data as a floating point number.

See also CRBsetReal

CRBsetData()

void CRBsetData(qcrb pCrb, qcrbindex pIndex, qfldval pCrbVal)

Sets the data in the CRB at the specified index position.

- **pCrb** - pointer to the CRB instance.

- **pIndex** - index into CRB starting from 1.
- **pCrbVal** - pointer to an Omnis data item. You can retrieve this pointer from an EXTfldval by calling EXTfldval::getFldVal.

Example:

```
// the following example stores text at index 1
// and a list with two rows at index 2
EXTfldval fval;
qcrb crb = CRBcreate();
fval.setChar("Hello World");
CRBsetData( crb, 1, fval.getFldVal() );
EXTqlist lst(listScol);
lst.insertRow( 0, str255("Row one"), 1 );
lst.insertRow( 0, str255("Row two"), 2 );
fval.setList( &lst, qtrue );
CRBsetData( crb, 2, fval.getFldVal() );
```

See also CRBgetData, CRBgetDataRef

CRBsetLong()

void CRBsetLong(qcrb pCrb, qcrbindex pIndex, qlong pLongValue)

Sets the data at the specified index to the given long integer value.

- **pCrb** - pointer to the CRB instance.
- **pIndex** - index into CRB starting from 1.
- **pLongValue** - the long integer value to store.

See also CRBgetLong

CRBsetReal()

void CRBsetReal(qcrb pCrb, qcrbindex pIndex, qreal pRealValue)

Sets the data at the specified index to the given floating point number.

- **pCrb** - pointer to the CRB instance.
- **pIndex** - index into CRB starting from 1.
- **pRealValue** - the floating point value to store.

See also CRBgetReal

CRBunflatten()

qbool CRBunflatten(qcrb pCrb, qchar* pBuffer, qlong pBufferLen)

Converts flattened block of data back into a form suitable for a CRB instance to manage. The block of data must have been flattened previously by a call to CRBflatten.

- **pCrb** - pointer to the CRB instance which is to receive the new data.
- **pBuffer** - pointer to the flattened data.
- **pBufferLen** - length of the flattened data.
- **returns** - if the data was successfully converted, qtrue is returned.

Example:

```
// *** load some data we previously written to disk. ***
// *** See CRBflatten example ***
// read the data from disk into our buffer
EXTfile file(); file.open( str255("fileName"), qtrue, qtrue );
qlong dataLen = file.getLength();
qchar* buffer = new qchar[ dataLen ];
file.read( buffer, 0, dataLen );
file.close();
// create our CRB instance and unflatten the data
qcrb crb = CRBcreate();
if ( CRBunflatten( crb, buffer, dataLen ) )
    // success
else
    // failure
// when we have finished with the crb and buffer, destroy them
delete [] buffer;
CRBdestroy( crb );
// *** end ***
```

See also CRBflatten

EXTcrb Class Reference

EXTcrb::EXTcrb()

EXTcrb::EXTcrb()

The constructor for an EXTcrb object. It constructs an empty Omnis CRB and data collection.

EXTcrb::EXTcrb()

EXTcrb::EXTcrb(qcrb pCrb)

Constructs a EXTcrb object, from an existing CRB instance. You may already have a data collection in a EXTfldval for example. You can use EXTfldval::getCrbRef to retrieve the CRB instance from the EXTfldval and construct a EXTcrb object from it. The EXTcrb object makes the assumption that it does not own the CRB instance, and will not destroy it when the EXTcrb object is destructed. You can always call EXTcrb::makeMine later, if you wish to work with a copy of the CRB instance.

- **pCrb** - pointer to a CRB instance.

Example:

```
// get existing CRB instance from EXTfldval. Do not make a copy
EXTcrb crb( fval.getCrbRef( qfalse) );
// if we want a copy call makeMine
crb.makeMine();
```

See also EXTfldval::getCrbRef, EXTcrb::makeMine

EXTcrb()::~EXTcrb()

EXTcrb()::~EXTcrb()

The destructor for an EXTcrb object.

EXTcrb::copy()

void EXTcrb::copy(EXTcrb& pCrb)

Copies the CRB instance and data from the given EXTcrb object to this EXTcrb object.

- **pCrb** - the EXTcrb object from which to copy the CRB instance and data.

EXTcrb::crb()

qcrb EXTcrb::crb()

Returns the pointer to the CRB instance. You will need this function when you want to store a data collection in an EXTfldval.

- **returns** - pointer to the CRB instance.

Example:

```
EXTcrb crb;
EXTfldval fval;
fval.setCrbRef( crb.crb(), qfalse );
```

EXTcrb::flatten()

qlong EXTcrb::flatten(qchar* pBuffer, qlong pBufferLen)

Converts the data in a CRB instance into a cross-platform flat format which is suitable for storing on disk. You must allocate a sufficiently large buffer to receive the data. You can call EXTcrb::getFlatSize prior to calling EXTcrb::flatten, to tell you the size of the required buffer.

- **pBuffer** - pointer to the buffer which is to receive the flattened data.
- **pBufferLen** - buffer size in bytes.
- **returns** - length of the flattened data.

Example:

```
// *** store some cross platform data on disk ***
// create the crb instance
EXTcrb crb;
// store some text at index 1
EXTfldval fvalp( crb.getDataRef( 1, qtrue ) );
fvalp.setChar(str255("Some text to be stored on disk"))
// store some numbers at the next 3 index positions
crb.setReal( 2, 4.999 );
crb.setLong( 3, 255 );
crb.setLong( 4, 1000 );
// allocate the buffer which will receive the flattened data
qlong bufferLen = crb.getFlatSize();
qchar* buffer = new qchar[ bufferLen ];
// flatten the data.
// Note: in our case dataLen should be identical to bufferLen
qlong dataLen = crb.flatten( buffer, bufferLen );

    // now we can write the data to disk
    EXTfile file; file.create( str255("FileName"), qtrue );
    file.write( buffer, 0, dataLen);
    file.close();

// delete the buffer
delete [] buffer;
// *** end ***
```

See also EXTcrb::unflatten, EXTcrb::getFlatSize

EXTcrb::getCrbRef()

qcrb EXTcrb::getCrbRef(EXTcrb& pTmpCrb, qcrbindex pIndex, qbool pWillAlter)

It is possible to store data collections within data collections. You can do this by calling this function. If required, when calling this function, the data at the given index is converted to an Omnis data collection. If you have several data collections stored in a CRB, you can optimize performance by creating your own temp EXTcrb object for manipulating the nested data collections, which you can specify for the pTmpCrb parameter. If you do not specify your own temp CRB, Omnis will create a CRB instance for each data collection stored in the parent CRB. Specifying your own temp CRB works, because Omnis only stores the data collection as a handle inside another CRB, and not the CRB instance itself which is only used for manipulating the data. If you want to change the contents of the data collection, specify qtrue for pWillAlter.

- **pTmpCrb** - temp EXTcrb object to be used for managing the data collection.
- **pIndex** - index into CRB starting from 1.
- **pWillAlter** - if qtrue, you can change the data collection at the index by assigning new data to index positions of the returned CRB.
- **returns** - pointer to a CRB instance. The CRB instance belongs to the parent CRB and there is no need to destroy it. If you have passed a temp crb in the pTmpCrb parameter, your temp CRB instance is returned instead.

Example:

```
// ** store two data collections in our CRB **
// create our parent CRB and
// temp CRB for manipulating our child data collections
EXTcrb crb; EXTcrb tempCrb;
// fetch our first data collection and set some data in it
// Note: we ignore the return value since it will point to the
// CRB of our temp CRB object
crb.getCrbRef( tempCrb, 1, qtrue );
tempCrb.setLong( childCrb, 1, 15 );
tempCrb.setLong( childCrb, 2, 120 );
tempCrb.setReal( childCrb, 3, 1.5234 );
// fetch our second data collection and set some data in it
// in our first column we will store some text
CRBgetCrbRef( tempCrb, 2, qtrue );
EXTfldval fvalp( tempCrb.getDataRef( 1, qtrue ) );
fvalp.setChar(str15("Hello World"));
tempCrb.setLong( 2, 1024 );
```

Note: You can nest data collections many levels deep.

See also EXTcrb::getDataRef

EXTcrb::getData()

void EXTcrb::getData(qcrbindex pIndex, qshort pFft, qshort pFdp, qfldval pCrbVal)

Retrieves a copy of the data stored at the specified index position in the EXTcrb object. You must specify the data type and sub type of the data to be returned as. If the data in the CRB is of a different type, Omnis will convert the data to the specified type.

- **pIndex** - index into CRB starting from 1.
- **pFft** - the data type to return the data as.
- **pFdp** - the sub data type to return the data as.

- **pCrbVal** - pointer to an Omnis data item. You can retrieve this pointer from an EXTfldval by calling EXTfldval::getFldVal.

Example:

```
EXTfldval fval;
crb.getData( 2, fftCharacter, dpDefault, fval.getFldVal() );
```

See also EXTfldval::getFldVal, EXTcrb::setData, EXTcrb::getDataRef

EXTcrb::getDataRef()

qfldval EXTcrb::getDataRef(qcrb pCrb, qcrbindex pIndex, qbool pWillAlter)

Returns a reference to the index in the EXTcrb. This is more efficient than calling EXTcrb::getData, since the data is not copied. You can construct a EXTfldval from the returned Omnis data pointer. You can use EXTcrb::getDataRef to change the data at the given index, if you specify qtrue for pWillAlter.

- **pIndex** - index into CRB starting from 1.
- **pWillAlter** - if qtrue, you can change the data at the index by assigning new data to the EXTfldval.
- **returns** - pointer to an Omnis data item.

Example:

```
// change the data at index 2 using EXTcrb::getDataRef
EXTcrb crb;
EXTfldval fvalp( crb.getDataRef( 2, qtrue ) );
fvalp.setChar(str15("Hello World"));
```

See also EXTcrb::getData, EXTcrb::setData, EXTcrb::getCrbRef

EXTcrb::getFlatSize()

qlong EXTcrb::getFlatSize()

Calculates the flattened size of the data in the EXTcrb object. You will need to allocate a buffer of the returned size before you can flatten the data.

- **returns** - required size of the buffer for flattening the CRB data.

See also EXTcrb::flatten, EXTcrb::unflatten

EXTcrb::getIndexCount()

qshort EXTcrb::getIndexCount()

Returns the number of data items in the EXTcrb object. The index count will usually be in multiples of 10. EXTcrb::getIndexCount does not return a count of the entries which have been used, it returns the count of allocated indexes.

Note: Indexing starts from 1.

- **returns** - the index count.

EXTcrb::getLong()

qlong EXTcrb::getLong(qcrbindex pIndex)

Returns the data stored at specified index as a long integer value. If the data stored at the index is of a different type, the data is converted to a long integer.

- **pIndex** - index into CRB starting from 1.
- **returns** - the data as a long value.

See also EXTcrb::setLong

EXTcrb::getReal()

qreal EXTcrb::getReal(qcrbindex pIndex)

Returns the data stored at specified index as a floating point number. If the data stored at the index is of a different type, the data is converted to a floating point number.

- **pIndex** - index into CRB starting from 1.
- **returns** - the data as a floating point number.

See also EXTcrb::setReal

EXTcrb::makeMine()

void EXTcrb::makeMine()

If the EXTcrb object does not own the CRB instance, calling this function will make a copy of the CRB instance and set the ownership flag to true. If the EXTcrb object already owns the CRB instance, this function does nothing.

EXTcrb::setData()

void EXTcrb::setData(qcrbindex pIndex, qfldval pCrbVal)

Sets the data in the EXTcrb object at the specified index position.

- **pIndex** - index into CRB starting from 1.
- **pCrbVal** - pointer to an Omnis data item. You can retrieve this pointer from an EXTfldval by calling EXTfldval::getFldVal.

Example:

```
// the following example stores text at index 1
// and a list with two rows at index 2
EXTfldval fval;
EXTcrb crb;
fval.setChar(str255("Hello World"));
crb.setData( 1, fval.getFldVal() );
EXTqlist lst(listScol);
lst.insertRow( 0, str255("Row one"), 1 );
lst.insertRow( 0, str255("Row two"), 2 );
fval.setList( &lst, qtrue );
crb.setData( 2, fval.getFldVal() );
```

See also EXTcrb::getData, EXTcrb::getDataRef

EXTcrb::setLong()

void EXTcrb::setLong(qcrbindex pIndex, qlong pLongValue)

Sets the data at the specified index to the given long integer value.

- **pIndex** - index into CRB starting from 1.
- **pLongValue** - the long integer value to store.

See also EXTcrb::getLong

EXTcrb::setReal()

void EXTcrb::setReal(qcrbindex pIndex, qreal pRealValue)

Sets the data at the specified index to the given floating point number.

- **pIndex** - index into CRB starting from 1.
- **pRealValue** - the floating point value to store.

See also EXTcrb::getReal

EXTcrb::unflatten()

qbool EXTcrb::unflatten(qchar* pBuffer, qlong pBufferLen)

Converts flattened block of data back into a form suitable for a CRB instance to manage. The block of data must have been flattened previously by a call to EXTcrb::flatten.

- **pBuffer** - pointer to the flattened data.
- **pBufferLen** - length of the flattened data.
- **returns** - if the data was successfully converted, qtrue is returned.

Example:

```
// *** load some data we previously written to disk. ***
// *** See EXTcrb::flatten example ***
// read the data from disk into our buffer
EXTfile file(); file.open( str255("fileName"), qtrue, qtrue );
qlong dataLen = file.getLength();
qchar* buffer = new qchar[ dataLen ];
file.read( buffer, 0, dataLen );
file.close();
// create our CRB instance and unflatten the data
EXTcrb crb;
if ( crb.unflatten( crb, buffer, dataLen ) )
    // success
else
    // failure
// delete the buffer
delete [] buffer;
// *** end ***
```

See also EXTcrb::flatten

Chapter 9—EXTqlist Reference

Introduction

The EXTqlist class gives your external components access to the Omnis list data object. The list object handles all of the memory management for columns and rows of data. You can create lists in your components, or you can receive/send the list to/from Omnis. The list object is a very powerful object in Omnis, but gives you even more power when included in external components. General purpose lists do not need to be defined when writing a component as they do within Omnis using the *Define list* command. The list object adjusts column information as you add it. Normal list objects have to store the same type of data in each column. Omnis lists support this, but can also support different data types in the same column in every row added.

Each Omnis list has its own current row, maximum number of rows and a set of selected rows, that can all be inspected or altered using various member functions.

EXTqlist Memory Issues

The EXTqlist class can be constructed in two ways, one as a reference to another EXTqlist, the other as an individual list. You should think of the class as a container, which has some data representing list rows and columns, or as a pointer to another EXTqlist object. Depending on the type of list you create and what you do with it during its life, what you do during destruction of the EXTlist object is **very** important.

Creating a standalone list

If you want your component to store some private items in a list (such as the calendar example), the component first needs to declare an EXTqlist* member. At some point in your component, you need to create a new instance of a EXTqlist object. Use the ‘new’ operator and specify the lists data type during construction. For example:

```
// Example using a EXTqlist* as a class member
class sampleClass
{
   private:
      EXTqlist* mMyList;
   public:
      sampleClass();
      ~ sampleClass();
      void doSomething();
};

sampleClass::sampleClass()
{
   mMyList = new EXTqlist( listScol );
   }
```

Now you have an EXTqlist object, you can use the various member function to add rows, delete rows or manipulate column data.

```
void sampleClass::doSomething()
{
   for ( qlong i =1; i<=10; i++ )
   {
      str255 textForRow;
      qlongToString( i, textForRow );
      textForRow.insert( str80("This is row "), i );
      mMyList->insertRow(0, &textForRow, i );
   }
}
```

When you have finished with the list, you must delete the contents of the list, then the list container. To delete the contents of the EXTqlist, you can assign the list object **qnil**. When the contents of the list have been emptied, you can delete the EXTqlist object.

```
void sampleClass::~sampleClass()
{
   // first clear the contents of the list object
   *mMyList = qnil;
   delete  mMyList;
}
```

REMEMBER: When the EXTqlist object is destructed, the contents are not automatically deleted. You must at some point clear the contents by assigning the object **qnil**.

Creating a reference to another list

Sometimes you will need or be given a reference to another EXTqlist. Maybe Omnis is calling you to paint a line in a derived list control, or a parameter is being passed to you which is a list variable. In both cases, the EXTqlist object you have will be a reference to another list object. This is very important, especially during destruction of the EXTlist object.

Above you created a standalone list. Here you create a reference to a list object and add a new row.

```
// Example if you used 'new' during construction
void sampleClass::makeAReference()
{
   EXTqlist* myRef = 0;

   myRef = new EXTqlist( mMyList );

   str255 textForRow( "Added by the reference" );
   myRef->insertRow(0, &textForRow, 999 );

   delete myRef;
}

or

void sampleClass::makeAReference()
{
   EXTqlist* myRef( mMyList );

   str255 textForRow( "Added by the reference" );
   myRef->insertRow(0, &textForRow, 999 );
}
```

In the above examples, the EXTqlist reference was deleted by using 'delete' operator or the scope ending. As the EXTqlist was only used as a reference, that is all you need to do.

If you had done:

```
void sampleClass::makeAReference()
{
   EXTqlist* myRef( mMyList );

   str255 textForRow( "Added by the reference" );
   myRef->insertRow(0, &textForRow, 999 );
   *myRef = qnil;
}
```

the original list 'mMyList' would no longer have any contents as you have deleted it.

Note: If you intend to use the EXTfldval class with your EXTqlist objects, see the EXTfldval section on memory issues.

Structures and Enumerations

listtype

An enum defining the data storage method used by the list object.

listVlen
Variable length data will be stored.

listScol
Simple text list storage with support for a qlong value 'mark' on each row. This list ONLY supports one column.

EXTsortItem

A structure that defines sorting information for a single column. It has the following members.

```
typedef struct
{
   qshort  mSortColumn;
   qbool mUpperCase;
   qbool mDescending;
} EXTsortItem;
```

- **mSortColumn -** The column number to be sorted. Columns number start from 1.
- **mUpperCase -** qtrue if the column values should be treated as uppercase during sort.
- **mDescending -** qtrue if the column values should be sorted in descending order.

EXTsortStruct

A structure that defines a group of sort fields (a group of EXTsortItem objects)

```
typedef struct
{
   qshort       mSortCount;
   EXTsortItem     mSortLines[cMaxSortItems];
} EXTsortStruct;
```

- **mSortCount** - The number of sort items to use from this structure.
- **mSortLines[cMaxSortItems]** - An array of sort items.

cMaxSortItems is the maximum number of columns that can be used on a sort.

EXTqlist Class Reference

EXTqlist::EXTqlist()

EXTqlist::EXTqlist()

The constructor for an empty EXTqlist object. The EXTqlist will not contain any valid data and can not be used until EXTqlist::clear has been called.

EXTqlist::EXTqlist()

EXTqlist::EXTqlist(listtype pListType)

The constructor for an empty EXTqlist object.

- **pListType** - The type of list to initialize the new list object as.

EXTqlist::EXTqlist()

EXTqlist::EXTqlist(lsttype* pList)

The constructor for an Omnis list. This constructor does not make a copy of the list data, so there is no need to destroy the list data by assigning qnil.

- **pList** - Points to the internal Omnis list.

See also EXTqlist::getLstPtr

EXTqlist::EXTqlist()

EXTqlist::EXTqlist(EXTqlist* pListData)

The constructor for a new EXTqlist object based on existing list data. EXTqlist * information can be retrieved from EXTfldval objects.

- **pListData** - The list data to build a list object from.

EXTqlist::EXTqlist() (v3.0)

EXTqlist::EXTqlist(qbyte* pAdd, qlong pLen, qret* pErr = NULL)

The constructor for a new EXTqlist object based on existing list data in disk format. The disk format list data must have been created previously by calling EXTqlist::getBinLen and EXTqlist::getBinary.

- **pAdd** – Address of the list data in binary form.
- **pLen** – Length in bytes of the list data.
- **pErr** – Optional error return. Returns e_ok if the list was constructed successfully.

See also EXTqlist::getBinLen, EXTqlist::getBinary

EXTqlist::~EXTqlist()

EXTqlist::~EXTqlist()

The destructor for an EXTqlist object.

EXTqlist::addCol()

qshort EXTqlist::addCol(qshort pCol, ffttype pFft, qshort pFdp, qlong pFldLen, strxxx* pClassname = NULL, strxxx* pColumnname = NULL)

Adds a new column to the list.

- **pCol -** The column number to insert at.
- **pFft -** The data type for the new column.
- **pFdp -** The sub-data type for the new column - see EXTfldval.
- **pFldLen -** The data length for the new column.
- **pClassname** - Specifies the optional class name.
- **pColumnname** - Specifies the optional column name.

Note: If you do not specify column types you may encounter problems sorting lists columns.

EXTqlist::addCol()

qshort EXTqlist::addCol(ffttype pFft, qshort pFdp, qlong pFldLen=0, strxxx* pClassname)

Adds a new column to the list.

- **pFft -** The data type for the new column.
- **pFdp -** The sub-data type for the new column - see EXTfldval.
- **pFldLen -** The data length for the new column.
- **pClassname** - Specifies the optional class name.
- **returns** – The new column in the list, zero if unsuccessful.

Note: If you do not specify column types you may encounter problems sorting lists columns.

EXTqlist::addColEx() (v5.0)

qshort EXTqlist::addColEx(qshort col, ffttype fft, qshort fdp, qlong fln, strxxx* classname, strxxx* columnname, qbool noclear)

Adds a new column to the list with support for additional attributes.

- **col –** 1-based column number of the new column.
- **fft –** Omnis data type of the new column.
- **fdp –** Omnis sub-type of the new column.
- **classname –** Stores an optional classname with the column definition.
- **columname –** The name of the new column.
- **noclear –** If qtrue, the contents of the list are left intact after the new column is added, otherwise the list contents are cleared.

EXTqlist::clear()

void EXTqlist::clear(listtype pListType)

Clears the list's contents, definition, and resets its type.

pListType - The new type for a list.

EXTqlist::clearRow()

qret EXTqlist::clearRow(qlong pRow)

Clears the contents from a row in the list.

- **pRow** - The row number to be cleared
- **returns** - e_ok if the row was cleared successfully.

EXTqlist::colCnt()

qshort EXTqlist::colCnt()

Returns the number of columns used in this list.

- **returns** - Returns the column count.

EXTqlist::convertEncoding() (v4.2)

void EXTqlist::convertEncoding(qbool pSrcIsUnicode, qbool pDestIsUnicode)

Converts the encoding of character data stored in the list - only suitable for lists with a definition that is allowed for a web service parameter or return value. convertToEncoding(qtrue,qfalse) causes all character data stored in the list to be converted to non-Unicode Omnis character set data. convertToEncoding(qfalse,qtrue) causes character data stored in the list to be converted to Unicode data.

- **pSrcIsUnicode** – If qtrue, indicates that text written to the list is Unicode data.
- **pDestIsUnicode** - If qtrue, indicates that text read from the list should be returned as Unicode data.

EXTqlist::copyDef()

qbool EXTqlist::copyDef(EXTqlist pList, qbool pRedefine)

Copies the list definition from the passed list object to this list object.

- **pList -** The list to take the definition from.
- **pRedefine -** qtrue if this list is defined from empty, or columns are redefined.
- **returns** - qtrue if the definition copy was successful.

EXTqlist::defineFromSQLClass() (v4.2)

qbool EXTqlist::defineFromSQLClass(strxxx &pSQLClassName, strxxx &pErrorText)

Defines the list object from the specified Omnis schema class returning qtrue on success, qfalse otherwise.

- **pSQLClassName** - The name of an Omnis schema class to use.
- **pErrorText** – An error message returned in the event that the list could not be defined.

EXTqlist::deleteRow()

qret EXTqlist::deleteRow(qlong pRow)

Deletes a row from the list.

- **pRow** - The row number to be deleted.
- **returns** - e_ok if the row was deleted successful.

EXTqlist::dup()

qbool EXTqlist::dup(EXTqlist * pList)

Duplicates the contents of pList in to this list.

- **pList -** The lists containing the data to be duplicated.
- **returns** - Returns qtrue if the data was duplicated successfully.

Note: The contents of the list may have to be cleared using the qnil assignment.

See EXTqlist Memory Issues' above.

EXTqlist::empty()

qret EXTqlist::empty()

Clears the list's contents, leaving the list definition and column types unchanged.

EXTqlist::getBinary()

void EXTqlist::getBinary(qchar* pDiskAddress)

Copies the contents of the list object to the address supplied, storing it as a simple flat buffer. The list can be reconstructed with the correct EXTqlist constructor.

- **pDiskAddress -** The address to save the list contents to.

See also EXTqlist::getBinLen, EXTqlist::EXTqlist(qbyte*, qlong, qret*)

EXTqlist::getBinLen()

qlong EXTqlist::getBinLen()

Returns the size needed to store the contents of the list object as a simple flat buffer.

- **returns -** The length needed to store to disk.

See also EXTqlist::getBinary

EXTqlist::getCol()

void EXTqlist::getCol(qshort pCol, qbool pInclfilename, strxxx& pName)

Retrieves the column name for the column specified.

- **pCol -** The column number to retrieve the name.
- **pInclfilename -** qtrue if the filename should be included.
- **pName -** The string variable populated with the column name after the call.

Note: The name of a column corresponds to the name used when the list was defined using the 'Define list' Omnis command, or using Omnis list notation.

EXTqlist::getCol()

void EXTqlist::getCol(qshort pCol, strxxx& pName)

Retrieves the column name for the column specified.

- **pCol -** The column number to retrieve the name.
- **pName -** The string variable populated with the column name after the call.

Note: The name of a column corresponds to the name used when the list was defined using the 'Define list' Omnis command, or using Omnis list notation.

EXTqlist::getColType()

void EXTqlist::getColType(qshort pCol, ffttype& pFft, qshort & pFdp)

void EXTqlist::getColType(qshort pCol, ffttype& pFft, qshort & pFdp, qlong & pLen)

Retrieves data type information from a column number.

- **pCol -** The column number for which to retrieve data type information.
- **pFft -** The data type for the column is returned here.
- **pFdp -** The sub-data type for the column is returned here.
- **pLen -** The maximum data length of the column.

EXTqlist::getColVal()

void EXTqlist::getColVal(qlong pRow, qshort pCol, ffttype pFft, qshort pFdp, EXTfldval& pFval)

Returns the contents from a row and column in the form of a EXTfldval object. The data can be optionally converted.

- **pRow -** The list row to access.
- **pCol -** The list column to access.
- **pFft -** The type the returning data should be converted to.
- **pFdp -** The type the returning data should be converted to (sub type) see EXTfldval.
- **pFval** - The EXTfldval object modified to hold the contents of the row/column.

Note: The '**pFval**' parameter is a copy of the columns contents. The memory associated with the copy is deleted when the '**pFval**' parameter is deleted.

EXTqlist::getColVal()

qbool EXTqlist::getColVal(qlong pRow, qshort pCol, EXTfldval& pFvalp)

Populates a read-only EXTfldval object with the data for row/column.

- **pRow -** The list row to access.
- **pCol -** The list column to access.
- **pFvalp -** An EXTfldval modified to allow access to row/column.

Returns qtrue if successful, qfalse otherwise. Developers should note that if qfalse is returned (e.g. when requesting a row greater than the row count) the contents of pFvalp remain unchanged.

Note: As the EXTfldval object is marked as read-only, any calls to modify the EXTfldvals' data (e.g. via setChar, setLong etc..) will fail. If you wish to modify the lists data you must use EXTqlist::getColValRef with pWillAlter set to qtrue.

EXTqlist::getColValRef()

qbool EXTqlist::getColVal(qlong pRow, qshort pCol, EXTfldval& pFvalp, qbool pWillAlter)

Populates a EXTfldval object with the data for row/column.

- **pRow -** The list row to access.
- **pCol -** The list column to access.

- **pFvalp -** An EXTfldval modified to allow access to row/column.
- **pWillAlter -** qtrue if you want to modify the contents of **pFvalp.**

Returns qtrue if successful, qfalse otherwise. Developers should note that if qfalse is returned (e.g. when requesting a row greater than the row count) the contents of pFvalp remain unchanged.

Note: If pWillAlter if false (i.e. equivalent to calling EXTqlist::getColVal(qlong, qshort, EXTfldval&) then the EXTfldval object is marked as read-only. Consequently any calls to modify the EXTfldvals' data (e.g. via setChar, setLong etc..) will fail.

EXTqlist::getCurRow()

qlong EXTqlist::getCurRow()

Returns the current row number.

returns - Returns the current row number associated with this list.

EXTqlist::getLstPtr()

lsttype* EXTqlist::getLstPtr()

Returns the pointer to the Omnis list data.

EXTqlist::getColFlags() (v4.1)

qlong EXTqlist::getColFlags(qshort col)

Returns the flags describing an individual column of the list. Flag values are listed in EXTDAM.HE and include the following: cTABflagIsPrimaryKey, cTABflagExcludeFromInsert, cTABflagExcludeFromUpdate, cTABflagCalculated, cTABflagSequenceType & cTABflagExcludeFromWhere

- **col** – 1 based column number to inspect.

EXTqlist::getColNullInfo() (v4.1)

qbool EXTqlist::getColNullInfo(qshort col)

Returns qtrue if the list column supports NULL values, qfalse otherwise.

- **col** – 1 based column number to inspect.

EXTqlist::getRow()

void EXTqlist::getRow(qlong pRow, str255* pString)

Retrieves the string value added with either ::**insertRow** or ::**putRow** function.

- **pRow** - The row to extract the string from.
- **pString** - The string to copy the list sting into.

Note: listScol only.

EXTqlist::getRow()

void EXTqlist::getRow(qlong pRow, qlong& pMark)

Retrieve the long 'mark' value added with either ::**insertRow** or ::**putRow** function.

- **pRow** - The row to extract the 'mark' value from.
- **pMark** - The mark value stored in the list is returned here.

Note: listScol only.

EXTqlist::getRowCrb()

qcrb EXTqlist::getRowCrb(qlong pRow, qbool pWillAlter = qfalse)

Returns a pointer to the Omnis data collection of a list.

- **pRow** - specifies the row of the list the data collection will reference.
- **pWillAlter** - specify qtrue if you want to make changes to the data of the row.

Returns the pointer to the list's data collection.

Warning: Once you have retrieved the pointer to the data collection, changing the current row of the list will change the data in the collection to that of the new current row. But the new row will not be marked as changed until you execute another getRowCrb(rowNumber, qtrue). If you do not mark a row as changed, any changes you make to the data will be lost when the current row is changed.

```
// example changing the data of column 3 in row 2 of a list
EXTqlist lst(listVlen);
lst.setFinalRow(5);
qcrb crb = lst.getRowCrb( 2, qtrue );
CRBsetLong( crb, 3, 255 );
// no further action needs to be taken.
// column 3 of row 2 will now contain the value 255
```

EXTqlist::getRowMax()

qlong EXTqlist::getRowMax()

Returns the maximum number of rows this list can have.

- **returns** - Returns the maximum row count.

EXTqlist::insertRow()

qlong EXTqlist::insertRow(qlong pBefore = 0, str255* pText = NULL, qlong pMark = 0)

Inserts a new row into the list.

- **pBefore** - The row number to insert the new row before. 0 indicates the end of the list.
- **pText** - The text to be inserted in to the list for the new row. ⎩ **Note: listScol only.**
- **pMark** - A long value that can be added to identify the new row. ⎩ **Note: listScol only.**
- **returns** - The new line number is returned if the insert was successful.

EXTqlist::isRowSelected()

qret EXTqlist::isRowSelected(qlong pRow, qbool pIsSaved = qfalse)

Returns the selected state of a row.

- **pRow** - The row to test.
- **pIsSaved** - qtrue if the check is to be made on the saved selected states.
- **returns** - qtrue if the row is selected, and qfalse if the row is not selected.

EXTqlist::loadRows()

void EXTqlist::loadRows(qchar* pRowData)

Takes a '+' separated string and converts it into rows in the list, for example, "Row1+Row2+Row3".

- **pRowData -** A pointer to a c-style string to be converted into rows for the list.

The list is redefined as listScol type.

EXTqlist::operator = (qniltype qnil)

void EXTqlist::operator =(qniltype qnil1)

Frees the memory used by the list.

EXTqlist::putColVal()

void EXTqlist::putColVal(qlong pRow, qshort pCol, EXTfldval& pFval)

Sets the contents of a column value from the passed EXTfldval object.

- **pRow -** The list row to access.
- **pCol -** The list column to access.
- **pFval -** The EXTfldval object who's data should be stored in the column.

Note: The '**pFval**' parameter's contents are duplicated and stored in the list. The memory for the duplicated contents is owned by the list object, and the memory used by the '**pFval**' parameter is deleted when the parameter is deleted.

EXTqlist::putRow()

qret EXTqlist::putRow(qlong pRow, str255* pText = NULL, qlong pMark = 0)

Replaces the contents for a particular row.

- **pRow** - The row number to be modified.
- **pText** - The text to be stored in the list for the new row. ⌊ **Note: listScol only.**
- **pMark** - A long value that can be added to the new row. ⌊ **Note: listScol only.**
- **returns** - e_ok if the contents were replaced successfully.

EXTqlist::rowCnt()

qlong EXTqlist::rowCnt()

Returns the number of rows in this list.

- **returns** - Returns the row count.

EXTqlist::selectRow()

qret EXTqlist::selectRow(qlong pRow, qbool pSelect, qbool pIsSaved = qfalse)

Selects or deselects a row in the list.

- **pRow** - The row to select or deselect.
- **pSelect** - qtrue if the row is to be selected.
- **pIsSaved** - qtrue if the change of state is to happen to the lists saved selection buffer.
- **returns** - e_ok if the lines state changed.

Note: Control over the list selections is handled in the Omnis environment via command such as Swap selected and saved.

EXTqlist::setCol() (v5.0)

void EXTqlist::setCol(qshort col, strxxx* name)

Changes the name of an existing list column.

- **col** - 1-based column number.
- **name** - New column name.

EXTqlist::setCurRow()

qret EXTqlist::setCurRow(qlong pCurrentRow)

Sets the current row number for this list object.

- **pCurrentRow** - The new current row for this list.
- **returns** - e_ok if the current row changed.

EXTqlist::setFinalRow()

qret EXTqlist::setFinalRow(qlong pLastRow)

Modifies the list to contain the number of rows as specified by **pLastRow**. If necessary rows are deleted or empty rows are added.

- **pLastRow** - The new final row number of the list.
- **returns** - e_ok if the final row was set.

EXTqlist::setRowMax()

qret EXTqlist::setRowMax(qlong pLastMaxValue)

Prevents the list from extending beyond the value passed.

- **pLastMaxValue** - The new last row for the list.
- **returns** - e_ok if the lists max line is changed.

Note: If '**pLastMaxValue**' is less than the number of rows the list already has, the number of rows the list currently has becomes the new maximum, not '**pLastMaxRow**'.

EXTqlist::sort()

qbool EXTqlist::sort(EXTsortStruct* pSortItems)

Sorts the list object according to the sort options set in the passed sorting structure.

- **pSortItems -** The sorting options for columns in the list.
- **returns** - Returns qtrue if the list was sorted, and qfalse if the sort failed.

Example:

```
EXTqlist* paramlist = new EXTqlist ( listVlen );
for ( qshort rows = 1; rows<=10; rows++ )
{
   qlong paramrow = paramlist->insertRow();

   // Parameter name
   paramlist->getColValRef(paramrow, 1, cval, qtrue);
   cval.setChar( newCharValue );

   // fft Data type
   paramlist->getColValRef(paramrow, 2, cval, qtrue);
   cval.setLong( newLongValue2 );

   // EXTD_ flags
   paramlist->getColValRef(paramrow, 3, cval, qtrue);
   cval.setLong( newLongValue3 );
}
paramlist = qnil;
delete paramlist;
```

Chapter 10—EXTfldval Reference

Introduction

The EXTfldval class gives your external components a generic data storage object. All data passed to and from Omnis and your component is in the form of a EXTfldval object. This object can store a variety of data-types, offering some basic conversion between various data formats. For example, you can put a long numeric value into the EXTfldval class and retrieve it in string or data form.

EXTfldval Memory Issues

The EXTfldval class can be constructed in two ways, one as a reference to a known Omnis field such as #S1, or as an individual object. You should think of the class as a container, which either has some data stored within it, or as a reference to another data value. The container can store a range of data-types from pictures and lists to simple data types such as numbers and strings. The memory associated with the EXTfldval class is *always* owned by Omnis, with the possible exception when the container is storing a list (see below). If the EXTfldval object is being used to store data as opposed to being used as a reference, the memory is deleted when the object is deleted, either by the ‘delete’ operator or as a result of the EXTfldval object going out of scope. Some API calls such as ECOaddParam cause the memory used by the EXTfldval object to be disassociated, thus Omnis takes ownership of the memory from the EXTfldval and uses it elsewhere. When this happens, the EXTfldval object does not delete the memory on destruction. These APIs will be marked in this document.

```
// Storing a string and getting a number
void myMethod()
{
   EXTfldval myFldval;
   str255 stringWithNumber(“100”);

   myFldval.setChar(stringWithNumber );
   qlong number = myFldval.getLong();
   if ( number==100 )
   {
```

```
      // string was converted to a number ok.
   }
}
```

In the above example, an EXTfldval object is storing a string. When the object goes out of scope, Omnis will delete the memory used to store the string. Below is another example where the data being stored is unknown (binary), but again Omnis will delete the memory when the object goes out of scope or is deleted. All the example has to do is take care of deleting the memory it used to assign the EXTfldval object.

```
// Storing some binary information in an EXTfldval
void myMethod()
{
   EXTfldval myFldval;
   HGLOBAL someBinary = NULL;

   // Allocates some memory and returns it.
   someBinary = getSomeBinaryData();
   if ( someBinary )
   {
      myFldval.setHandle( someBinary, fftBinary );
      MEMglobalFree( someBinary );
   }
}
```

EXTfldvals and EXTqlists

Generally, all EXTfldval objects have their own memory to store the data contents. The one exception to this rule can be the storage of the list object, EXTqlist. EXTqlist objects can have their own data storage (see EXTqlist object). Some lists can become very large, such as lists of rows received from a SQL database. When Omnis needs to pass lists objects around, it uses the EXTfldval object. For the sake of memory and speed, the EXTfldval object can carry a reference to a list object, rather than a copy of the object. When you assign a list to an EXTfldval object, you have to specify if the data to be stored will be a reference to a list object, or if it will store the contents of a list object. If you want to store a reference, the reference is *only* valid while the EXTqlist is valid. That is, if you delete the EXTqlist, the reference stored is no longer valid, and when used will cause a crash. If you decide to store the contents of a list object, the EXTfldval takes ownership of the memory used to store the content of the list from EXTqlist object, and as such the EXTqlist contents should not be cleared by using the **qnil** assignment as it no longer owns the memory.

Here is an example of using an EXTfldval object to store the contents of a EXTqlist.

```
// Using a EXTfldval to store an EXTqlist
void myMethod( EXTfldval& pFldval )
{
   EXTqlist* tempList = new EXTqlist( listVlen );
   for ( qshort i = 0; i<10; i++ )
   {
      EXTfldval cval;
      qlong newRow = tempList->insertRow();
      tempList->getColValRef(newRow, 1, cval, qtrue );
      cval.setLong( i );
   }
   pFldval.setList( &tempList, qtrue );
   delete tempList;
}
```

In the above example, an EXTfldval object passed in to the function will be given a list to store. The temporary EXTqlist object is first filled with some new rows, then the contents of the list are transferred to the EXTfldval object. At the end of the function, the list is deleted.

Getting a list from an EXTfldval

Once you have been given an extfldval object with a list in it, you can retrieve it in two ways, as a complete list object, or as a reference. Remember in the EXTqlist section you specified the EXTqlist object can be a reference to a list, or an individual object. When you ask the EXTfldval object for a list, you can choose what sort of list is returned. If you choose a complete object, a new EXTqlist is created with a duplicate of the list contents associated with the EXTfldval object. The memory for this object needs to be emptied using the **qnil** assignment operator before the object is deleted. If you choose the reference, a new EXTqlist is created, but as a reference to another EXTqlist object. This also needs to be deleted.

Here is an example building on from the previous example. It uses the EXTfldval object that was passed in to the function above to extract a list from.

```
// Using a EXTfldval to store an EXTqlist
void myMethod( EXTfldval& pFldval )
{
…( see above )
}

// Takes a complete copy of the list, adds a row and frees the list
void alterList()
{
   EXTfldval  myFldval;
   EXTqlist*  myQlist;

   // call to fill a list
   myMethod( myFldval );

   // now get a duplicate of the list stored
   myQlist  = myFldval.getList(qtrue);

   // add another row
   EXTfldval cval;
   qlong newRow = myQlist.insertRow();
   myQlist->getColValRefPtr(newRow, 1, cval, qtrue );
   cval.setLong( 999 );

   // do something else
   callAnotherFunction( myQlist );

   // free duplicated list
   *myQlist = qnil;
   delete myQlist;

   // real list stored in myFldval is deleted as scope ends.
}
```

Here is another example, but this does not take a copy and operates on a reference to the list.

Note: If you get a EXTqlist as a reference from an EXTfldval, you MUST delete the object, but do not use the qnil assignment operator because that clears the original.

```
// Gets a reference to a list, adds a row and frees reference.
void alterAnotherList()
{
   EXTfldval  myFldval;
   EXTqlist*  myQlist;

   // call to fill a list
   myMethod( myFldval );

   // now get a reference to the list
   myQlist  = myFldval.getList(qfalse);

   // add another row
   EXTfldval cval;
   qlong newRow = myQlist.insertRow();
   myQlist->getColValRef(newRow, 1, cval, qtrue );
   cval.setLong( 999 );

   // do something else
   callAnotherFunction( myQlist );

   // free reference list
   delete myQlist;
}
```

The next example demonstrates a crash, as an EXTqlist reference is used after the EXTfldval has been deleted.

```
// Gets a reference to a list, and uses it after the original
// has been deleted.
void doNotDoThis()
{
   EXTqlist*  myQlist;

   // extra scope added for example
   {
      EXTfldval  myFldval;

      // call to fill a list
      myMethod( myFldval );

      // now get a reference to the list
      myQlist  = myFldval.getList(qfalse);
   }
   // at this point, the EXTfldval has been deleted, so the list
   // reference no longer points to a good list
   // Any call below that uses 'myQlist' causes a crash.

   // add another row
   EXTfldval cval;
   qlong newRow = myQlist.insertRow();
   myQlist.getColValRef(newRow, 1, cval, qtrue );
   cval.setLong( 999 );

   // do something else
   callAnotherFunction( myQlist );

   // free reference list
   delete myQlist;
}
```

If the above example had taken a copy of the list as shown below, the crash would not occur.

```
// extra scope added for example
{
   EXTfldval  myFldval;

   // call to fill a list
   myMethod( myFldval );

   // take a copy
   myQlist  = myFldval.getList(qtrue);
}
```

As it is a complete copy, deleting the EXTqlist* at the end of the function also needs to delete the contents like this.

```
// free reference list
*myQlist = qnil;
delete myQlist;
```

Enumerations and Structures

fttype

An enum defining the data storage types that the EXTfldval supports.

fftNone
No valid object is stored

fftCharacter
Character or national character storage

fftBoolean
Simple Boolean storage.

fftDate
Date, Time and DateTime storage

fftNumber
Real number storage

fftInteger
4 or 2 byte integer storage

fftPicture
Picture image storage

fftBinary
Binary storage

fftList
List storage

fftRow
Row storage

fftObject
Object storage

fftCrb
Omnis data collection (see EXTqcrb)

fftCalc
Tokenised calculation

fftConstant
Omnis constant

In addition to the major data types, some data types such as **fftDate**, **fftNumber** need to know exactly what sort of date or number to store. This is accomplished using a **subtype**.

The subtypes for **fftCharacter** are:

dpFcharacter
Character data storage

dpFnational
National character data storage

The subtypes for **fftDate** are:

dpFdate1900
Short date field 1900-1999

dpFdate1980
Short date field 1980-2079

dpFdate2000
Short date field 2000-2099

dpFdtime1900
Date and time as above

dpFdtime1980
Date and time as above

dpFdtime2000
Date and time as above

dpFtime
Short time field

dpFdtimeC
Date and time including century

The subtypes for **fftNumber** are:

dpFmask
a mask for accessing the number field decimal places.

dpFsnumber
Short number fields. Allows 0 and 2 decimal places.

dpFloat
Floating number

The subtypes for **fftInteger** are:

0
4 byte integer

dpFsinteger
2 byte integer

The subtype for **fftList** are:

0
Normal list

dpFrow
Row variable

Subtype that can be used for all ffttypes for default settings is

dpDefault

Default subtype. This varies depending on the fft.

fftCharacter - dpDefault results in a **dpFcharacter** subtype.

fftBoolean - dpDefault is ignored.

fftDate - dpDefault results in a **dpFdtime1980** subtype.

fftNumber - dpDefault results in a zero decimal place number.

fftInteger - dpDefault results in a **short integer**.

For all other types dpDefault is ignored.

crbFieldInfo (V2.2)

This structure is used with ECOgetCrbFieldInfo to get format information of an Omnis variable. The members are:

```
struct crbFieldInfo
{
   ffttype    fft;
   qshort     fdp;
   qlong   fln;
   qbool   fdx;
   qshort     iln;
};
```

fft
the data type

fdp
the data sub type. See ffttype description for more information

fln
for character data it specifies the maximum length of the field

fdx
if true, the field is indexed.

iln
if the field is indexed, it specifies the index length

datestamptype

Structure used for passing date and time information in and out of the EXTfldval object. The members are:

```
typedef struct
{
   qshort  mYear;
   qchar   mMonth;
   qchar   mDay;
   qchar   mHour;
   qchar   mMin;
   qchar   mSec;
   qchar   mHun;
   qchar   mDateOk;
   qchar   mTimeOk;
   qchar   mSecOk;
   qchar   mHunOk;
} datestamptype;
```

mYear
Year values. e.g. 1900.

mMonth
Month values. 1-12

mDay
Day values. 1-31

mHour
Hour values. 1-12

mMin
Minute values. 0-59

mSec
Second values. 0-59

mHun
Hundredth of second values

mDateOk
qtrue if the date is valid

mTimeOk
qtrue if the time is valid

mSecOk
qtrue if the seconds are valid

mHunOk
qtrue if the hundredth of seconds are valid

EXTfldval Class Reference

EXTfldval::EXTfldval()

EXTfldval::EXTfldval()

The constructor for an empty EXTfldval container.

EXTfldval::EXTfldval()

EXTfldval::EXTfldval(qfldval pData=0)

The constructor for a EXTfldval container which will refer to the defined pData.

EXTfldval::EXTfldval()

EXTfldval::EXTfldval(strxxx& pVariableName, qbool pWillAlter =qfalse, locptype* pLocp = NULL)

The constructor for an EXTfldval container that sets itself up to refer to a pre-defined named field. e.g. #S1

- **pVariableName -** The field to associate the new EXTfldval object with.
- **pWillAlter -** qtrue if you want to alter the data.
- **pLocp** - points to the context. The EXTCompInfo structure which is passed to external components contains two context pointers. The context pointer mInstLocp points to the context of the class instance which contains the component. The context pointer mLocLocp points to the context of the calling method.

EXTfldval::~EXTfldval()

EXTfldval::~EXTfldval()

The destructor for the EXTfldval object.

EXTfldval::operator =()

void EXTfldval::operator =(EXTfldval& pFval)

Assigns (copies) the contents of pFval to the object.

Example:

```
EXTfval myFldVal = pFldVal;
```

EXTfldval::compare()

qshort EXTfldval::compare(EXTfldval& pFldval)

Compares the contents of two EXTfldval objects.

- **pFldVal** - The EXTfldval object to compare against.
- **returns** - Returns 0 if both objects match.
  Returns -1 if pFldval is less than this.
  Returns 1 if pFldval is greater than this.

EXTfldval::compare()

qshort EXTfldval::compare(EXTfldval& pFldval, qbool pIgnoreCase)

Compares the character contents of two EXTfldval objects.

- **pFldVal** - The EXTfldval object to compare against.
- **pIgnoreCase** - qtrue if the case of the characters is ignored.
- **returns** - Returns 0 if both objects match.
  Returns -1 if pFldval is less than this.
  Returns 1 if pFldval is greater than this.

EXTfldval::compare()

qshort EXTfldval::compare(strxxxx& pString, qbool pIgnoreCase)

Compares the character contents of the EXTfldval object and pString.

- **pString** – A string object to compare against.
- **pIgnoreCase** - qtrue if the case of the characters is ignored.
- **returns** - Returns 0 if both the string in the EXTfldval and pString match.
  Returns -1 if pString is less than this.
  Returns 1 if pString is greater than this.

EXTfldval::concat()

void EXTfldval::concat(qchar pChar)

Concatenates a character on to the end of the existing stored data. If the data is not in character form, it is converted first.

- **pChar** - The character to concatenate.

EXTfldval::concat()

void EXTfldval::concat(qchar* pAddress, qlong pDataLen)

Concatenates a range of characters on to the end of the existing stored data. If the data is not in character form, it is converted first.

- **pAddress** - A buffer to some data.
- **pDataLen** - The number of characters to concatenate.

EXTfldval::concat()

void EXTfldval::concat(EXTfldval* pFldval)

Concatenates characters from another EXTfldval object on to the end of the existing stored data. If the data is not in character form, it is converted first.

- **pFldval** - The EXTfldval objects who's data is concatenated.

EXTfldval::concat()

void EXTfldval::concat(strxxx& pString)

Concatenates a string on to the end of the existing stored data. If the data is not in character form, it is converted first.

- **pString** - The string to be concatenated.

EXTfldval::conv()

qbool EXTfldval::conv(ffttype pDataType, qshort pSubDataType)

Tries to convert to another data type.

- **pDataType** - The data type to try to convert to.
- **pSubDataType** - The sub data type to try to convert to.

returns - Returns qtrue if the conversion was successful.

EXTfldval::evalCalculation() (Studio 2.0)

qbool EXTfldval::evalCalculation(EXTfldval& pResult, locptype* pLocp,

EXTqlist* pList = NULL, qbool pUseCache = qtrue)

Evaluates the calculation stored in the EXTfldval.

- **pResult** - The result of the calculation is returned in this parameter.
- **pLocp -** The EXTCompInfo structure which is passed to external components contains two context pointers. The context pointer mInstLocp points to the context of the class instance which contains the component. The context pointer mLocLocp points to the context of the calling method.
- **pList** - If a list is specified, the calculation is evaluated against the list. If the calculation refers to field names which exist as columns within the list, the data in the current row of that column is used.
- **pUseCache** - If true, Omnis will use a global cache for storing the result. This increases efficiency when dealing with large amounts of data, but it is potentially dangerous, since the there is only one cache, which is reused when another calculation is evaluated. Unless performance is an issue, always pass qfalse.

See also EXTfldval::getCalculation, EXTfldval::setCalculation

EXTfldval::getBinary()

void EXTfldval::getBinary(qlong pBufferLen, qchar* pBuffer, qlong& pRealLen)

Retrieves the object's data as binary.

- **pBufferLen -** The maximum size of the buffer.
- **pBuffer** - The buffer to receive a copy of the data.
- **pRealLen** - Returned is the real length of the data copied.

EXTfldval::getBinLen()

qlong EXTfldval::getBinLen()

Returns the size of the object stored, in bytes.

See also EXTfldval::getCharLen()

EXTfldval::getBool()

qshort EXTfldval::getBool(qbool* pBool = 0)

Retrieves a boolean value.

- **pBool -** Returns qtrue if the EXTfldval object result can be used.
- **returns** - If supplied, returns 0, 1 or 2.

Note: Boolean values have the following values:

Return (0) - value is not set (fldval is empty or null).
Return (1) - value is qfalse.
Return (2) - value is qtrue.

EXTfldval::getCalculation() (Studio 2.0)

void EXTfldval::getCalculation(locptype* pLocp, qshort &pCalculationType,

EXTfldval &pText)

Returns the calculation type and text representation of a tokenized calculation.

- **pLocp -** The EXTCompInfo structure which is passed to external components contains two context pointers. The context pointer mInstLocp points to the context of the class instance which contains the component. The context pointer mLocLocp points to the context of the calling method.
- **pCalculationType** - The calculation type ctySquare or ctyCalculation is returned in this parameter.
- **pText** - The textual representation of the calculation is returned in the given EXTfldval.

See also EXTfldval::setCalculation, EXTfldval::evalCalculation

EXTfldval::getChar()

void EXTfldval::getChar(strxxx& pString, qbool pZeroEmpty = qfalse)

Returns a string version of the data stored.

- **pString** - The string to copy the data into.
- **pZeroEmpty** - if true and EXTfldval stores a number, the pString will be empty if that number is zero.

EXTfldval::getChar()

strxxx& EXTfldval::getChar(qbool pZeroEmpty = qfalse)

Returns a reference to the string version of the data stored.

- **pZeroEmpty** - if true and EXTfldval stores a number, the returned string reference will be empty if that number is zero.
- **Returns** – A string reference to the string version of the data stored.

EXTfldval::getChar()

void EXTfldval::getChar(qlong pMaxLen, qchar* pAddress, qlong& pRealLen,
qbool pZeroEmpty = qfalse)

Returns a string version of the data stored.

- **pMaxLen** - The maximum number of bytes allowed to copy into **pAddress.**
- **pAddress** - The buffer to copy the string into.
- **pRealLen** - The returned real length that was copied into pAddress.
- **pZeroEmpty** - if true and EXTfldval stores a number, the pString will be empty if that number is zero.

EXTfldval::getCharLen() (v4.1)

qlong EXTfldval::getCharLen()

When the fldval contains character data, getCharLen() returns the length of the data in characters.

See also EXTfldval::getBinLen()

EXTfldval::getConstant()

preconst EXTfldval::getConstant(preconst pMin, preconst pMax, qbool *pRet=0)

Returns the constant ID of the value stored with the fldval. The constant must be in the range specified by pMin and pMax.

- **pMin** – The constant range start ID. Please see the source file dmconst.he for valid values.
- **pMax** – The constant range end ID. Please see the source file dmconst.he for valid values.
- **pRet** – Optional pointer to a boolean result. If qfalse is returned, the value of the fldval did not conform to the given constant range.

- **Returns** – the constant ID of the value.

Example:

```
qbool ok;
preconst cid = fval.getConstant(preButtmodeF,preButtmodeL,&ok);
if (ok)
{
    // cid will be in the range preButtmodeF to preButtmodeL
}
```

See also EXTfldval::setConstant, EXTfldval::getLong(preconst,preconst,qbool*)

EXTfldval::getCrbRef()

qcrb EXTfldval::getCrbRef(qbool pDuplicate)

Returns an Omnis data collection.

- **pDuplicate** - If true, a copy is returned, which must be disposed of by calling CRBdestroy

EXTfldval::getDate()

void EXTfldval::getDate (datestamptype& pDateTime,
qshort pSubDataType = dpDefault, qbool* pError = 0)

Retrieves the data stored as datetime information.

- **pDateTime** - The datetime structure to modify.
- **pSubDataType** - Defines what type of datetime is retrieved. See **dpDefault** above.
- **pError** - If supplied, returns qtrue of the date could be retrieved.

EXTfldval::getFldVal()

qfldval EXTfldval::getFldVal()

Returns the pointer to the Omnis data. Some print manager functions and structures require these data pointers instead of EXTfldval pointers.

- **returns** - An Omnis data pointer.

See also EXTfldval::setFldVal, EXTfldval::setOmnisData

EXTfldval::getHandle()

HGLOBAL EXTfldval::getHandle()

Returns a moveable block of memory which is a copy of the data stored in the EXTfldval.

- **returns -** A moveable block of memory.

EXTfldval::getHandle()

qHandle EXTfldval::getHandle(qbool pMakeCopy)

Returns an Omnis handle containing the data.

- **pMakeCopy**- If true, getHandle will make a copy of the data. You will be responsible for disposing of the handle by calling HANglobalFree()
- **returns -** An Omnis handle.

EXTfldval::getList()

EXTqlist* EXTfldval::getList(qbool pDuplicate)

Retrieves a list value.

- **pDuplicate -** qtrue if the returned object is a duplicate of the list in the EXTfldval object.
- **returns** - A new EXTqlist object. This must be deleted. NULL is returned if the EXTfldval object cannot return an EXTqlist object.

EXTfldval::getList()

void EXTfldval::getList(EXTqlist* pList, qbool pDuplicate)

Populates the supplied list with the list in the EXTfldval object.

- **pList** – A EXTqlist object which will be populated upon return. This value cannot be NULL.
- **pDuplicate -** qtrue if the EXTqlist object is a duplicate of the list in the EXTfldval object.

EXTfldval::getLong()

qlong EXTfldval::getLong(preconst pMin, preconst pMax, qbool *pRet=0)

Returns the long value of the constant stored with the fldval. The value must be in the range of values specified by the pMin and pMax constant IDs.

- **pMin** – The constant range start ID. Please see the source file dmconst.he for valid values.
- **pMax** – The constant range end ID. Please see the source file dmconst.he for valid values.
- **pRet** – Optional pointer to a boolean result. If qfalse is returned, the value of the fldval did not conform to the given constant range.
- **Returns** – the long value of the constant.

Example:

```
qbool ok;
qlong value = fval.getLong(preButtmodeF,preButtmodeL,&ok);
if (ok)
{
    // value will be in the range of values as specified by
    // constants preButtmodeF to preButtmodeL
}
```

See also EXTfldval::getConstant(), EXTfldval::setConstant

EXTfldval::getLong()

qlong EXTfldval::getLong()

Retrieves the value in the EXTfldval object as a qlong value.

- **returns -** A qlong value.

EXTfldval::getNum()

void EXTfldval::getNum(qreal& pNumValue, qshort& pSubDataType, qbool* pError=0)

Returns a number value.

- **pNumValue** - Variable to receive the numeric value.
- **pSubDataType**- The required decimal places. dpDefault does not convert.
- **pError** - If an error parameter is supplied, qtrue if the number could be converted.

EXTfldval::getObjInst()

qobjinst EXTfldval::getObjInst(qbool pDuplicate)

Retrieves a qobjinst pointer.

- **pDuplicate** - qtrue if the returned object is a duplicate of the qobjinst in the EXTfldval object.
- **returns** – A qobjinst pointer. NULL is returned if the EXTfldval object cannot return an qobjinst object.

EXTfldval::getOmnisField()

qbool EXTfldval::getOmnisField(strxxx& pVariableName, qbool pWillAlter)

Sets the EXTfldval object to refer to a pre-defined Omnis variable. e.g. #S1.

- **pVariableName** - The field to associate the new EXTfldval object to.
- **pWillAlter** - qtrue if you want to alter the data.
- **returns** - qtrue if the variable name was found and the EXTfldval object can be used.

EXTfldval::getType()

void EXTfldval::getType(ffttype& pDataType, qshort* pSubDataType = 0)

Retrieves the data type information from the EXTfldval object

- **pDataType**- Receives the data type.
- **pSubDataType**- Receives the sub data type if supplied.

EXTfldval::insertStr

void EXTfldval::insertStr(qlong pPos, const strxxx& pString)

Inserts a sub-string at a given index position.

- **pPos**- The index location at which to insert at. Index starts from 1.
- **pString**- The string to insert.

EXTfldval::isEmpty()

qbool EXTfldval::isEmpty()

Tests if the EXTfldval object contains no data.

- **returns** - Returns qtrue if the object is empty and qfalse if the object contains data.

EXTfldval::isList()

qbool EXTfldval::isList()

Tests if the EXTfldval object contains list data.

- **returns** - Returns qtrue if the object contains a list (**fftList**) as its data.

EXTfldval::isLongChar()

qbool EXTfldval::isLongChar()

Tests if the EXTfldval object contains character data and that the length is less than 256 characters.

- **returns** - Returns qtrue if the object contains character (**fftCharacter**) as its data and that the length is less than 256 characters.

EXTfldval::isNull()

qbool EXTfldval::isNull()

Tests if the EXTfldval object contains null data.

- **returns** - Returns qtrue if the object contains null (#NULL) data.

EXTfldval::isOmnisData()

qbool EXTfldval::isOmnisData()

Tests if the Omnis data pointer in the EXTfldval belongs to the EXTfldval.

- **returns** - Returns qtrue if the object contains null (#NULL) data.

See also EXTfldval::setOmnisData

EXTfldval::isReadOnly()

qbool EXTfldval::isReadOnly()

- **returns** - Returns qtrue if the data can not be altered.

EXTfldval::pos()

qlong EXTfldval::pos(EXTfldval& pFldval)

Returns the position of a sub-string from **pFldval** in this EXTfldval object.

- **pFldval** - The EXTfldval to search for. (in character form)
- **returns** - 0 if the string in pFldval could not be found in this object. Returns a positive value to indicate the sub-string index location.

EXTfldval::pos()

qlong EXTfldval::pos(qchar* pAddreess, qlong pDataLen)

Returns the position of the sub-string pAddress in this EXTfldval object.

- **pAddress** - The address of a sub-string to search for.
- **pDataLen** - The length of the sub-string in bytes.
- **returns** - 0 if the data from **pAddress** could not be found in this object. Returns a positive value to indicate the sub-string index location.

EXTfldval::pos()

qlong EXTfldval::pos(qchar pChar)

Returns the position of a character in this EXTfldval object.

- **pChar**- The character to search for.
- **returns** - 0 if the character could not be found in this object. Returns a positive value to indicate the character's index location.

EXTfldval::pos()

qlong EXTfldval::pos(const strxxx& pString)

Returns the position of a string in this EXTfldval object.

- **pString**- The string to search for.
- **returns** - 0 if the string could not be found in this object. Returns a positive value to indicate the string's index location.

EXTfldval::replaceStr()

qbool EXTfldval::replaceStr(strxxx& pFindStr, const strxxx& pReplaceStr,
qbool pIgnoreCase = qfalse)

Searches for a sub-string and if found, replaces with another string.

- **pFindStr**- The string to search for.
- **pReplaceStr** - The replacement string.
- **pIgnoreCase** - qtrue if the case during find can be ignored.
- **returns** - qtrue if the string was found and replaced successfully.

EXTfldval::replaceStr()

void EXTfldval::replaceStr(EXTfldval & pFindObject, EXTfldval& pReplaceObject,
qbool pAll)

Searches for a sub-string extracted from pFindObject and if found, replaces with another string extracted from pReplaceObject.

- **pFindObject**- The EXTfldval object containing the string to search for.
- **pReplaceObject**- The EXTfldval object containing the string to replace with.
- **pAll** - qtrue if the call replaces all occurrences of the find string.

EXTfldval::setBinary()

void EXTfldval::setBinary(ffttype pDataType, qchar* pAddress, qlong pDataLen, qshort
pSubDataType = dpDefault)

Stores data in binary form.

- **pDataType** - The type of data being stored.
- **pAddress** - The buffer to read data from and store.
- **pDataLen** - The length of the data to store.
- **pSubDataType** - The sub data type. This depends on the pDataType parameter.

EXTfldval::setBool()

void EXTfldval::setBool(qshort pValue)

Stores a boolean value.

- **pValue -** The boolean value to be stored.

Note: Boolean values has the following values:
pValue(0) - value is not set (to store empty or NULL)
pValue(1) - value is qfalse
pValue(2) - value is qtrue

EXTfldval::setCalculation() (Studio 2.0)

qret EXTfldval::setCalculation(locptype* pLocp, qshort pCalculationType, qchar* pBuffer,
qlong pLen, qlong* pError1=NULL,
qlong* pError2=NULL)

Tokenizes the specified calculation and stores it in the EXTfldval. If the calculation was not valid, the function returns an error code, and the starting and end positions of the offending part of the calculation.

- **pLocp -** The EXTCompInfo structure which is passed to external components contains two context pointers. The context pointer mInstLocp points to the context of the class instance which contains the component. The context pointer mLocLocp points to the context of the calling method.
- **pCalculationType** - The calculation type ctySquare or ctyCalculation.
- **pBuffer** - Address of the calculation in text form.
- **pLen** - The length of the calculation in text form.
- **pError1** - First character of offending text in calculation.
- **pError2** - Last character of offending text in calculation.

See also EXTfldval::getCalculation, EXTfldval::evalCalculation

EXTfldval::setChar()

void EXTfldval::setChar(const strxxx& pString, qshort pSubDataType = dpDefault)

Stores a string in the EXTfldval object.

- **pString** - The string to be stored.
- **pSubDataType** - The sub data type to convert to. See **dpDefault** above.

EXTfldval::setChar()

void EXTfldval::setChar(qchar* pAddress, qlong pLen)

Stores a string in the EXTfldval object.

- **pAddress** - The address of some data to be stored as a string value.
- **pLen** - The number of bytes to copy from pAddress.

EXTfldval::setConstant()

void EXTfldval::setConstant(preconst pX)

Sets the value of the fldval the specified constant.

- **pX** – The ID of the constant. Please see the source file dmconst.he for valid values.

Example:

```
fval.setConstant(preButtmodeOk);
```

See also EXTfldval::getConstant, EXTfldval::getLong(preconst,preconst,qbool*)

EXTfldval::setConstant()

void EXTfldval::setConstant(preconst pMin, preconst pMax, qlong pVal)

Sets the value of the fldval to the constant ID of the given value. Omnis will find the constant ID, using the range of Ids specified by pMin and pMax.

- **pMin** – The constant range start ID. Please see the source file dmconst.he for valid values.
- **pMax** – The constant range end ID. Please see the source file dmconst.he for valid values.
- **pVal** – The value to search for.

Example:

```
fval.setConstant(preButtmodeF,preButtmodeL,1);
// this will set the fldval to preButtmodeOk
```

See also EXTfldval::getConstant, EXTfldval::getLong(preconst,preconst,qbool*)

EXTfldval::setConstant() (v4.1)

qbool EXTfldval::setConstant(strxxx& pX)

Sets the fldval to a constant value directly from the supplied string.

- **pX** – String containing the constant value.

Example:

```
EXTfldval fldval;
   str255 colorStr(QTEXT("kDarkMagenta"));
   fldval.setConstant(colorStr);
```

EXTfldval::setCrbRef()

void EXTfldval::setCrbRef(qcrb pCrb, qbool pTransferOwnership)

Stores an Omnis data collection.

- **pCrb** - Points to the data collection to be stored.
- **pTransferOwnership** - If true, the data collection will belong to the EXTfldval, and must NOT be destroyed. If false, Omnis will store a copy of the data.

EXTfldval::setDate()

void EXTfldval::setDate (const datestamptype& pDateTime,
qshort pSubDataType = dpDefault)

Stores a datetime value.

- **pDateTime** - The datetime structure to store.
- **pSubDataType** - Defines what type of datetime is stored.

EXTfldval::setEmpty() (v3.1)

void EXTfldval::setEmpty(ffttype fft1, qshort fdp1);

Sets the data to empty and sets it to the specified data type.

- **fft1** - The data type
- **fdp1** - The sub data type. This depends on the fft1 parameter.

See also EXTfldval::setNull

EXTfldval::setFldVal()

void EXTfldval::setFldVal(qfldval pData)

Sets the Omnis data pointer in the EXTfldval to the given pointer. Any data belonging to the EXTfldval is destroyed prior to the pointer being changed.

Note: The data is not duplicated, and will not belong to the EXTfldval.

- **qfldval -** The new Omnis data pointer.

See also EXTfldval::getFldVal, EXTfldval::setOmnisData

EXTfldval::setHandle()

void EXTfldval::setHandle (ffttype pDataType, HGLOBAL pHandle,
pSubDataType = dpDefault)

Stores data in binary form.

- **pDataType -** The type of data that is assumed to have been stored.
- **pHandle** - The buffer to read the data from and store.
- **pSubDataType** - The sub data type. This depends on the pDataType parameter.

EXTfldval::setHandle()

void EXTfldval::setHandle (ffttype pDataType, qHandle pHandle,
qbool pTakeACopy, pSubDataType = dpDefault)

Stores data in binary form.

- **pDataType -** The type of data that is assumed to have been stored.
- **pHandle** - The buffer to read the data from and store.
- **pTakeACopy**- Should Omnis take a copy of the given qHandle
- **pSubDataType** - The sub data type. This depends on the pDataType parameter.

EXTfldval::setList()

void EXTfldval::setList(EXTqlist* pList, qbool pTransferOwnership)

Stores a list in the EXTfldval object

- **pList -** The list to store.
- **pTransferOwnership** - qtrue if the EXTfldval should take ownership of the list's contents. If this is qtrue, you should NOT assign **qnil** to the EXTqlist object as it causes a crash. If this parameter is qfalse, the EXTfldval contains a reference to the EXTqlist being passed in, and as such will only be valid while the EXTqlist is valid.

EXTfldval::setLong()

void EXTfldval::setLong(qlong pValue)

Stores a qlong numeric value.

- **pValue -** The value to store.

EXTfldval::setNull() (v3.1)

void EXTfldval::setNull(ffttype fft1, qshort fdp1=(qshort)dpDefault);

Sets the data to NULL and sets it to the specified data type.

- **fft1 -** The data type
- **fdp1** - The sub data type. This depends on the fft1 parameter.

See also EXTfldval::setEmpty

EXTfldval::setNum()

void EXTfldval::setNum(qreal pNumValue, qshort& pSubDataType = dpDefault)

Stores a number value.

- **pNumValue** - The numeric value to be stored.
- **pSubDataType**- The decimal places to store the number as. dpDefault does not convert.

Example:

```
// sending an event parameter
EXTfldval evParam;
evParam.setLong( 10 );
ECOsendEvent( mHWnd, myEvent, &evParam, 1 );

// converting a number to a string.
EXTfldval general;
str255 s;
general.setLong( 10 );
general.getChar( s );
s.concat( str255(" errors were found" );
// s now contains '10 errors were found'
```

EXTfldval::setObjInst()

void EXTfldval::setObjInst(qobjinst pObjInst, qbool pTransferOwnership)

Stores an objinst in the EXTfldval object.

- **pObjInst -** The object to store.
- **pTransferOwnership** - qtrue if the EXTfldval should take ownership of the object instance.

EXTfldval::setOmnisData()

void EXTfldval::setOmnisData(qbool pIsOmnisData)

Sets the ownership of the Omnis data pointer in the EXTfldval.

- **pIsOmnisData -** If true, the Omnis data pointer will belong to the EXTfldval, and will be destroyed when the EXTfldval is destroyed.

See also EXTfldval::isOmnisData, EXTfldval::setFldVal, EXTfldval::getFldVal

EXTfldval::setReadOnly()

Internal use only.

Chapter 11—HWND Reference

This chapter describes the public interface of the HWND module, which is the Omnis cross-platform window manager. This chapter includes a description of the Structures, Data types, and Defines required by some HWND functions, Style flags for the Omnis window, the Messages sent to a window's message procedure, and HWND Functions.

The HWND

The HWND is a child window, the graphical container for an Omnis window control. It is split into two areas, the *client area* and the *non-client area*. The non-client area contains the border (there are a number of border styles available) and scrollbars of the window. The client area (the area which remains after subtracting the border and scrollbars) can be used to display the control's interface. The client area can also contain further child windows which are part of the control's interface, or are complete controls in themselves.

The Z-order

The *Z-order* is the order in which windows appear on the screen. When thinking in terms of a chain of sibling windows, or child windows belonging to the same parent window, the Z-order is like a deck of cards. The top most card can always be seen in its entirety, and how much can be seen of all remaining cards, depends on how they are laid out on the table. When thinking in terms of parent and child windows, the Z-order becomes more complex. Parent windows can be thought of as boxes with a rectangular opening in the lid, through which the child windows can be viewed. The size and location of the opening depends on the window's coordinates. How much of a child can be seen through the opening depends on the child's coordinates in relation to that opening. Child windows are always considered to be below their parent window in terms of Z-order, but are considered to be above all sibling windows of their parent if these sibling windows are positioned below that parent (just as if you were to stack a number of parent boxes containing child cards). Changing the parent of a child (see WNDsetParent) alters its position in the Z-order.

When enumerating windows (see WNDenumChildWindows) it is the Z-order which determines the order of the enumerated windows, their child windows, and the children's children, and so on.

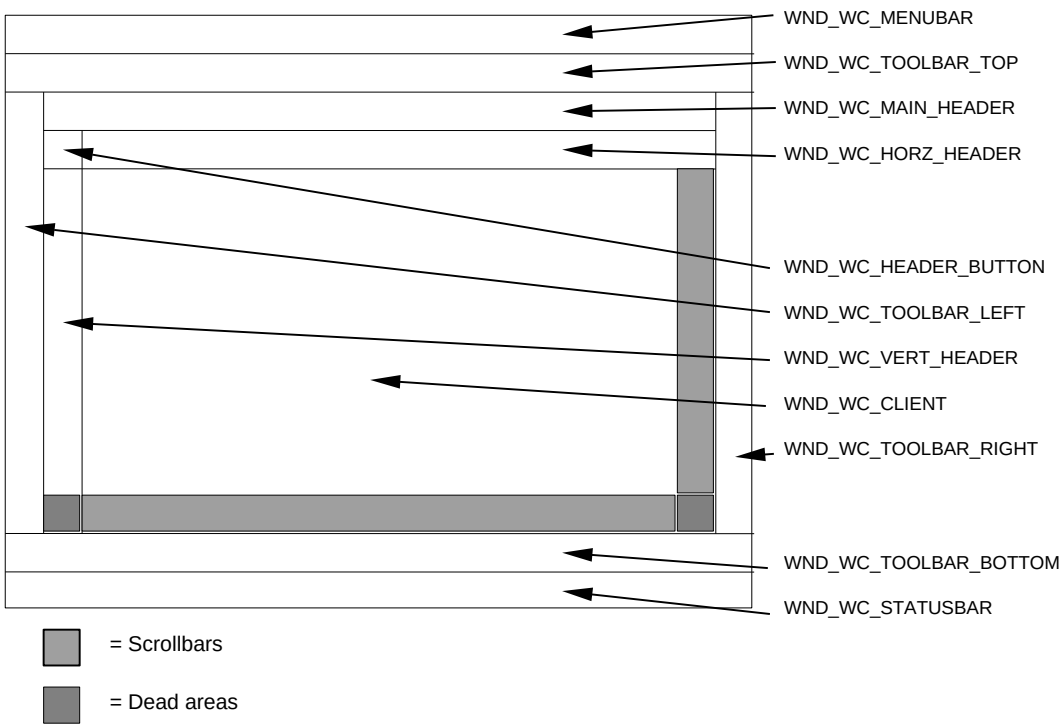
When system updates occur, windows are painted starting at the top of the Z-order.

HWND Components

Given that the client area of a window can contain any number of child windows, these child windows normally have a location and size within their parent window which is specified at the time they are created, and altered later on. If the parent window has been given scrollbars, the child window can be moved by scrolling the parent's client area.

Child windows can also be created as specific components in a parent's client area (in this case the parent should have no scrollbars). A component window has a fixed location within its parent, and usually only the width or height of a component can be specified, if at all. When the parent's client area height or width changes, all components resize accordingly.

Any window can contain one of each component type. Any component in turn can contain a further full set of components. There is no specific limit to the number of nested windows or component windows. The following diagram shows all component types in their correct position.



In this diagram only the client component is displayed with scrollbars, but any other component could have scrollbars, if appropriate.

Note: The names of the components bear no relationship to objects generally described by these names; a component's name gives you an idea of its position in the window. For example, Menubar tells you that the component is at the top of the window where you would expect to find a menu bar.

The following is a listing of all the components and their special function.

Name	Special function	Sizeability
WND_WC_FRAME	This is the default component ID of a window. A frame window has no special functionality.	all
WND_WC_MENUBAR	Width is dependent on parent's width	height
WND_WC_TOOLBAR_TOP	Width is dependent on parent's width	height
WND_WC_TOOLBAR_LEFT	Height is dependent on parent's height minus the height of MENUBAR, TOOLBAR_TOP, TOOLBAR_BOTTOM and STATUSBAR components	width
WND_WC_TOOLBAR_RIGHT	Height is dependent on parent's height minus the height of the MENUBAR, TOOLBAR_TOP, TOOLBAR_BOTTOM and STATUSBAR components	width
WND_WC_TOOLBAR_BOTTOM	Width is dependent on parent's width	height
WND_WC_STATUSBAR	Width is dependent on parent's width	height
WND_WC_MAIN_HEADER	Width is dependent on parent's width minus the width of the left and right toolbar components	height
WND_WC_HORZ_HEADER	Width is dependent on parent's width minus the width of the left toolbar, right toolbar, and vertical header components. This component's horizontal scroll range and position is linked to that of the client component's horizontal scroll range and position. When the client component is scrolled horizontally, this component receives a duplicate of all scroll messages.	height
WND_WC_VERT_HEADER	Height is dependent on parent's height minus the height of the MENUBAR, TOOLBAR_TOP, MAIN_HEADER,	width

Name	Special function	Sizeability
	HORZ_HEADER, TOOLBAR_BOTTOM and STATUSBAR components. This component's vertical scroll range and position is linked to that of the client component's vertical scroll range and position. When the client component is scrolled vertically, this component receives a duplicate of all scroll messages.	
WND_WC_HEADER_BUTTON	Height and width are dependent on the horizontal and vertical headers' height and width.	none
WND_WC_CLIENT	Height and width are dependent on the remainder of the parent's client area after subtracting all other components.	none

Structures, Data types, and Defines

GW_xxx

These flags are used with the function WNDgetWindow:

GW_CHILD
Identifies the window's first child window.

GW_HWNDFIRST
Returns the first sibling window for a child window.

GW_HWNDLAST
Returns the last sibling window for a child window.

GW_HWNDNEXT
Returns the sibling window that follows the given window in the window manager's list.

GW_HWNDPREV
Returns the previous sibling window in the window manager's list.

GWL_xxx

These flags are used with the functions WNDgetWindowLong and WNDsetWindowLong:

GWL_STYLE
Returns the window's basic window style.

GWL_EXSTYLE
Returns the window's extended window styles. (Omnis additional window styles)

GWL_EXCOMPONENTID
Returns the window's component id (one of the WND_WC_xxx styles). This flag **cannot** be used with WNDsetWindowLong.

GWL_BKTHEME
Stores the window theme background. See WNDdrawThemeBackground for full details. Setting this value will invalidate the HWND area.

GWL_BKTHEME_NOINVAL
Same as GWL_BKTHEME, but does not invalidate the HWND area when setting this value.

GWL_INFLATE_ALL (Mac OSX only)
Allows you to set an area around the HWNDs visual area for drawing by this HWND. In other words during painting to this HWND, you may paint outside the HWNDS bounding area. This is useful if you need to paint drop shadows around your control. To specify the inflate values you can set-up a qrect and use the function WNDmakeLong to convert the qrect to a long value.

Example:

```
// inflate the paint area on the left and right by 2 pixels, and 4
// pixels to the bottom
qrect inflateRect( -2, 0, 2, 4 );
WNDsetWindowLong(theHwnd,GWL_INFLATE_ALL,
                    WNDmakeLong(&inflateRect));
```

GWL_INFLATE_FRAME (Mac OSX only)
Same as GWL_INFLATE_ALL but only effects the non-client painting.

HDC

The HDC is a graphical device context and is fully documented in the *GDI Reference* chapter.

HTxxx

These defines are used by some mouse related message, for example, WM_SETCURSOR, to specify the part of a window, the mouse is currently over.

HTNOWHERE
The mouse is not over the window.

HTCLIENT
The mouse is over the client area.

HTHSCROLL
The mouse is over the horizontal scroll bar.

HTVSCROLL
The mouse is over the vertical scroll bar.

HTGROWBOX
The mouse is over the grow box (WIN95 and MacOS only).

HTBORDER
The mouse is over the border of the window.

HWND

A handle or reference to a child window.

HWND_xxx

You can use the following defines instead of a valid HWND with some of the functions in the API:

HWND_DESKTOP
Refers to the desktop window. HWND_DESKTOP can be used with various functions including WNDstartDraw and WNDendDraw, if unclipped drawing to anywhere on the screen is required. Under MacOS it is the sum of all connected monitors.

HWND_MAINWINDOW
Under Windows it refers to the Omnis Program window. Under MacOS it is the main monitor (the one with the menu bar).

HWND_TOP
Can be used with WNDsetWindowPos to move the window to the top of the z-order (Top of its sibling chain).

HWND_BOTTOM
Can be used with WNDsetWindowPos to move the window to the bottom of the z-order (Bottom of its sibling chain).

LPARAM

LPARAM is a typedef and is of type unsigned long. The lParam and uParam parameters of the WndProc function are of this type.

SW_xxx

These flags are used with the function WNDshowWindow:

SW_HIDE
Hides the window.

SW_SHOW
Shows the window.

SWP_xxx

These flags are used with the functions WNDsetWindowPos and WNDsetWindowPosEx:

SWP_NOSIZE
If specified no sizing of the window takes place.

SWP_NOMOVE
If specified no moving of the window takes place.

SWP_NOZORDER
If specified the position in the z-order of the window is not altered.

SWP_NOREDRAW
If specified no invalidating takes place. Any changes to the visibility, z-order or position and size is not reflected on screen.

SWP_SHOWWINDOW
If specified the window is made visible.

SWP_HIDEWINDOW
If specified the window is hidden.

UINT

The UINT is defined as an unsigned integer. The message parameter of the WndProc function is of this type.

WM_EXUSER

WM_EXUSER is the base define for all user defined messages for the external components. External components which use the HWND module can create their own message by defining a WM_your_constant as WM_EXUSER + n, where n can be in the range HEX 0 to HEX 1FFF.

Example:

```
#define WM_MY_MESSAGE1  WM_EXUSER+1
#define WM_MY_MESSAGE2  WM_EXUSER+2
```

WND_CAPTURE_xxx

These flags are used with the functions WNDsetCapture and WNDreleaseCapture to specify the capture for mouse or key events:

WND_CAPTURE_KEY
Captures all keyboard events. It is not necessary for external components to capture the key events. Omnis sets the key capture for a window when it receives the input focus.

WND_CAPTURE_MOUSE
Captures all mouse events.

WND_BORD_xxx

These are the flags for the various border styles of a window. They are used to set the *mBorderStyle* member of the WNDborderStruct. WNDborderStruct is used with the functions WNDcreateWindow, WNDgetBorderSpec, WNDsetBorderSpec, WNDinsetBorderRect, WNDinflateBorderRect, WNDaddWindowComponent and WNDpaintBorder.

WND_BORD_NONE
No border.

WND_BORD_PLAIN
Draws a plain border using the qpen specified by the *mLineStyle* member of the WNDborderStruct. For a complete description of a qpen refer to the GDI documentation.

WND_BORD_INSET
Draws a 3D inset border. Standard 3D system colors are used to draw the effect.

WND_BORD_EMBOSSED
Draws a 3D embossed border. Standard 3D system colors are used to draw the effect.

WND_BORD_BEVEL
Combination of the embossed and inset border styles, with the inset frame being drawn inside the embossed frame and a flat area in between. The *mSize1*, *mSize2* and *mSize3* members of the WNDborderStruct specify the sizes of the three bevel parts (embossed, flat and inset). Standard 3D system colors are used to draw the effect.

WND_BORD_INSETBEVEL
Same as WND_BORD_BEVEL, except that the three bevel parts are reversed, making the bevel appear inset.

WND_BORD_CHISEL
Draws a two pixel wide chiseled border. Standard 3D system colors are used to draw the effect.

WND_BORD_EMBOSSEDCHISEL
Same as WND_BORD_CHISEL, except that it appears embossed.

WND_BORD_SHADOW
Gives client area the appearance of having a shadow. The two members *mSize1* and *mSize2* are used to specify the horizontal and vertical shadow size (offset) and the *mColor* specifies the shadows color. *mLineStyle* is used to give the client area an additional simple frame. A shadow border has two areas called dead area. These are areas that are not covered by the border effect itself, but nevertheless need to be erased. The HWND module queries the erase colors by sending a WM_GETERASEINFO message to the WndProc function.

WND_BORD_SINGLE_INSET

Draws a 3D single pixel width inset border. Standard 3D system colors are used to draw the effect.

WND_BORD_SINGLE_EMBOSSED
Draws a 3D single pixel width embossed border. Standard 3D system colors are used to draw the effect.

WND_BORD_3DFACE
Same as WND_BORD_INSET, but uses 3DFACE color and no black.

WND_BORD_3DHILITE
Same as WND_BORD_INSET, but uses 3DHILITE color and no black.

WND_BORD_CTRL_EDIT (v3.1)
Draws the correct border for a edit control. Platform dependent.

WND_BORD_CTRL_LIST (v3.1)
Draws the correct border for a list control. Platform dependent.

WND_BORD_CTRL_LISTCELL (v3.1)
Draws the correct border for a list cell control. Platform dependent.

WND_BORD_CTRL_TABPANE (v3.1)
Draws the correct border for a tab pane control. Platform dependent. Generates a WM_GETSHADOWRECT message to allow caller to manipulate the border rect prior to drawing.

WND_BORD_CTRL_SHADOW (v3.1)
Draws a system shadow border. Platform dependent.

WND_BORD_CTRL_SHADOW_EX (v3.1)
Same as WND_BORD_CTRL_SHADOW, but generates a WM_GETSHADOWRECT message to allow caller to manipulate the border rect prior to drawing.

WND_BORD_CUSTOM
When specified, custom borders can be drawn in the windows non-client area (frame). The messages WM_BORDCALCRECT and WM_BORDPAINT are send to the WndProc function when the non-client area needs to be calculated or the border needs painting.

WND_CURS_xxx

These flags are used with the WNDsetWindowCursor and WNDgetWindowCursor functions to specify the cursor type associated with a window, and the functions WNDsetCursor and WNDgetCursor, to instantly change the cursor on screen.

WND_CURS_DEFAULT
Cursor does not change when moving over the window. Control over the cursor is passed to the parent window.

WND_CURS_ARROW
Standard cursor.

WND_CURS_IBEAM
Standard edit text cursor.

WND_CURS_WATCH
Standard time/watch cursor.

WND_CURS_LOCK
Record locked cursor.

WND_CURS_MOVE
Cursor for moving objects.

WND_CURS_SIZE_VERT
Cursor for sizing object vertically only. (Center top/bottom size knobs)

WND_CURS_SIZE_HORZ
Cursor for sizing objects horizontally only. (Center left/right size knobs)

WND_CURS_SIZE_LTRB
Cursor for sizing objects diagonally left.top to right.bottom. (Left.Top and Right.Bottom size knobs)

WND_CURS_SIZE_LBRT
Cursor for sizing objects diagonally left.bottom to right.top. (Left.Bottom and Right.Top size knobs)

WND_CURS_INSERT
Cursor for inserting rows between rows etc.

WND_CURS_COPY_SINGLE
Cursor for copying a single object or data item.

WND_CURS_COPY_MULTI
Cursor for copying multiple objects or data items.

WND_CURS_DRAG_OBJECT
Cursor for dragging objects.

WND_CURS_DRAG_DATA
Cursor for dragging data.

WND_CURS_SPLITTER_VERT
Cursor for moving vertical splitter bars.

WND_CURS_SPLITTER_HORZ
Cursor for moving horizontal splitter bars.

WND_CURS_NOGO
Nogo cursor used for letting user know that you cannot put something here. (Drag or copy)

WND_CURS_HELP
Help cursor, when used to click on an objects, should bring up context sensitive help.

WND_CURS_EXAMINE
Examine cursor used for expanding data etc.

WND_CURS_TRASH
Trash cursor.

WND_CURS_ARROW_WATCH
Cursor displaying an arrow and watch.

WND_CURS_CROSS
Area selection tool.

WND_CURS_DROPPER
Color suction tool.

WND_CURS_BUCKET
Area fill tool.

WND_CURS_PENCIL
Drawing tool.

WND_RW_xxx

Used with WNDredrawWindow to redraw/invalidate or update the non-client and/or client area of a window:

WND_RW_NCPAINT
Redraws all of the non-client area.

WND_RW_PAINT
Redraws the specified area within the client area of the window.

WND_RW_ERASE
If specified, erase background messages are generated.

WND_RW_ALLCHILDREN
If specified, all children are included in the redraw operation.

WND_RW_INVALIDATE
If specified, the specified area is invalidated only, and repainted during the normal update process.

WND_RW_UPDATE
If specified, any invalid area of the window is immediately updated. The qrgn and qrect parameters are ignored. Only the WND_RW_ALLCHILDREN and WND_RW_ERASE flags can be specified in combination with this flag.

WND_SCROLLBAR_WIDTH (v3.1)

Returns the width in pixels of a standard scrollbar.

WND_TIMER_xxx

These constants are used with the WNDsetTimer and WNDkillTimer functions:

WND_TIMER_NULL
Internal use only.

WND_TIMER_TOOLTIP
Internal use only.

WND_TIMER_FIRST
Base constant for all timer ids which are used by external components.

WNDborderStruct

The border struct contains information for the border style of a window. It is used with the functions WNDcreateWindow, WNDaddWindowComponent, WNDsetBorderSpec, and WNDgetBorderSpec.

```
struct WNDborderStruct
{
   qshort  mBorderStyle;
   qpen mLineStyle;
   qdim mSize1;
   qdim mSize2;
   qdim mSize3;
   qcol mColor;

   WNDborderStruct();
   WNDborderStruct( qshort pBorderStyle );
   WNDborderStruct( qshort pBorderStyle, qpen pLineStyle );
   WNDborderStruct( qshort pBorderStyle, qdim pSize1, qdim pSize2,
               qdim pSize3 );
   WNDborderStruct( qshort pBorderStyle, qpen pLineStyle, qdim
   pSize1,
               qdim pSize2, qcol pColor );
};
```

- **mBorderStyle** specifies one of the WND_BORD_xxx constants.
- **mLineStyle** is used by WND_BORD_PLAIN border styles.
- **mSize1** is used by WND_BORD_BEVEL, WND_BORD_INSETBEVEL and WND_BORD_SHADOW.
- **mSize2** is used by WND_BORD_BEVEL, WND_BORD_INSETBEVEL and WND_BORD_SHADOW.
- **mSize3** is used by WND_BORD_BEVEL and WND_BORD_INSETBEVEL.
- **mColor** is used by WND_BORD_SHADOW.

The WNDborderStruct has various default constructors for the border styles. Simply specify the border style in the first parameter of the constructor, followed by parameters of the relevant information for the specified style, for example, the constructor call for bevel border would be WNDborderStruct(WND_BORD_BEVEL, mySize1, mySize2, mySize3).

WNDenumProc

32-bit pointer to a callback function.

```
typedef qbool (*WNDenumProc)( HWND hwnd, LPARAM lParam );
```

WNDenumProc is used with the function WNDenumChildWindows.

WNDeraseInfoStruct

This structure must be filled in response to a WM_GETERASEINFO in. This message is generated during non-client painting of a window, when the non-client area contains dead areas which need to be erased. Dead areas occur when a window has both horizontal and vertical scrollbars, or has a shadow border style. It may also be generated by windows which paint their own custom border.

```
struct WNDeraseInfoStruct
{
   qcol  mBackColor;
   qcol  mForeColor;
   qcol  mFillPat;
   qulong  mBKTheme;
}
```

- **mBackColor** - specifies the color for all clear pixels in the fill pattern.
- **mForeColor** - specifies the color for all set pixels in the fill pattern.
- **mFillPat** - specifies the fill pattern.
- **mBKTheme** – specifies the background theme (see GWL_BKTHEME)

WNDminMaxInfo

The WNDminMaxInfo structure contains information about a window's minimum and maximum tracking size. This structure must be filled in response to a WM_GETMINMAXINFO message.

```
struct WNDminMaxInfo
{
   qpoint  ptReserved;
   qpoint  ptMaxSize;
   qpoint  ptMaxPosition;
   qpoint  ptMinTrackSize;
   qpoint  ptMaxTrackSize;
};
```

- **ptReserved** - Reserved for internal use.

- **ptMaxSize** - Currently NOT used for child windows.
- **ptMaxPosition** - Currently NOT used for child windows.
- **ptMinTrackSize** - Specifies the minimum tracking width (point.h) and the minimum tracking height (point.v) of the window.
- **ptMaxTrackSize** - Specifies the maximum tracking width (point.h) and the maximum tracking height (point.v) of the window.

WNDmultiKey (v4.1)

WNDmultiKey is a class used to pass multiple keypress information via event parameters and is used in conjunction with WM_MULTIKEYxxx events. WNDmultiKey is defined in hwnd.he and contains the following public members:

- **WNDmultiKey()** – Default constructor.
- **WNDmultiKey(qchar *pData, qlong pLen)** – Initializes the class using the supplied keys (one per qchar position). The number of keys is specified via pLen.
- **WNDmultiKey(WNDmultiKey &pMultiKey)** – Initializes the class copying data from an existing WNDmultiKey instance.
- **~WNDmultiKey()** – Default destructor.
- **void set(qchar *pData, qlong pLen)** – Assigns the key-combination held in pData to the class. pLen contains the number of keys being pressed.
- **qlong len()** – Returns the number of key presses stored by the class.
- **qchar *dataPtr()** – Returns a pointer to the keys stored by the class.

WNDpaintStruct

The WNDpaintStruct structure contains information for painting the client area of a window.

```
struct WNDpaintStruct
{
   HDC     hdc;
   qbool   fErase;
   qrect   rcPaint;
   HDC     fRestore;
};
```

- **hdc** - Identifies the display context to be used for painting.
- **fErase** - Specifies whether the background needs to be redrawn.

- **rcPaint** - Specifies the upper-left and lower-right corners of the rectangle in which the painting is requested.
- **fRestore** - Reserved; internal use.

WNDprocClass

The WNDprocClass class is the base class for all control classes that wish to receive messages via the virtual function WndProc. Prior to creating a window, an instance of this class must have been created, of which a pointer is passed to WNDcreateWindow or WNDaddWindowComponent functions. You can create more than one window with the same instance of the WndProc class.

```
class WNDprocClass
{
public:
   virtual qlong WndProc(HWND hWnd, UINT message, WPARAM wParam,
                  LPARAM lParam, LPARAM uParam ) = 0;
};
```

WNDwindowPosStruct

The WNDwindowPosStruct structure contains information about the size and position of a window. It is sent along on to WM_WINDOWPOSCHANGING and WM_WINDOWPOSCHANGED messages, and can be used with the function WNDsetWindowPosEx.

```
struct WNDwindowPosStruct
{
   HWND    hwnd;
   HWND    hwndInsertAfter;
   qdim    x;
   qdim    y;
   qdim    cx;
   qdim    cy;
   qulong  flags;
};
```

- **hwnd** - Identifies the window.
- **hwndInsertAfter** - Identifies the window behind which this window is placed.
- **x** - Specifies the position of the left edge of the window.
- **y** - Specifies the position of the right edge of the window.
- **cx** - Specifies the window width.

- **cy** - Specifies the window height.
- **flags** - Specifies window positioning options. This member is one or more of the SWP_xxx flags.

WPARAM

Under MacOS and WIN32 the WPARAM is defined as an unsigned long value, and on WIN16 it is defined as an unsigned short value. The wParam parameter of the WndProc function is of this type.

Styles

WND_DRAGBORDER (extended style)

If this extended style is specified for a component other than WND_WC_FRAME and WND_WC_CLIENT, the user can size the window at runtime. When the cursor moves over the correct border edge (which edge can be dragged depends on the component type) the cursor changes to WND_CURS_SPLITTER_VERT or WND_CURS_SPLITTER_HORZ. Sizing a component effects the size of other sibling components.

WND_FLOAT_xxx (extended style)

These are the floating styles for a window. Floating takes place if the parent of a floating window is sized. The window is sized or moved, horizontally or vertically by the same amount the parent has grown or shrunk by. The floating style can only be specified for windows of type WND_WC_FRAME. The following styles are defined:

WND_FLOAT_NONE
No floating.

WND_FLOAT_LEFT
If set, the window grows or shrinks horizontally by floating the left edge of the window.

WND_FLOAT_RIGHT
If set, the window grows or shrinks horizontally by floating the right edge of the window.

WND_FLOAT_LEFT_RIGHT
If set, the window moves horizontally. (WND_FLOAT_LEFT | WND_FLOAT_RIGHT)

WND_FLOAT_TOP
If set, the window grows or shrinks vertically by floating the top edge of the window.

WND_FLOAT_BOTTOM
If set, the window grows or shrinks vertically by floating the bottom edge of the window.

WND_FLOAT_TOP_BOTTOM
If set, the window moves vertically.

WND_FLOAT_MASK
Masking bits for masking out floating styles in the extended style window long.

WND_KEYPREVIEW (extended style)

If specified, WM_KEYDOWNPREVIEW and WM_KEYUPPREVIEW messages are generated and sent to all parents of the window for which the actual key message was intended. The parameters are identical to WM_KEYDOWN and WM_KEYUP. If a parent deals with a key and returns 0, no further messages are sent relating to the key.

WND_NOADJUSTCOMPONENTS (extended style)

If this style is specified, the component windows of the window are not sized when the window's size changes. The window component type of all child windows is ignored.

WND_NOFLOATCHILDREN (extended style)

If this style is specified, no child windows of the window are floated when the window size changes. All floating styles of all child windows are ignored.

WND_OSMESSAGES (extended style)

If this style is specified, the window can receive additional non-cross-platform messages, messages which are not normally supported by the hwnd module. Under Windows 95 platform this may be messages like WM_DROPFILES, etc. This style is currently *not* supported under MacOS.

WND_REDRAWONSIZE (extended style)

If this style is specified, all of the client area of the window is invalidated when the width or height of the window changes. By default only the uncovered areas are invalidated.

WND_TRANSPARENT (extended style)

If this style is specified, the window becomes transparent. Transparent windows do not receive erase background messages and are painted last (after all non-transparent windows have been painted) and in reverse order. They do not clip the visual region of sibling windows which they cover, nor do they clip their parent. If areas within a transparent window are invalidated, all intersecting sibling windows are effected as well as the area within the parent.

Note: Transparent windows are less efficient, and may not always yield the desired results. Omnis uses transparent windows only for background objects in window and report classes.

WND_WC_xxx (extended style)

The WND_WC_xxx styles are used with the functions WNDaddWindowComponent, WNDremoveWindowComponent, WNDgetWindowComponent, and WNDnextWindowComponent. These flags specify the component type of a window.

WND_WC_FRAME
the default type for all windows created by WNDcreateWindow. It is ignored by the component functions.

WND_WC_MENUBAR
the menu bar component. A window of this type is always positioned in the topmost area of the parent window.

WND_WC_TOOLBAR_TOP
the top toolbar component. A window of this type is always positioned in the topmost area of the parent window just below the menu bar component.

WND_WC_TOOLBAR_BOTTOM
the bottom toolbar component. A window of this type is always positioned in the bottom-most area of the parent window just above the status bar component.

WND_WC_TOOLBAR_LEFT
the left toolbar component. A window of this type is always positioned in the leftmost area of the parent window.

WND_WC_TOOLBAR_RIGHT
the right toolbar component. A window of this type is always positioned in the rightmost area of the parent window.

WND_WC_HEADER_BUTTON
can be created in conjunction with the WND_WC_HORZ_HEADER and WND_WC_VERT_HEADER components both of which must exist. Its position and size depends entirely on these two components being positioned in the top-left corner between the two header components.

WND_WC_MAIN_HEADER
the main header component. A window of this type is always positioned in the topmost area of the parent window just below the top toolbar.

WND_WC_HORZ_HEADER
horizontally scrolling header component which works in conjunction with the WND_WC_CLIENT component. It sits just above the client component, and scrolls horizontally in the same direction by the same amount, when the client component is scrolled horizontally.

WND_WC_VERT_HEADER
vertically scrolling header component which works in conjunction with the WND_WC_CLIENT component. It sits just to the left of the client component, and scrolls vertically in the same direction by the same amount, when the client component is scrolled vertically.

WND_WC_CLIENT
the client component. It is positioned to fill in any space not used by any of the other components within the same parent window. If components are used, this is the component which should receive the scrollbars, if scrollbars are required.

WND_WC_STATUSBAR
the status bar component. A window of this type is always positioned in the bottom-most area of the parent window.

WND_WC_MASK
define which can be used to specify all component types.

WS_xxx

These are the windows basic styles.

WS_CHILD
Must always be specified.

WS_CLIPSIBLINGS
Clips child windows relative to each other; that is, when a particular child window receives a WM_PAINT message, this style clips all other top-level child windows out of the region of the child window to be updated. (If the WS_CLIPSIBLINGS style is not given and child windows overlap, it is possible, when drawing in the client area of a child window, to draw in the client area of a neighboring child window.)

WS_CLIPCHILDREN
Excludes the area occupied by child windows when drawing within the parent window. Used when creating the parent window.

WS_DISABLED
If specified, the window is disabled and receives no mouse events. All mouse

events which would normally be received by this window, are sent to the parent window.

WS_HSCROLL and WS_VSCROLL
Creates a window that has a horizontal or vertical scroll bar.

WS_VISIBLE
Creates a window that is initially visible.

Messages

When users interact with a window, or a window's properties change, appropriate messages are generated. These messages can be received by sub-classing the **WNDprocClass** and overloading the virtual function **WndProc**. An instance of that class must be specified when creating a window. More than one window can be associated with the same instance in this way. The correct HWND is sent to the WndProc function along with its message.

Example of a WndProc function:

```
qlong MyWndProc::WndProc( HWND hWnd, UINT message, WPARAM wParam,
                  LPARAM lParam, LPARAM uParam )
{
   switch ( message )
   {
      case WM_GETMINMAXINFO:
      {
         // calculate the minimum tracking size
         WNDminMaxInfo*     info = (WNDminMaxInfo*)lParam;
         // first get minimum tracking size for child windows from HWND
         WNDgetMinMaxInfo( hWnd, info );
         if ( info->ptMinTrackSize.h < 300 )
         {
            // do not allow size less than 300 pixels horizontally
            info->ptMinTrackSize.h = 300;
         }
         return 0L;
      }
      case WM_WINDOWPOSCHANGED:
      {
         // reset the scroll range
         qdim hRange = 200;
         qdim vRange = 400;
         qrect cRect;
```

```
            WNDgetClientRect( hWnd, &cRect );
            WNDsetScrollRange( hWnd, SB_HORZ, 1, hRange,
                               cRect.width(), qtrue );
            WNDsetScrollRange( hWnd, SB_VERT, 1, vRange,
                               cRect.height(), qtrue );
            break;
         }
      }
      return DefWindowProc( hwnd, message, wparam, lparam );
}
```

Note: All message examples are assumed to have the following pieces of code surrounding them:

```
qlong cMyWndProcClass::WndProc( HWND hWnd, UINT message, WPARAM
   wParam,
                        LPARAM lParam, LPARAM uParam )
{
   switch ( message )
   {
      case WM_xxx:
      {
         // example
      }
   }
   return DefWindowProc( hwnd, message, wparam, lparam );
}
```

WM_BORDCALCRECT

The WM_BORDCALCRECT message is sent when the client area of window needs to be calculated and the border style of the window is WND_BORD_CUSTOM.

Parameters:

- **inflate** - Boolean value of wParam. If qtrue, the supplied rectangle is to be inflated, otherwise it is to be inset.
- **rect** - Value of lParam. Points to the qrect to be inflated or inset.

Returns:

Always return 1.

The amount by which the rectangle is inflated or inset depends on how much space the custom border requires. It directly effects the size of the client area of the window.

Example:

```
// this example custom border has a single pixel line at the top and bottom
qrect* pRect = (qrect*)lParam;
if ( wParam )
{
   // inflate
   pRect->top++;
   pRect->bottom++;
}
else
{
   // inset
   pRect->top--;
   pRect->bottom--;
}
return 1L;
```

WM_BORDERCHANGED (v3.1)

The WM_BORDERCHANGED message is send when WNDsetBorderSpec is called, and after the border has been changed in the HWND.

Parameters:

- **borderSpec** - Value of lParam. Points to the border spec structure.

Returns:

Always return 1L.

See also WM_BORDERCHANGING, WNDsetBorderSpec

WM_BORDERCHANGING (v3.1)

The WM_BORDERCHANGING message is send when WNDsetBorderSpec is called, prior to the border being changed.

Parameters:

- **redraw** - Value of wParam. If 1, the caller called WNDsetBorderSpec with the redraw flag set.
- **borderSpec** - Value of lParam. Points to the border spec structure.

Returns:

Return 1 if WNDsetBorderSpec is to go ahead. Return 0 to prevent the border from changing.

Example:

```
// this example makes a copy of the border spec and prevents WNDsetBorderSpec from changing
// the border in the HWND (the control draws and manages the border it self)
qbool redraw = (qbool)wParam;
WNDborderStruct* borderSpec = (WNDborderStruct*)lParam;
mBorderSpec = *borderSpec;
if ( redraw )
{
   // invalidate our control
}
```

See also WM_BORDERCHANGED, WNDsetBorderSpec

WM_BORDERASEBACKGROUND (v4.0)

The WM_BORDERERASEBACKGROUND message is sent when painting a WND_BORD_CTRL_GROUPBOX on Windows XP. The message informs the control that two 3-pixel strips immediately above and below the control should be erased.

- **dc** - Value of wParam. Points to the device in which the border is to be painted.
- **rect** - Value of lParam. Points to the qrect which forms the outside edge of the border rect. The coordinates are local to the device.

Example: (excerpt from WndProc)

```
//..
   case WM_BORDERASEBACKGROUND:
   {
      if (isSetup()) eraseBorderBackground(hWnd, (HDC) wParam, (qrect
   *) lParam);
         return 1L;
   }
```

WM_BORDPAINT

The WM_BORDPAINT message is sent when the border of a window needs painting and the border style of the window is WND_BORD_CUSTOM.

Parameters:

- **dc** - Value of wParam. Points to the device in which the border is to be painted.
- **rect** - Value of lParam. Points to the qrect which forms the outside edge of the border rect. The coordinates are local to the device.

Returns:

Always return 1.

Example:

```
// this example custom border has a single pixel line at the top and bottom
HDC     dc = (HDC)wParam;
qrect*  pRect = (qrect*)lParam;
HPEN oldPen = GDIselectObject( dc, GDIgetStockPen( BLACK_PEN ) );

GDIsetTextColor( GDI_COLOR_QBLACK );
GDImoveTo( dc, pRect->left, pRect->top );
GDIlineTo( dc, pRect->right, pRect->top );
GDImoveTo( dc, pRect->left, pRect->bottom );
GDIlineTo( dc, pRect->right, pRect->bottom );

GDIselectObject( dc, oldPen );
return 1L;
```

WM_CAPTUREABORT

This message is sent by WNDabortMouseCapture() before it releases capture of the mouse pointer (WNDreleaseCapture()). Return type is void.

Parameters: None.

Example:

```
//will be followed immediately by WM_CAPTURECHANGED
case WM_CAPTUREABORT:
{
   tqfFishEyeObject *object = (tqfFishEyeObject *)ECOfindObject(eci, hwnd);
   if (object)
   {
      object->trackingEnabled(qtrue);
      object->mDestroyOnCaptureChange = qtrue;
   }
   break;
}
```

WM_CHILDPAINT

The WM_CHILDPAINT message is sent for every child window when a window requests its children to be painted by calling the WNDredrawChildren function.

Parameters:

- **hWnd** - is the window handle of the child window.
- **flags** - value of lParam. This is WND_RW_NCPAINT or WND_RW_NCPAINT and WND_RW_PAINT. If WND_RW_PAINT is specified, the client area needs painting. If WND_RW_NCPAINT is specified the non-client area needs painting.

Returns:

An external component should return zero if it processes this message. If non-zero is returned, a WM_PAINT message is sent to the child window.

Example:

See WNDredrawChildren.

WM_COREPATTERNGRADIENTSUPPORT (v5.0)

This message returns qtrue if the object wants gradients to be shown in the pattern palette in the property inspector, i.e. for $backpattern. Return qfalse to disable gradient back patterns.

Parameters: None.

WM_CREATE

The WM_CREATE message is sent when an external component requests that a window be created by calling the WNDcreateWindow or WNDaddWindowComponent function. The WndProc function for the new window receives this message after the window is created but before the window becomes visible. The message is sent to the window before the WNDcreateWindow or WNDaddWindowComponent function returns.

Parameters:

None.

Returns:

Must always return 0.

WM_DESTROY

The WM_DESTROY message is sent when a window is being destroyed. It is sent to the WndProc function of the window being destroyed after the window is removed from the screen.

This message is sent first to the window being destroyed and then to the child windows as they are destroyed. During the processing of the WM_DESTROY message, you can assume that all child windows still exist.

Parameters:

None.

Returns:

Must always return 0.

WM_DRAGBORDER

WM_DRAGBORDER is sent during border dragging every time the size of the component is changed, after all children and sibling components have been sized.

Parameters:

- **isVert** - value of wParam. If qtrue we are dragging a vertical border.

Returns:

Must always return 0.

WM_DRAGDROP

WM_DRAGDROP message is sent during drag & drop operations. Care should be taken not to process these messages during design mode. Most of these messages can be ignored and simply passed into WNDdefWindowProc or returned with a status of -1 for WebClient.

Parameters:

- **lParam** - Value of lParam depends on wDragDropCode, refer to the individual messages.
- **wDragDropCode** - Value of wParam. Specifies a drag drop code that indicates the request. This parameter can be one of the following values:

  DD_STARTDRAG
  Indicates that the drag process is starting. Normally this message is ignored. LParam will contain a pointer to the FLDdragDrop structure.

  DD_ENDDRAG
  Indicates that the drag process is finishing. Normally this message is ignored. LParam will contain a pointer to the FLDdragDrop structure.

  DD_CHILD_STARTDRAG
  Indicates that the drag process is starting. Sent to the parent of the dragging window. LParam will contain a pointer to the FLDdragDrop structure.

  DD_CHILD_ENDDRAG
  Indicates that the drag process is finishing. Sent to the parent of the dragging window. LParam will contain a pointer to the FLDdragDrop structure.

  DD_CANDRAG_ON_DOWN
  Enquiry on whether dragging can be started by a mouse button down action. Return true or false, or simply ignore the message. LParam will contain a pointer to a qpoint structure which will contain the mouse position. The point is local to the client area of the window which receives these messages.

  DD_CANDRAG_ON_MOVE
  Enquiry on whether dragging can be started by a mouse move action. Return true or false, or simply ignore the message. LParam will contain a pointer to a qpoint structure which will contain the mouse position. The point is local to the client area of the window which receives these messages.

  DD_CANDROP
  Sent to the drop control and it can return qtrue if drop action is allowed. LParam will contain a pointer to the FLDdragDrop structure and member mDropPoint may be used to establish drop position.

  DD_CANDROP_OVER
  Sent to the drop control and it can return qtrue if dropping is allowed. LParam will contain a pointer to the FLDdragDrop structure and member mDropPoint may be used to establish mouse position.

DD_CANDROPPARENT
Sent to the parent of the drop control and it can return qtrue if dropping is allowed. LParam will contain a pointer to the FLDdragDrop structure and member mDropPoint may be used to establish mouse position.

DD_HILITE
Request to the current dropping control to hilite its acceptance to allow dropping. LParam will contain a pointer to the FLDdragDrop structure.

DD_UNHILITE
Request to the current dropping control to unhilite itself. LParam will contain a pointer to the FLDdragDrop structure.

DD_ALWAYS_HILITE
Request to the current dropping control to establish whether highlighting is required. Return qtrue or qfalse. LParam will contain a pointer to the FLDdragDrop structure

DD_SHOWDRAGSHAPE
Message to show the drag shape. Normally this is ignored. LParam will contain a pointer to the FLDdragDrop structure.

DD_HIDEDRAGSHAPE
Message to hide the drag shape. Normally this is ignored. LParam will contain a pointer to the FLDdragDrop structure.

DD_MOVEDRAGSHAPE
Message to move the drag shape. Normally this is ignored. LParam will contain a pointer to the FLDdragDrop structure.

DD_CANSCROLL
Request to the current dropping control to establish whether scroll is required. Return qtrue or qfalse. If qtrue is returned then DD_DRAGDROPSCROLL will be sent. LParam will contain a pointer to the FLDdragDrop structure.

DD_GETSCROLLRECT
Request to the current dropping control for it to adjust the scrolling rectangle, if required. Return qtrue if processed. lParam will contain a pointer to the qrect which can be adjusted.

DD_DRAGDROPSCROLL
Request to the current dropping control for it to scroll, if required. Return qtrue if processed. lParam will contain a pointer to the qpoint which can be used to ensure that the point is inside the control.

DD_SETDRAGVALUE
Request for control to set the drag value and can be used, for example, to set the drag value to a selection of text. LParam will contain a pointer to the FLDdragDrop structure.

DD_GETDRAGCONTAINER
Request for control to set the drag source HWND (FLDdragDrop member mDragSourceHwnd). Normally this is ignored but can be useful for complex controls that allow dragging of multiple HWNDs. LParam will contain a pointer to the FLDdragDrop structure.

DD_BUTTONDOWN
Message that the button is down during drag move. Normally this is ignored but it can be used to change drop tabs on a tabbed pane control, for example. LParam will contain a pointer to the FLDdragDrop structure.

DD_BUTTONUP
Message that the button is up during drag move. Normally this is ignored but it can be used to change drop tabs on a tabbed pane control, for example. LParam will contain a pointer to the FLDdragDrop structure.

Returns:

Depends on the value of wDragDropCode, but most of these messages can be ignored and simply passed into WNDdefWindowProc or returned with a status of -1 for WebClient.

Example:

// #1: this example is taken from the list control

```
case WM_DRAGDROP:
{
   switch ( wParam )
   {
      case DD_CANDRAG_ON_DOWN: return qfalse;
      case DD_CANDRAG_ON_MOVE: {
         qlong lineNumber = lineNumberFromPoint( (qpoint*)lParam );
         return lineNumber!=0; } // Start drag if the mouse is over a line
      case DD_SETDRAGVALUE: {
         FLDdragDrop* dragDrop = (FLDdragDrop*)lParam;
         EXTfldval dtype( dragDrop->mDragType );
         dtype.setLong( cFLDdragDrop_dragData );     // We are dragging data
         EXTfldval dval( dragDrop->mDragValue );
         dval.setList( mLocalList, qfalse);          // Set data to our list
         return qtrue; }
      default: // Not processed
      #ifdef isRCC
         return 0xffffffffL;  // Web component
      #endif
         return DefWindowProc(hWnd,pMsg,wParam,lParam);
   }
}
```

//#2: this example is taken from the droplist control

```
qbool tqfDroplist::dragDrop( HWND hWnd, UINT message, WPARAM wParam, LPARAM
   lParam, qbool pDoEdwc)
{
   switch( message ) {
      case WM_DRAGDROP:    {
         switch ( wParam )   {
            case DD_CANDRAG_ON_DOWN:
            case DD_CANDRAG_ON_MOVE:  {
               if ( mIsDropped ) return qfalse;
               if ( !isDesign() && !readOnly() &&
   udDragMode()==cFLDdragDrop_dragData ) {
                  qpoint pt = *((qpoint*)lParam);
                  qrect r; WNDgetClientRect( hwnd(), &r );
                  r.left = r.right-mButtonWidth;
                  if ( GDIptInRect( &r, &pt ) ) return qfalse; //don't allow
   data dragging from the button
               }
               break;
            }
            case DD_SETDRAGVALUE:
            {
               if ( !isDesign() && udDragMode()==cFLDdragDrop_dragData &&
   !!mList)       {
                  FLDdragDrop *dragDrop = (FLDdragDrop *) lParam;
                  dragDrop->setDragType( cFLDdragDrop_dragData );
                  fldval* dval = dragDrop->getDragValue( qtrue );
                  dval->setlist( mList.getlstptr(), qfalse ); //don't make
   copy of list
                  return qtrue;
               }
               break;
            }
         }
      }
   }
   return tqfld::dragDrop( hWnd, message, wParam, lParam, pDoEdwc );
}
```

See also FLDdragDrop

WM_ERASEBKGND

The WM_ERASEBKGND message is sent when the window background needs to be erased (for example, when a window is sized). It is sent to prepare an invalidated region for painting. From v3.1 onwards you should always call WNDdrawThemeBackground and only erase the area manually if the function returns qfalse. See example below.

Parameters:

- **hdc** - Value of wParam. Identifies the device context.

Returns:

An external component should return non-zero if it erases the background; otherwise, it should return zero.

Example:

```
HDC     dc = (HDC)wParam;
qrect cRect; WNDgetClientRect( hWnd, &cRect );

if ( !WNDdrawThemeBackground(hWnd,dc,&cRect,WND_BK_DEFAULT) )
{
   GDIsetTextColor( dc, GDI_COLOR_WINDOW );
   GDIfillRect( dc, &cRect, GDIgetStockBrush( BLACK_BRUSH ) );
}
return 1L;
```

See also WNDdrawThemeBackground

WM_FOCUSCHANGED

This message is generated when the input focus has been changed by Omnis. If a window displays an input caret, this is the time when the caret should be created or destroyed.

Parameters:

- focus - Value of wParam. If zero, the window looses the input focus. If 1 the window receives the input focus.

Returns:

An external component should return non-zero if it creates or destroys the caret; otherwise, it should return zero.

Example:

```
// this example creates a text input cursor at character position 7
// of some text the control is displaying
switch ( message )
{
   case WM_FOCUSCHANGED:
   {
      if ( wParam )
      {
         // create the caret, if ovrTypeOn is qtrue, we in over type mode
         // and the caret is displayed as a block, otherwise we are in
         // insert mode, and the caret is displayed as a vertical line.
         GDItextSpecStruct
               tSpec(fntEdit,styPlain,GDI_COLOR_WINDOWTEXT,jstLeft);
         str255  text( "This is an example for WNDcreateCaret" )
         qdim caretHeight = GDIfontPart( &tSpec.mFnt, tSpec.mSty,
                                    eFontHeight );
         qdim caretWidth = ( ovrTypeOn ? GDIcharWidth( text[8],
                                    &tSpec ) : 1 );
         qdim caretLeft = GDItextWidth( &text[1], 7, &tSpec );
         qrect   cRect;
         qpoint  pt;

         WNDgetClientRect( hWnd, &cRect );
         pt.h = cRect.left + caretLeft;
         pt.v = cRect.top + 1;
         WNDcreateCaret( hWnd, caretWidth, caretHeight );
         WNDsetCaretPos( &pt );
         WNDshowCaret();
      }
      else
      {
         // destroy the caret
         WNDdestroyCaret( hWnd );
      }
      return 1L;
   }
}
```

WM_GETERASEINFO

This message is generated during non-client painting of a window, when the non-client area contains dead areas which need to be erased. Dead areas occur when a window has both horizontal and vertical scrollbars, or has a shadow border style. In response to this message the WNDeraseInfoStruct must be filled in. A pointer to this structure is supplied in lParam.

Parameters:

- **eraseInfo** - Value of lParam. Pointer to the WNDeraseInfoStruct .

Returns:

Always return 0.

Example:

```
WNDeraseInfoStruct *eraseInfo = (WNDeraseInfoStruct*)lParam;
eraseInfo->mBackColor = colWhite;
eraseInfo->mForeColor = colBlack;
eraseInfo->mFillPattern = patFill;
return 0L;
```

WM_GETMINMAXINFO

The WM_GETMINMAXINFO message is sent to a window whenever Omnis needs the maximum or minimum tracking size of the window. The maximum tracking size of a window is the largest window size that can be achieved by using the borders to size the window. The minimum tracking size of a window is the smallest window size that can be achieved by using the borders to size the window. This message is not usually generated by the HWND module (except during border dragging, see WM_DRAGBORDER), but by other parts of Omnis, for example, window design. However, the function WNDgetMinMaxInfo can be used to assist in calculating the minMaxInfo of a component window when this message is received. When components are used this function should always be called. It is recursive in that it generates further WM_GETMINMAXINFO messages for all child windows. After calling this function, any further restrictions can be applied to the minMaxInfo it calculated.

Parameters:

- **minMaxInfo** - Value of lParam. Pointer to the WNDminMaxInfo struct .

Returns:

Always return 1.

Example:

```
WNDminMaxInfo* minMaxInfo = (WNDminMaxInfo*)lParam;
WNDgetMinMaxInfo( hWnd, minMaxInfo );
if ( minMaxInfo->ptMinTrackSize < 100 ) minMaxInfo->ptMinTrackSize =
   100;
if ( minMaxInfo->ptMaxTrackSize > 400 ) minMaxInfo->ptMinTrackSize =
   400;
return 1L;
```

WM_GETSHADOWRECT (Mac OSX only)

The WM_GETSHADOWRECT message is send when the HWND manager needs to paint a WND_BORD_CTRL_TABPANE or WND_BORD_CTRL_SHADOW_EX border on Mac OSX. This allows the control to manipulate the rect prior to it being drawn. If the border is to be drawn as is, you do not need to respond to this message.

Parameters:

- **theRectPtr** - Value of lParam. Contains pointer to the qrect at which the border will be painted. The rect will be local to the client area of the given HWND.

Example:

```
qrect* theRectPtr = (qrect*)lParam;
theRectPtr->top += 10;
return 1L;
```

WM_HSCROLL and WM_VSCROLL

The WM_HSCROLL message is sent to a window when the user clicks the window's horizontal scroll bar (WM_VSCROLL if the user clicks the vertical scrollbar).

Parameters:

- **wScrollCode** - Value of wParam. Specifies a scroll bar code that indicates the user's scrolling request. This parameter can be one of the following values:

  SB_ENDSCROLL
  End scroll.

  SB_LEFT or SB_TOP
  Scroll to far left or top.

  SB_LINELEFT or SB_LINEUP
  Scroll one line left or up.

  SB_LINERIGHT or SB_LINEDOWN
  Scroll one line right or down.

SB_PAGELEFT or SB_PAGEUP
Scroll one page left or up.

SB_PAGERIGHT or SB_PAGEDOWN
Scroll one page right or down.

SB_RIGHT or SB_BOTTOM
Scroll to far right or bottom.

SB_THUMBPOSITION
Scroll to absolute position. The current position is specified by the LOWORD of lParam.

SB_THUMBTRACK
Drag scroll box (thumb) to specified position. The current position is specified by the LOWORD of lParam.

- **nPos** - Value of the low-order word of lParam. Specifies the current position of the scroll box if the wScrollCode parameter is SB_THUMBPOSITION or SB_THUMBTRACK; otherwise, the nPos parameter is not used.

Returns:

An external component should return zero if it processes this message.

The SB_THUMBTRACK scroll bar code is typically used by external components that give some feedback while the scroll box is being dragged.

If an external component scrolls the contents of the window (see WNDscrollWindow), it must also reset the position of the scroll box by using the WNDsetScrollPos function.

Example:

```
qdim min, max, page, oldPos, newPos;
qshort  sbar = ( message == WM_HSCROLL ? SB_HORZ : SB_VERT );

// get current scrollbar settings
WNDgetScrollPos( hWnd, sbar, &oldPos );
WNDgetScrollRange( hWnd, sbar, &min, &max, &page );

// calculate newPos appropriately
switch ( wParam )
{
   // in this example 1 scroll unit equals 8 pixels
   case SB_LINEDOWN:  newPos = oldPos + 8;             break;
   case SB_LIENUP: newPos = oldPos - 8;         break;
   case SB_PAGEDOWN:  newPos = oldPos + page;   break;
   case SB_PAGEUP: newPos = oldPos - page;      break;
   case SB_TOP:    newPos = min;                break;
   case SB_BOTTOM: newPos = max;                break;
   case SB_THUMBPOSITION:
   case SB_THUMBTRACK:
   {
      // handle sign extension correctly
      qshort shortNewPos = LOWORD( lParam );
      newPos = shortNewPos;
      break;
   }

   case SB_ENDSCROLL: return 1L;
   default:        newPos = oldPos; break;
}

if ( newPos != oldPos )
{
   qdim hOff = ( sbar == SB_HORZ ? oldPos - newPos : 0 );
   qdim vOff = ( sbar == SB_VERT ? oldPos - newPos : 0 );

   WNDsetScrollPos( hWnd, sbar, newPos, qtrue );
   WNDscrollWindow( hWnd, hOff, vOff );
}
```

WM_IPHONE_ROUNDRECT_TEXTFIELDSTYLE

This message should return qtrue if the iPhone rounded rectangle border is the same as the UITextField border, qfalse otherwise. This message applies only to iPhone client component development (Studio v5.0).

Parameters:

None.

WM_KEYxxx

The WM_KEYDOWN message is sent when a key is pressed and the window has the key capture (See function WNDsetCapture). If a parent window has the WND_KEYPREVIEW style, the WM_KEYDOWNPREVIEW message is sent to that parent prior to the child receiving the WM_KEYDOWN message. WM_KEYUP and WM_KEYUPPREVIEW messages are generated when the key is released.

WM_KEYDOWN
sent to the window who has the key capture.

WM_KEYUP
sent to the window who has the key capture.

WM_KEYDOWNPREVIEW
sent to all parents of the window who has the key capture, and the parents specify WND_KEYPREVIEW in their extended styles.

WM_KEYUPPREVIEW
sent to all parents of the window who has the key capture, and the parents specify WND_KEYPREVIEW in their extended styles.

Parameters:

- **key** - Value of lParam. Specifies a pointer to a qkey.

Returns:

An external component should return zero if it processes this message. Otherwise it must return 1, so Omnis can continue processing the key.

Example:

```
// in this example we are only interested in movement keys to scroll
// the window vertically on a WM_KEYDOWN message
qkey* key = (qkey*)lParam;
vchar vch = key->getVChar();

if ( vch ) switch ( vch )
{
   case vcUp:    wParam = SB_LINEUP;      break;
   case vcDown:  wParam = SB_LIENDOWN;    break;
   case vcPup:     wParam = SB_PAGEUP;    break;
   case vcDown   :  wParam = SB_PAGEDOWN; break;
   case vcHome:  wParam = SB_TOP;         break;
   case vcEnd:     wParam = SB_BOTTOM;    break;
   default:      return 1L;
}
else
{
   return 1L;
}
WNDsendMessage( hWnd, WM_VSCROLL, wParam, 0 );
return 0L;
```

WM_LBUTTONxxx and WM_RBUTTONxxx

The WM_LBUTTONxxx and WM_RBUTTONxxx messages are generated when the user operates the left or right mouse button.

WM_LBUTTONDOWN or WM_RBUTTONDOWN
The WM_LBUTTONDOWN or WM_RBUTTONDOWN message is sent when the user presses the left or right mouse button.

WM_LBUTTONUP or WM_RBUTTONUP
The WM_LBUTTONUP or WM_RBUTTONUP message is sent when the user releases the left or right mouse button.

WM_LBUTTONDBLCLK or WM_RBUTTONDBLCLK
The WM_LBUTTONDBLCLK or WM_RBUTTONDBLCLK message is sent when the user double clicks the left or right mouse button.

Note: Under MacOS right button clicks are generated by holding down the option key while operating the mouse button.

Parameters:

- **point** - Value of lParam. Specifies the point as a long value (use WNDmakePoint to retrieve the point). The point is local to the client area of the window which receives these messages.

Returns:

An external component should return zero if it processes this message.

Example:

```
// This is an example for a simple pushbutton dealing with mouse tracking
// when the user clicks on the button.
switch ( message )
{
   case WM_LBUTTONDOWN:
   {
      if ( ! WNDhasCapture( hWnd, WND_CAPTURE_MOUSE ) )
      {
         // set the capture for mouse tracking
         WNDsetCapture( hWnd, WND_CAPTURE_MOUSE );
         // paint the button in the down position
         // remember the position in a member
         mDown = qtrue;
      }
      return 0L;
   }
   case WM_MOUSEMOVE:
   {
      if ( WNDhasCapture( hWnd, WND_CAPTURE_MOUSE ) )
      {
         qpoint  pt; WNDmakePoint( lParam, &pt );
         qrect cRect; WNDgetClientRect( hWnd, &cRect );
         if ( mDown != GDIptInRect( &cRect, &pt ) )
         {
            // the user has moved the mouse out of the button,
            // or into the button.
            // paint the button up or down
            mDown = !mDown;
         }
      }
      return 0L;
   }
```

```
   case WM_LBUTTONUP:
   {
      if ( WNDhasCapture( hWnd, WND_CAPTURE_MOUSE ) )
      {
         // tracking has finished, release the mouse capture
         WNDreleaseCapture( hWnd, WND_CAPTURE_MOUSE );
         // was the mouse button released inside the client area
         if ( mDown )
         {
            // do something
            // paint the button in the up position
            mDown = qfalse;
         }
      }
      return 0L;
   }
}
```

WM_MULTIKEYDOWNPREVIEW

Sent to parent window on a WM_MULTIKEYDOWN event if parent has WND_KEYPREVIEW set (currently WM_MULTIKEYDOWN only applies to Mac OSX).

Parameters:

- **Keys** – Value of lParam. This is a pointer to WNDmultiKey class instance (defined in hwnd.he) and contains the key combination being held down.

Returns:

An external component should return zero if it processes this message.

WM_MOUSEMOVE

The WM_MOUSEMOVE message is sent to a window when the mouse cursor moves. If the mouse is not captured, the message goes to the window beneath the cursor. Otherwise, the message goes to the window that has captured the mouse.

Parameters:

- **point** - Value of lParam. Specifies the point as a long (use WNDmakePoint to retrieve the point). The point is local to the client area of the window which receives these messages.

Returns:

An external component should return zero if it processes this message.

Example:

See WM_LBUTTONDOWN

WM_NCACTIVATE

The WM_NCACTIVATE message is sent when a window is activated or deactivated. A window becomes active when it becomes the topmost window (ignoring all floating palette windows).

Parameters:

- **active** - Value of wParam. This is a boolean value. If qtrue, the window has become active, otherwise the window has become inactive.

Returns:

Always return zero.

Example:

```
// in this example the control needs to draw its control items disabled
// when a window is not active.
qbool active = (qbool)wParam;
if ( active )
{
    // paint control enabled
}
else
{
    // paint control disabled
}
```

WM_NCLBUTTONDOWN

The WM_NCLBUTTONDOWN message is sent when the left mouse button has been held down over the non-client area of a window.

Parameters:

- **hittest** - Value of wParam. Specifies the hit-test area code. This parameter is one of the Htxxx defines.
- **point** - Value of lParam. Specifies the point as a long (use WNDmakePoint to retrieve the point). The point is local to the desktop.

Returns:

An external component should return zero if it processes this message.

Example:

```
// this example lets the user drag the window via the top area of the
// border restricting the movements to the client area of the parent window
if ( wParam == HTBORDER )
{
   // test if the mouse is in the top part of the border
   qpoint  pt; WNDmakePoint( lParam, &pt );
   qrect cRect; WNDgetClientRect( hWnd, &cRect );
   // map client rect to desktop
   WNDmapWindowRect( hWnd, HWND_DESKTOP, &cRect );
   if ( pt->v <= cRect.top )
   {
      // restrict movement of mouse to parent's client area
      HWND parentHwnd = WNDgetParent( hWnd );
      WNDgetClientRect( parentHwnd, &cRect );
      WNDmapWindowRect( parentHwnd, HWND_DESKTOP, &cRect );
      WNDclipCursor( &cRect );

      // loop following the mouse movements while the button is held down
      qpoint  lastPt = pt;
      qpoint  curPt;
      while ( WNDmouseLeftButtonDown() )
      {
         WNDgetCursorPos( &curPt );
         qdim hDiff = curPt.h - lastPt.h;
         qdim vDiff = curPt.v - lastPt.v;
         if ( hDiff || vDiff )
         {
            // move the window
            qrect wRect; WNDgetWindowRect( hWnd, &wRect );
            // WNDmoveWindow expects coordinates for the window local to
            // the parent's client area
            WNDmapWindowRect( HWND_DESKTOP, parentHwnd, &wRect );
            WNDmoveWindow( hWnd, wRect.left + hDiff, wRect.top +
vDiff,
                           wRect.width(), wRect.height(), qtrue );
            // update parent and all children to give immediate feedback
            // to the user
            WNDredrawWindow( parentHwnd, NULL, NULL, WND_RW_UPDATE |
                           WND_RW_ALLCHILDREN | WND_RW_ERASE );
```

```
            lastPt = curPt;
         }
      }
      // must clear cursor clipping before returning
      WNDclipCursor( NULL );
      return 0L;
   }
}
return 1L;
```

WM_NULL

This message is generated while the computer is idle, that is, no other messages are pending, and the mouse capture is set (see WNDsetCapture).

Parameters:

None.

Returns:

Always return 1.

WM_PAINT

The WM_PAINT message is sent when a portion of a window needs repainting. To repaint a window the function WNDbeginPaint must be called, followed by a call to WNDendPaint after all painting has been done.

Note: Nested calls to WNDbeginPaint or WNDstartDraw are not supported and result in a runtime error.

Parameters:

None.

Returns:

An external component should return zero if it processes this message.

Example:

```
WNDpaintStruct paintInfo;
WNDbeginPaint( hWnd, &paintInfo );
   // paint the control
WNDendPaint( hWnd, &paintInfo );
return 0L;
```

WM_PRI_INSTALL

The WM_PRI_INSTALL message is sent when the print manager opens the page preview or screen report, and an alternative hwnd has been specified in PRIdestParmStruct when calling PRIstartJob or PRIredirectJob. For more information about printing refer to the print manager documentation.

It is possible to write external components which will display screen or preview reports. When a report is about to be displayed in the given HWND, WM_PRI_INSTALL is sent to the HWND. When the report is closed, WM_PRI_REMOVE is sent.

The component will be responsible for killing an active print job when a new job is about to use the HWND. The component must store the pointer to the job which currently occupies the HWND.

Parameters:

- **job** - Value of lParam. Specifies the pointer to the print job, PRIjob.
- **device** - Value of uParam. Specifies the pointer to the output device.

Returns:

An external component should return 1L if it processes this message.

Example:

```
// if there is an existing job occupying the hwnd, kill the job
if ( mJob ) PRIdefOutputProc( mJob, mOutput, PM_OUT_KILL, 0, 0, 0 );
// remember the new job and device
mJob = (PRIjob)lParam;
mOutput = (void*)uParam;
return 1L;
```

WM_PRI_REMOVE

The WM_PRI_REMOVE message is sent when the print manager closes the page preview or screen report, and an alternative hwnd has been specified in PRIdestParmStruct when calling PRIstartJob or PRIredirectJob. See WM_PRI_INSTALL.

The component will be responsible for killing an active print job when a new job is about to use the HWND. The component must store the pointer to the job which currently occupies the HWND.

Parameters:

None.

Returns:

An external component should return 1L if it processes this message.

Example:

```
// clear the job and device
mJob = 0;
mOutput = 0;
return 1L;
```

WM_RBUTTONxxx

See WM_LBUTTONxxx.

WM_OSXREPAINTPLUGIN (v5.0)

This message informs an OSX browser plugin that it needs to repaint. It is issued by WNDabortMouseCapture()

Parameters:

None.

Example:

```
case WM_OSXREPAINTPLUGIN:
{
   mThis->mNeedPaint = qtrue;
   break;
}
```

WM_SETCURSOR

WM_SETCURSOR is generated every time the mouse moves across a window and the mouse capture has not been set. If WM_SETCURSOR is passed on to the DefWindowProc the cursor is set to the arrow cursor if the mouse is over the non-client area of the window. If the function WNDcheckCursor is called in response to this message, the HWND module sets the cursor to the appropriate cursor depending on the cursor associated with the window or the windows parents (see WNDsetWindowCursor).

Parameters:

- **hwndCursor** - Value of wParam. Specifies the HWND that contains the cursor.
- **hittest** - Value of the low-order word of lParam. Specifies the hit-test area code. This parameter can be one of the Htxxx defines.
- **mouseMsg** - Value of the high-order word of lParam. Specifies the number of the mouse message.

If nHittest is set to HTCLIENT, the window procedure should call WNDcheckCursor.

Note: While the mouse capture is on, no WM_SETCURSOR messages are generated.

Example:

```
// in this example the cursor is set to a drag cursor when the mouse is over
// the top part of the border
qword2 hittest = LOWORD(lParam);
if ( hittest == HTBORDER )
{
   // test if we are in the top part of the windows border
   qpoint  pt; WNDgetCursorPos( &pt );
   qrect cRect; WNDgetClientRect( hWnd, &cRect );
   // map client rect to desktop
   WNDmapWindowRect( hWnd, HWND_DESKTOP, &cRect );
   if ( pt.v <= cRect.top )
   {
      WNDsetCursor( WND_CURS_DRAG_OBJECT );
      return 1L;
   }
}
WNDcheckCursor( hWnd, hittest );
return 1L;
```

WM_SHOWSIZEGRIP

The WM_SHOWSIZEGRIP message is sent when the HWND module needs to query the window as regards to properties of the grow box within the client area of the window. If a window has both horizontal and vertical scrollbars, the grow box is displayed in the non-client area, and no WM_SHOWSIZEGRIP message is generated.

Parameters:

- **submerge** - value of wParam. This parameter is one of the following values:

  WND_GRIP_ALLOWED
  Is the grow box allowed to be in the client area. Return one of the following:

WND_GRIP_ALLOW_NO	No grow box is allowed.
WND_GRIP_ALLOW_YES	The grow box is allowed.
WND_GRIP_ALLOW_STOP	The grow box is allowed but not visible.

  Note: Under MacOS, the return value is ignored. A grow box is always enforced, if the MacOS window has been given the grow box property.

  WND_GRIP_GET_RECT
  Position the supplied grow box rect. lParam points to a qrect which is already positioned for the bottom right corner of the client area. The window can adjust this rectangle, so the grow box is painted in the correct location within the client area of the window (DO NOT alter the width or height of the rect).

WND_GRIP_GET_RECT should return the same value which was returned by WND_GRIP_ALLOWED.

WND_GRIP_CHANGED
The grow box is removed or added to the window.

- **growboxrect** - value of lParam. A pointer to the grow box's rectangle is supplied in this parameter, if the sub-message is WND_GRIP_GET_RECT.

Returns:

For WND_GRIP_ALLOWED return one of the WND_GRIP_ALLOW_xxx flags.

For WND_GRIP_GET_RECT return the same value which is returned by WND_GRIP_ALLOWED.

For WND_GRIP_CHANGED always return 0.

Example:

```
// this window has no scrollbars, so it needs to implement the WM_SHOWSIZEGRIP
// messages if it wants to allow a growbox in its client area
switch ( wParam )
{
   case WND_GRIP_ALLOWED:
   {
      return WND_GRIP_ALLOW_YES;
   }
   case WND_GRIP_GET_RECT:
   {
      // rect is already positioned for bottom right corner of the client
      // area, but you want to bring it in an additional 2 pixels to give
      // as room for our special border
      qrect* theRect = (qrect*)lParam;
      GDIoffsetRect( theRect, -2, -2 );
      return WND_GRIP_ALLOW_YES;
   }
   case WND_GRIP_CHANGED:
   {
      // get the growbox rect so we can invalidate it. Note:
      // WNDgetGrowBoxRect generates a WND_GRIP_GET_RECT message.
      qrect theRect; WNDgetGrowBoxRect( hWnd, &theRect );
      WNDinvalidateRect( hWnd, &theRect );
   }
}
```

WM_SHOWWINDOW

The WM_SHOWWINDOW message is sent when the function WNDshowWindow is called to show or hide a window.

Parameters:

- **show** - Value of wParam. If window is shown, this value is one, otherwise it is zero.

Returns:

An external component should return zero if it processes this message.

Example:

```
// this example only allows the window to be shown if the member mVisible is qtrue.
if ( wParam && !mVisible ) return 0L;
return 1L;
```

WM_TIMER

The WM_TIMER message is sent to the WndProc function of a window after each interval which was specified when the WNDsetTimer function was called to install the timer.

Note: Because WM_TIMER messages are only generated if no other messages are on the message queue, the accuracy of the intervals at which they are generated cannot be guaranteed, that is, while Omnis is busy, no WM_TIMER messages are generated.

Parameters:

- **timerID** - Value of wParam. The timer id which was specified when the timer was installed.

Returns:

Always return zero.

Example:

```
// this example implements a typical about box behavior by destroying the window
// after it has been around for 5 seconds or on a mouse button up. While the mouse
// button is held down, the window stays around.
switch ( message )
{
   case WM_PAINT:
   {
      // leave the window around for 5 seconds after the first paint
      static qbool sTimerSet = qfalse;
      WNDpaintStruct paintInfo;

      WNDbeginPaint( hWnd, &paintInfo );
         // paint the window
      WNDendPaint( hWnd, &paintInfo );
      if ( ! sTimerSet )
      {
         WNDsetTimer( hWnd, 1, 5000 );
         sTimerSet = qtrue;
      }
      return 0L;
   }
   case WM_TIMER:
   {
      // 5 seconds later destroy the window if the mouse button
      // is not held down
      WNDkillTimer( hWnd, 1 );
      if ( !WNDmouseLeftButtonDown() )
      {
         WNDdestroyWindow( hWnd );
      }
      return 0L;
   }
   case WM_LBUTTONDOWN:
   {
      return 0L;
   }
   case WM_LBUTTONUP:
   {
      // always destroy the window on a button up
```

```
      WNDdestroyWindow( hWnd );
      return 0L;
   }
}
```

WM_VSCROLL

See WM_HSCROLL.

WM_WINDOWPOSCHANGED

The WM_WINDOWPOSCHANGED message is sent to a window whose size, position, visibility, or z-order has changed as a result of a call to WNDsetWindowPos or another window-management function.

Parameters:

- **wpos** - Value of lParam. Points to a WNDwindowPosStruct data structure that contains information about the window's new size and position.

Returns:

Always return 1.

Example:

```
// this example resets the scroll ranges if the width or height of the window has been changed
WNDwindowPosStruct* windowPosInfo = (WNDwindowPosStruct*)lParam;
if ( ( windowPosInfo->flags & SWP_NOSIZE ) == 0 )
{
   qdim min, max, page;
   WNDgetScrollRange( windowPosInfo->hwnd, SB_HORZ, &min, &max,
   &page );
   page = windowPosInfo->cx;
   WNDsetScrollRange( windowPosInfo->hwnd, SB_HORZ, min, max, page
   );
   WNDgetScrollRange( windowPosInfo->hwnd, SB_VERT, &min, &max,
   &page );
   page = windowPosInfo->cy;
   WNDsetScrollRange( windowPosInfo->hwnd, SB_HORZ, min, max, page
   );
}
return 1L;
```

WM_WINDOWPOSCHANGING

The WM_WINDOWPOSCHANGING message is sent to a window whose size, position, visibility, or z-order is about to be changed as a result of a call to WNDsetWindowPos or another window-management function.

Parameters:

- **wpos** - Value of lParam. Points to a WNDwindowPosStruct data structure that contains information about the window's new size and position.

Returns:

An external component should return zero if it processes this message.

During this message, modifying any of the values in the WNDwindowPosStruct structure affects the new size, position, or z-order. An external component can prevent changes to the window by setting or clearing the appropriate bits in the flags member of the WNDwindowPosStruct structure.

Example:

```
// this example prevents the window being sized outside a specific size range
WNDwindowPosStruct* windowPosInfo = (WNDwindowPosStruct*)lParam;
if ( ( windowPosInfo->flags & SWP_NOSIZE ) == 0 )
{
   if ( windowPosInfo->cx < 100 )
      windowPosInfo->cx = 100;
   else if ( windowPosInfo->cx > 400 )
      windowPosInfo->cx = 400;

   if ( windowPosInfo->cy < 80 )
      windowPosInfo->cy = 80;
   else if ( windowPosInfo->cy > 200 )
      windowPosInfo->cy = 200;
}
return 1L;
```

Functions

HIWORD()

qword2 HIWORD(qword4 pVal)

Returns the high order word of the given long value.

LOWORD()

qword2 LOWORD(qword4 pVal)

Returns the low order word of the given long value.

WNDabortMouseCapture()

void WNDabortMouseCapture()

Aborts mouse capture as a result of some user action elsewhere in the process, e.g. CMND+N to open a new window in a web browser. Sends WM_CAPTUREABORT to the hwnd with the mouse capture, and then releases the mouse capture.

WNDaddWindowComponent()

HWND WNDaddWindowComponent(HWND pHwnd, qulong pComponent,
qulong pStyle, qulong pExStyle,
WNDprocClass* pObject,
qdim pSize **OR** qrect pRect,
WNDborderSpec* pBorderSpec)

Adds a new window component to the specified parent. Adding components may cause the position of other components to be altered, and generates WM_PAINT messages if these components are visible.

- **pHwnd** - identifies the window to which to add the component.
- **pComponent** - specifies one of the following component types:

  WND_WC_MENUBAR
  WND_WC_TOOLBAR_TOP
  WND_WC_TOOLBAR_LEFT
  WND_WC_TOOLBAR_BOTTOM
  WND_WC_TOOLBAR_RIGHT
  WND_WC_HEADER_BUTTON
  WND_WC_MAIN_HEADER
  WND_WC_HORZ_HEADER
  WND_WC_VERT_HEADER

WND_WC_CLIENT
WND_WC_STATUSBAR

- **pStyle** - specifies the styles for the window. Same as for WNDcreateWindow.
- **pExStyle** - specifies the extended styles for the window. Same as for WNDcreateWindow.
- **pObject** - specifies the WNDprocClass instance which is to be associated with the new component.
- **pSize or pRect** - pSize specifies the height or width of the component (if pRect is specified only the height or width of the rectangle is used), depending on whether it is a horizontal or vertical component. If zero is passed, the default size applies. pSize is ignored for WND_WC_CLIENT and WND_WC_HEADER_BUTTON components.
- **pBorderSpec** - specifies the border style of the component.
- **return** - returns the new HWND of the component.

Example:

```
// in this example a window adds a menu and client component to it self
// when it is first created
qlong cMyWndProcClass::WndProc( HWND hWnd, UINT message, WPARAM
   wParam,
                     LPARAM lParam, LPARAM uParam )
{
   switch ( message )
   {
      case WM_CREATE:
      {
         qulong style = WS_CHILD | WS_CLIPSIBLINGS |
                        WS_CLIPCHILDREN | WS_VISIBLE;
         WNDborderStruct border( WND_BORD_EMBOSSED );
         mMenuHwnd = WNDaddWindowComponent(     hWnd,
                                    WND_WC_MENUBAR,
                                    style,
                                    WND_DRAGBORDER,
                                    this,
                                    20,
                                    &border );
         style |= WS_HSCROLL | WS_VSCROLL;
         mClientHwnd = WNDaddWindowComponent(   hWnd,
                                    WND_WC_CLIENT,
                                    style,
                                    WND_DRAGBORDER,
                                    this,
                                    0,
                                    &border );
         return 0L;
      }
   }
   return DefWindowProc( hwnd, message, wparam, lparam );
}
```

See also WNDcreateWindow, WNDgetWindowComponent, WNDnextWindowComponent, WNDremoveWindowComponent, WNDborderSpec

WNDbeginPaint()

WNDprocClass* WNDbeginPaint(HWND pHwnd, WNDpaintStruct* pPaintStruct)

Prepares the given window for painting and fills a WNDpaintStruct structure with information about the painting. The WNDbeginPaint function automatically sets the visual region of the device context to exclude any area outside the update region. The update region is set by the WNDinvalidateRect or WNDinvalidateRgn function and by the HWND module after sizing, moving, creating, scrolling, or any other operation that affects the client area. If the update region is marked for erasing, WNDbeginPaint sends a WM_ERASEBKGND message to the window.

If the caret is in the area to be painted, WNDbeginPaint automatically hides the caret to prevent it from being erased.

Warning: This function must only be called in response to a WM_PAINT or WM_CHILDPAINT message, and must always be followed by a call to WNDendPaint before the next call to WNDbeginPaint (must NOT be nested).

- **pHwnd** - identifies the window to be repainted.
- **pPaintStruct** - points to the WNDpaintStruct structure that receives the painting information.
- **return** - returns a pointer to the WNDprocClass instance which is associated with this window. WARNING: the pointer is NULL if the window has no associated instance.

Example:

See WM_PAINT, WM_TIMER, WNDredrawChildren.

See also WNDendPaint, WNDstartDraw, WNDendDraw, WM_PAINT, WM_NCPAINT, WM_ERASEBKGND, WM_CHILDPAINT, WNDpaintStruct, HDC

WNDbringWindowToTop()

qbool WNDbringWindowToTop(HWND pHwnd)

Brings the given child window to the top of a stack of overlapping windows. The WNDbringWindowToTop function should be used to uncover any window that is partially or completely obscured by any overlapping windows.

Calling this function is similar to calling the WNDsetWindowPos function to change a window's position in the Z-order.

- **pHwnd** - identifies the window to bring to the top.
- **return** - returns qtrue if successful. Otherwise, it is qfalse.

Example:

```
// in this example a window brings itself to the top when it is being clicked on
qlong cMyWndProcClass::WndProc( HWND hWnd, UINT message, WPARAM
   wParam,
                        LPARAM lParam, LPARAM uParam )
{
   switch ( message )
   {
      case WM_LBUTTONDOWN:
      {
         WNDbringWindowToTop( hWnd );
         return 0L;
      }
   }
   return DefWindowProc( hwnd, message, wparam, lparam );
}
```

See also WNDsetWindowPos

WNDchangeComponentId()

qbool WNDchangeComponentId(HWND pHwnd, qulong pComponent)

Changes the component type of the given window. All the usual restrictions apply, that is, only one of each component type can be present in the same parent window at any one time.

- **pHwnd** - identifies the window who's component type is to change.
- **pComponent** - specifies the new component type.
- **return** - returns qtrue if successful.

Example:

```
WNDchangeComponentId( myComponentHwnd, WND_WC_CLIENT );
```

See also WNDaddWindowComponent, WNDremoveWindowComponent

WNDcheckCursor()

void WNDcheckCursor(HWND pHwnd, qword2 pHittest)

Checks the window to see if the cursor needs changing and changes it if necessary. This function should be called when a WM_SETCURSOR message is received.

- **pHwnd** - identifies the window to check.
- **pHittest** - specifies the hit test area code. If pHittest is set to HTCLIENT and the window's cursor is anything other than WND_CURS_DEFAULT, the cursor is

changed. If pHittest is set to HTCLIENT and the window's cursor is set to WND_CURS_DEFAULT, the parent's window cursor is applied. If that parent's cursor is also WND_CURS_DEFAULT, the parent's parent is checked, etc. If none of the parents have a cursor set, the cursor is set to WND_CURS_ARROW. If pHittest is anything other than HTCLIENT, the cursor is set to WND_CURS_ARROW.

Example:

See WM_SETCURSOR.

See also WNDsetCursor, WNDgetCursor, WNDsetWindowCursor, WNDgetWindowCursor, WNDclipCursor, WNDgetCursorPos, WNDsetCursorPos, WM_SETCURSOR

WNDchildPaintBegin() (v3.1)

void* WNDchildPaintBegin(void* pChildPaintInfo, HWND pParentHwnd, HDC pParentHdc, HWND pChildHwnd, qrect* pChildRect, qrect* pClipRect)

This function allows you to paint child windows inside the parent DC during the parents paint at a location specified by the parent. This is useful for complex lists which use embedded controls to paint the list data (i.e. Omnis Complex Grid). Such a list will need to paint the same child multiply times, once for every visible row of the list.

You call WNDchildPaintBegin repeatedly for each child which requires painting. When the last child has been painted you must call WNDchildPaintEnd. You would repeat this for every row.

The children must be painted starting with the bottom most child, since visual regions of the children are ignored.

You should use GDIoffscreenPaintBegin and GDIoffscreenPaintEnd when painting each row, to avoid unwanted flicker while painting the children.

- **pChildPaintInfo** – the paint info returned by a previous call to WNDchildPaintBegin.
- **pParentHwnd** – identifies the parents HWND.
- **pParentHdc** – identifies the parents DC.
- **pChildHwnd** – identifies the HWND of the child to be painted.
- **pChildRect** – specifies the coordinates at which to paint the child.
- **pClipRect** – identifies the area in the parent which requires painting.

Example:

```
// start the parent update
WNDpaintStruct ps;
WNDbeginPaint( parentHwnd, &ps );
// prepare painting of rows
// for the benefit of the example we hard code the row height,
// and assume that the top of each child within each row is zero,
// and the left, right and bottom are correct
qlong rowHeight = 50;
qrect clientRect; WNDgetClientRect( parentHwnd, &clientRect );
qlong fstVisRow = 1;
qlong lstVisRow = ( clientRect.height() + rowHeight -1 ) /
   rowHeight;
qrect rowRect = clientRect; rowRect.bottom = rowHeight - 1;
void* offscreenInfo = 0;
HDC paintDC = ps.hdc;
// paint the rows
for ( qlong row = fstVisRow ; row<=lstVisRow ; row++ )
{
   // prepare the offscreen paint
   qrect paintRect = rowRect;
   qrect updRect = ps.rcPaint;
   void* offscreenInfo2 = GDIoffscreenPaintBegin( offscreenInfo,
   paintDC,
                                                  paintRect, updRect );
   // if offscreenInfo2 == NULL this row doesn't intersect the update rect
   // so we don't need to paint anything
   if ( offscreenInfo2 )
   {
      offscreenInfo = offscreenInfo2;
      void* childInfo = 0;
      // erase the background prior to painting the children
      WNDdrawThemeBackground( parentHwnd, paintDC, &paintRect,
                              WND_BK_CONTAINER );
      // get the bottom most child window
      HWND childHwnd = WNDgetWindow( parentHwnd, GW_CHILD );
      if ( childHwnd ) childHwnd = WNDgetWindow( parentHwnd,
   GW_HWNDLAST );
      // next through the children and paint them
      while ( childHwnd )
      {
```

```
            // calculate the childs rects
            qrect childUpdRect = updRect;
            qrect childRect; WNDgetWindowRect( childHwnd, &childRect );
            WNDmapWindowRect( HWND_DESKTOP, parentHwnd, &childRect );
            GDIoffsetRect( &childRect, -paintRect.left,
                                paintRect.top-childRect.top );
            // prepare painting of child
            void* childInfo2 = WNDchildPaintBegin( childInfo,
      parentHwnd,
                                        paintDC, childHwnd,
                                        &childRect, &childUpdRect );
            // if childInfo2==NULL the child does not intersect the
            // childUpdRect and there is nothing to paint
            if ( childInfo2 )
            {
               childInfo = childInfo2;
               // paint the child
               WNDsendMessage( childHwnd, WM_PAINT, WPARAM(paintDC), 0
      );
            }
            // get the next child, making the assumption that we only have
            // one level of children
            childHwnd = WNDgetWindow( childHwnd, GW_HWNDPREV );
         }
         // we have painted all children for this row, so we must finish off
         if (childInfo) WNDchildPaintEnd( childInfo );
      }
      // prepare for next row
      GDIoffsetRect( &rowRect, 0, rowHeight );
   }
   // we have painted all rows, so finish off offscreen paint
   GDIoffscreenPaintEnd( offscreenInfo );
   // finish the parent update
   WNDendPaint( parentHwnd, &ps );
```

See also WNDchildPaintEnd, GDIoffscreenPaintBegin, GDIoffscreenPaintEnd

WNDchildPaintEnd() (v3.1)

void WNDchildPaintEnd(void* pChildPaintInfo)

This function completes the painting of child windows inside the parents DC. For a full description of WNDchildPaintBegin and WNDchildPaintEnd see WNDchildPaintBegin above.

See also WNDchildPaintBegin

WNDclipCursor()

void WNDclipCursor(qrect* pRect)

Clips the screen cursor to the specified rect, that is, the movement of the cursor is restricted to within the bounds of the rectangle.

- **pRect** - points to the rectangle which must be in screen coordinates. If this parameter is NULL, any clipping previously set by this function is cleared.

Example:

See WM_NCLBUTTONDOWN.

See also WNDsetCursor, WNDgetCursor, WNDsetWindowCursor, WNDgetWindowCursor, WNDgetCursorPos, WNDsetCursorPos

WNDcreateCaret()

void WNDcreateCaret(HWND pHwnd, qdim pWidth, qdim pHeight)

Creates a new shape for the system caret and assigns ownership of the caret to the given window. The WNDcreateCaret function destroys the previous caret automatically, if any, regardless of which child window owns the caret. Once created, the caret is initially hidden. To show the caret, use the WNDshowCaret function. A child window should create a caret only when it has the input focus (see WM_FOCUSCHANGED).

- **pHwnd** - identifies the window that owns the new caret.
- **pWidth** - specifies the width of the caret in pixels.
- **pHeight** - specifies the height of the caret in pixels.

Example:

See WM_FOCUSCHANGED.

See also WNDdestroyCaret, WNDgetCaretPos, WNDsetCaretPos, WNDhideCaret, WNDshowCaret, WM_FOCUSCHANGED

WNDcreateWindow()

HWND WNDcreateWindow(HWND pParentHwnd, qulong pStyle, qulong pExStyle,
WNDprocClass* pObject, qrect* pRect,
WNDborderStruct* pBorderSpec)

Creates a window of type WND_WC_FRAME. The new window becomes the top most window in its parent.

- **pParentHwnd** - identifies the parent of the window being created.
- **pStyle** - specifies the styles for the window. The following styles can be passed in the pStyle parameter:

  WS_CHILD
  WS_CLIPSIBLINGS
  WS_CLIPCHILDREN
  WS_HSCROLL
  WS_VSCROLL
  WS_VISIBLE

Note: For Omnis child windows to work correctly, WS_CHILD, WS_CLIPSIBLINGS, and WS_CLIPCHILDREN must always be specified. If WS_VISIBLE is specified, the window is made visible.

- **pExStyle** - specifies special Omnis extended styles for the window. The following styles can be passed in the pExStyle parameter:

  WND_FLOAT_xxx
  WND_KEYPREVIEW
  WND_REDRAWONSIZE
  WND_TRANSPARENT
  WND_DRAGBORDER
  WND_NOFLOATCHILDREN
  WND_NOADJUSTCOMPONENTS
  WND_OSMESSAGES

- **pObject** - specifies the WNDprocClass instance which is to be associated with the new window.
- **pRect** - specifies the initial window rectangle local to the parent window's client area.
- **pBorderSpec** - specifies the border information for the window.
- **return** - returns the new HWND, or NULL if the module fails to create the window.

Example:

```
// this example subclasses the WNDprocClass for receiving messages for its
// windows and creates a window with an inset border, scrollbars and bottom
// and right floating properties so when the parent sizes, the new window
// sizes by the same amount
// the cMyWndProcClass declaration
class cMyWndProcClass : public WNDprocClass
{
   cMyWndProcClass() {} // default constructor
   ~cMyWndProcClass() {} // default destructor

   virtual qlong WndProc( HWND hWnd, UINT message, WPARAM wParam,
                  LPARAM lParam, LPARAM uParam );
};
// first instantiate the WNDprocClass
cMyWndProcClass myWndProc = new cMyWndProcClass();
// prepare for window creation
qrect        myWRect( 10, 10, 100, 20 );
WNDborderStruct myBorder( WND_BORD_INSET );
// now create the window invisibly
HWND myHwnd = WNDcreateWindow
     (
        myParentHwnd,
        WS_CHILD | WS_CLIPSIBLINGS | WS_CLIPCHILDREN | WS_HSCROLL |
  WS_VSCROLL,
        WND_FLOAT_RIGHT | WND_FLOAT_BOTTOM,
        myWndProc,
        &myWRect,
        &myBorder
     );
// WM_CREATE will have been sent by now, make the window visible
WNDshowWindow( myHwnd, SW_SHOW );
```

See also WNDaddWindowComponent, WNDdestroyWindow, WNDgetWindowComponent, WNDnextWindowComponent, WNDremoveWindowComponent, WM_CREATE

WNDdelay()

void WNDdelay(qlong pMilliSecs)

Delays program execution by the specified number of milliseconds.

- pMilliSecs - specifies the delay in milliseconds.

Example:

See WNDgetCursor.

WNDdestroyCaret()

void WNDdestroyCaret()

void WNDdestroyCaret(HWND pHwnd)

Destroys the system caret. A child window should destroy the caret if it loses the input focus.

- **pHwnd** - if this parameter is specified, the caret is only destroyed if it belongs to the given window. If the window is NOT specified, the caret is destroyed regardless.

Note: External components should always specify the window parameter, to prevent destroying the caret if it is owned by another window.

Example:

See WM_FOCUSCHANGED.

See also WNDcreateCaret, WNDgetCaretPos, WNDsetCaretPos, WNDhideCaret, WNDshowCaret, WM_FOCUSCHANGED

WNDdestroyWindow()

qbool WNDdestroyWindow(HWND pHwnd)

Destroys the given window and all its children. When a window is destroyed, a WM_DESTROY message is sent to the window and all of its child windows. The window procedure can NOT prevent the windows from being destroyed.

- **pHwnd** - identifies the window to be destroyed.
- **return** - returns qtrue if successful. Otherwise, it is qfalse.

Example:

```
if ( WNDdestroyWindow( myHwnd ) )
{
   // window has been destroyed
}
else
{
   // window has NOT been destroyed
}
```

See WM_TIMER.

See also WNDaddWindowComponent, WNDcreateWindow, WNDgetWindowComponent, WNDnextWindowComponent, WNDremoveWindowComponent, WM_DESTROY

WNDdragAcceptFiles()

void WNDdragAcceptFiles(HWND pHwnd, qbool pAccept)

Registers whether a window accepts dropped files.

- **pHwnd** - identifies the window that is registering whether it will accept dropped files.
- **pAccept** – A value that indicates if the window identified by the hWnd parameter accepts dropped files. This value is qtrue to accept dropped files or qfalse to discontinue accepting dropped files.

WNDdrawThemeBackground() (v3.1)

qbool WNDdrawThemeBackground(HWND pHwnd, HDC pHdc, qrect* pRect, qulong pBKTheme)

Calling this function will erase the rectangle with the specified theme background.

- **pHwnd** - identifies the window to be erased.
- **pHdc** - identifies the device context for drawing.
- **pRect** - specifies the area to be erased.
- **pBKTheme** - specifies the theme for the erase. This can be one of the following

  WND_BK_TEST
  This will simply test if the window has a theme background specified (see GWL_BKTHEME). No drawing takes place. If the window has a theme the function returns qtrue.

WND_BK_DEFAULT
The function will use the background theme as set by GWL_BKTHEME for drawing. If the window has no theme, no drawing takes place and the function returns qfalse.

WND_BK_PARENT
Fill the area using the parents theme or erase colors. This will send a WM_GETERASEINFO message to the parent if the parent has no theme. Function returns qtrue.

WND_BK_HILITE
The area is filled with the standard hilite colors. Function returns qtrue.

WND_BK_NONE
No painting takes place, function returns qfalse.

WND_BK_WINDOW
Area is filled with the standard window background theme. Function returns qtrue.

WND_BK_CONTAINER
Area is filled with the standard container background theme. Function returns qtrue.

WND_BK_TABPANE
Area is filled with the standard tab pane background theme. Function returns qtrue.

WND_BK_TABSTRIP
Area is filled with the standard tab strip background theme. Function returns qtrue.

WND_BK_CONTROL
Area is filled with the standard control background theme. Function returns qtrue.

WND_BK_MENUBAR
Area is filled with the standard menu bar background theme. Function returns qtrue.

WND_BK_MENU
Area is filled with the standard menu background theme. Function returns qtrue.

- **returns** – qtrue if painting has taken place, otherwise returns qfalse.

Example:

See WM_ERASEBKGND

See also GWL_BKTHEME, WM_ERASEBKGND, WNDdrawThemeControl

WNDdrawThemeControl()

qbool WNDdrawThemeControl(HWND hWnd, HDC pHdc, qulong pType,

qulong pFlags, qrect* pRect)

Draws the specified control using the systems current theme.

- **pHwnd** - identifies the controls window.
- **pHdc** - identifies the device context for painting.
- **pType** – identifies the control type. Please note that not all control types are supported on all platforms. The function will return false if a control can not be drawn. The control type can be one of the following:

  THEME_PUSHBUTTON
  Draws a standard system button. The following flags can be used with this control: THEME_CONTROL_DISABLED, THEME_CONTROL_PRESSED, THEME_CONTROL_HOT, THEME_CONTROL_DEFAULT.

  THEME_CHECKBOX
  Draws a standard system checkbox. The following flags can be used with this control: THEME_CONTROL_DISABLED, THEME_CONTROL_ACTIVE, THEME_CONTROL_PRESSED, THEME_CONTROL_HOT

  THEME_RADIOBUTTON
  Draws a standard system radio button. The following flags can be used with this control: see THEME_CHECKBOX

  THEME_TABPANE
  Draws a standard system tab pane control. The following flags can be used with this control: THEME_CONTROL_FRAME, THEME_CONTROL_CLIENT, THEME_CONTROL_HOT, THEME_CONTROL_DISABLED, THEME_CONTROL_ACTIVE, THEME_CONTROL_POS_TOP, THEME_CONTROL_POS_BOTTOM.

  THEME_COMBOBOX
  Draws a standard system combo box. The following flags can be used with this control: THEME_CONTROL_PRESSED, THEME_CONTROL_HOT.

  THEME_SCROLLBAR
  Draws a standard scrollbar.

  THEME_HEADER
  Draws a standard header. The following flags can be used with this control: THEME_CONTROL_PRESSED, THEME_CONTROL_HOT.

  THEME_TOOLBAR
  Draws a standard toolbar. The following flags can be used with this control:

THEME_CONTROL_POS_TOP, THEME_CONTROL_POS_BOTTOM, THEME_CONTROL_POS_LEFT, THEME_CONTROL_POS_RIGHT.

- **pFlags** – additional drawing flags. See control types for flags which can be used. Please note that some flags may only apply to some platforms. The function will return false if a control can not be drawn using the given flags.
- **pRect** – points to the qrect structure specifying the co-ordinates for drawing the control.
- **returns** – qtrue if painting has taken place, otherwise returns qfalse and the control needs to be painted manually.

See also WNDdrawThemeBackground

WNDendDraw()

void WNDendDraw(HWND pHwnd, HDC pHdc)

Marks the end of painting in the given window. This function is required for each call to the WNDstartDraw function, but only after painting is complete.

WNDstartdraw and WNDendDraw can be used to paint a window without having received a WM_PAINT message.

- **pHwnd** - identifies the window that has been repainted.
- **pHdc** - identifies the device context to be released.

Example:

See WNDredrawChildren, WNDgetWindowFromPt, WNDpaintBorder.

See also WNDstartDraw, WNDbeginPaint, , HDC (GDI document)

WNDendPaint()

void WNDendPaint(HWND pHwnd, WNDpaintStruct* pPaintStruct)

Marks the end of painting in the given window. This function is required for each call to the WNDbeginPaint function, but only after painting is complete.

Warning: WNDbeginPaint and WNDendPaint must only be ever used in response to a WM_PAINT message.

- **pHwnd** - identifies the window that has been repainted.
- **pPaintStruct** - points to a WNDpaintStruct structure that contains the painting information retrieved by the WNDbeginPaint function.

Example:

See WM_PAINT, WM_TIMER, WNDredrawChildren.

See also WNDbeginPaint, WNDstartDraw, WNDendDraw, WNDpaintStruct

WNDenumChildWindows()

qbool WNDenumChildWindows(HWND pParentHwnd, WNDenumProc pEnumProc, LPARAM lParam)

Enumerates all child windows of the given window and calls the specified WNDenumProc function with the given lParam for each child.

Warning: Destroying the window which is currently being processed causes the system to crash. Changing the parent of a child window during the enumeration process may cause the child window not to be enumerated.

- **pParentHwnd** - identifies the parent window.
- **pEnumProc** - identifies the user WNDenumProc which is to be called for each enumerated child window. If this function wants the enumeration process to continue, qtrue must be returned, otherwise the enumeration process is halted.
- **lParam** - specifies the lParam value to be passed to pEnumProc.
- **return** - returns qtrue if all windows have been successfully enumerated. Returning qfalse from pEnumProc stops enumeration, and returns qfalse to the calling function. If the given window has no child windows, qtrue is returned.

Example:

```
// this example sends a key message to all child windows of a window and
// stops the enumeration process once a window has accepted the key

// enumeration methods which are called for every child window
static qbool sSendKeyDown( HWND hWnd, LPARAM lParam )
{
   return (qbool) ( WNDsendMessage( hWnd, WM_KEYDOWN, 0, lParam ) !=
   0 );
   // note: returning qfalse stops enumeration
}

static qbool sSendKeyUp( HWND hWnd, LPARAM lParam )
{
   return (qbool) ( WNDsendMessage( hWnd, WM_KEYUP, 0, lParam ) != 0
   );
   // note: returning qfalse stops enumeration
}

// the parent window receiving a key message
qlong cMyWndProcClass::WndProc( HWND hWnd, UINT message, WPARAM
   wParam,
                        LPARAM lParam, LPARAM uParam )
{
   switch ( message )
   {
      case WM_KEYDOWN:
      case WM_KEYUP:
      {
         qbool result;
         if ( message == WM_KEYDOWN )
            result = WNDenumChildWindows( hWnd, sSendKeyDown, lParam
   );
         else
            result = WNDenumChildWindows( hWnd, sSendKeyUp, lParam );
         // check if a child accepted the key message
         if ( result )
         {
            // NO child accepted the key
            return 1L;
         }
```

```
            else
            {
                // the key was accepted by one of the child windows
                return 0L;
            }
        }
    }
    return DefWindowProc( hwnd, message, wparam, lparam );
}
```

See also WNDgetWindow

WNDfloatChildren()

void WNDfloatChildren(HWND pHwnd, qdim pXOffset, qdim pYOffset)

Sizes or moves all floating child windows of the given parent window by the specified amounts. A child window is sized or moved only if it has the appropriate floating styles.

Note: Their should be no need to call this function from outside the HWND module. The HWND module calls this function automatically when a window sizes.

- **pHwnd** - identifies the window whose children are to be floated.
- **pXOffset** - specifies the amount by which the parent window has altered in size horizontally.
- **pYOffset** - specifies the amount by which the parent window has altered in size vertically.

See also WNDsetWindowPos, WNDwindowPosStruct., WND_FLOAT_xxx, WND_NOFLOATCHILDREN, WM_WINDOWPOSCHANGING, WM_WINDOWPOSCHANGED

WNDgetBorderSpec()

void WNDgetBorderSpec(HWND pHwnd, WNDborderSpec* pBorderSpec)

Returns the windows border information.

- **pHwnd** - identifies the window.
- **pBorderSpec** - the windows border information is returned in this structure.

Example:

```
// this example gets the border spec and changes the border color if it has a plain border
WNDborderSpec border;
WNDgetBorderSpec( myHwnd, &border );
if ( border.mBorderStyle == WND_BORD_PLAIN )
{
   border.mLineStyle.setColor( GDI_COLOR_QRED );
   WNDsetBorderSpec( myHwnd, &border, qtrue );
}
```

See also WNDsetBorderSpec, WNDborderSpec

WNDgetCapture()

HWND WNDgetCapture(qulong pFlags)

Returns the window which has the specified capture.

- **pFlags** - specifies the capture for which to return the window. This parameter can be WND_CAPTURE_MOUSE or WND_CAPTURE_KEY. Only one of the two flags must be specified.
- **return** - returns the window that has the specified capture. NULL is returned if no window has the capture.

Example:

```
HWND keyCapture = WNDgetCapture( WND_CAPTURE_KEY );
HWND mouseCapture = WNDgetCapture( WND_CAPTURE_MOUSE );
qbool haveBothCaptures = qbool( myHwnd == keyCapture
                                &&
                          myHwnd == mouseCapture );
// is the same as
qbool haveBothCaptures = qbool( WNDhasCapture( myHwnd,
   WND_CAPTURE_KEY )
                                &&
                       WNDhasCapture( myHwnd, WND_CAPTURE_MOUSE ) );
```

See also WNDsetCapture, WNDhasCapture, WNDreleaseCapture, WND_CAPTURE_xxx

WNDgetCaretPos()

void WNDgetCaretPos(qpoint* pPos)

Retrieves the system caret position in client coordinates of the associated window.

- **pPos** - points to the qpoint structure which is to receive the coordinates.

Example:

```
// this example makes sure the caret position is within the client area of the window
qpoint  pt; WNDgetCaretPos( &pt );
qrect cRect; WNDgetClientRect( myHwnd, &cRect );
// the assumed width of the caret is 1.
cRect.right -= 1;
// the assumed height of the caret is 8
cRect.bottom -= 8;
if ( !GDIptInRect( &cRect, &pt ) )
{
   if ( pt.h < cRect.left ) pt.h = cRect.left;
   else if ( pt.h > cRect.right ) pt.h = cRect.right;

   if ( pt.v < cRect.top ) pt.v = cRect.top;
   else if ( pt.v > cRect.bottom ) pt.v = cRect.bottom;

   WNDsetCaretPos( &pt );
}
```

See also WNDcreateCaret, WNDdestroyCaret, WNDsetCaretPos, WNDhideCaret, WNDshowCaret, WM_FOCUSCHANGED

WNDgetClientRect()

void WNDgetClientRect(HWND pHwnd, qrect* pRect)

Retrieves the coordinates of the windows client area.

- **pHwnd** - identifies the window for which to return the client rect.
- **pRect** - points to the qrect structure which is to receive the coordinates local to the client area. Left and top are always zero.

Example:

See WM_NCLBUTTONDOWN, WM_SETCURSOR, WNDgetCaretPos, WNDgetWindowFromPt, WNDpaintBorder, WNDsetCursorPos.

See also WNDgetWindowRect

WNDgetCursor()

qshort WNDgetCursor()

Returns the id of the currently displayed screen cursor.

- **return** - returns one of the WND_CURS_xxx cursor ids.

Example:

```
// this example changes the screen cursor for a number of
// seconds and restores it
qshort oldCursor = WNDgetCursor();
WNDsetCursor( WND_CURS_WATCH );
WNDdelay( 5000 ); // wait 5 seconds
WNDsetCursor( oldCursor );
```

See also WNDsetCursor, WNDgetCursorPos, WNDsetCursorPos, WNDclipCursor, WNDgetWindowCursor, WNDsetWindowCursor

WNDgetCursorPos()

void WNDgetCursorPos(qpoint* pPoint)

Returns the location of the cursors Hotpoint in screen coordinates.

- **pPoint** - points to the qpoint structure which is to receive the cursor's screen position.

Example:

See WM_NCLBUTTONDOWN.

See also WNDsetCursorPos, WNDclipCursor, , WNDsetCursor, WNDgetWindowCursor, WNDsetWindowCursor

WNDgetFloat()

qulong WNDgetFloat(HWND pHwnd)

Returns the floating properties of the given window.

- **pHwnd** - identifies the window for which to return the floating properties.
- **return** - returns the WND_FLOAT_xxx flags of the window.

Example:

```
// this example retrieves the floating properties of a window and switches off the bottom edge
   floating.
qulong float = WNDgetFloat( myHwnd );
float &= ~WND_FLOAT_BOTTOM;
WNDsetFloat( myHwnd, float );
```

See also WNDsetFloat, WNDcreateWindow, WND_FLOAT_xxx

WNDgetGrowBoxRect()

qbool WNDgetGrowBoxRect(HWND pHwnd, qrect* pRect)

Returns the rectangle of the grow box, if the given window owns the grow box, and the grow box is located within the client area of the window. The grow box only appears in the client area of a window if it owns the grow box and the window has no scrollbars. This function is useful if a control wants to take into account the position of a possible grow box within the client area, for example, in the case of a status bar control, the panes sizes are restricted. Calling this function generates a WM_SHOWSIZEGRIP message for the given window.

- **pHwnd** - identifies the window for which to return the coordinates of the grow box.
- **pRect** - points to the qrect which is to receive the grow box's coordinates.
- **return** - returns qtrue if the given window has a grow box in its client area.

Example:

See WM_SHOWSIZEGRIP

See also WM_SHOWSIZEGRIP

WNDgetMinMaxInfo()

void WNDgetMinMaxInfo(HWND pHwnd, WNDminMaxInfo* pMinMaxInfo)

Calculates the basic minimum tracking sizes of the given window by querying all child windows and adding their minimum tracking sizes depending on the child's component type. WM_GETMINMAXINFO messages are generated for all child windows, and if these child windows call WNDgetMinMaxInfo, further WM_GETMINMAXINFO messages are generated for their children, and so on. All windows which are known to possibly contain child windows must implement the WM_GETMINMAXINFO message and must call this function prior to applying any additional restrictions to the minimum or maximum tracking sizes.

- **pHwnd** - identifies the window for which to calculate the minimum tracking sizes.
- **pMinMaxInfo** - points to the WNDminMaxInfo struct which is to receive the results.

Example:

See WM_GETMINMAXINFO.

See also WM_GETMINMAXINFO

WNDgetOS()

qbool WNDgetOS(HWND pHwnd, qlong pSelector, qlong pLngValue)

Returns or manipulates platform specific information about a window. What information is returned depends on the selector. All information is written to the given buffer.

- **pHwnd** - identifies the window for which to return the platform specific information.
- **pSelector** - platform specific selector. Different platforms have different selectors.

  This can be one of the following:

  GOS_WINDOW (Mac OS only)
  Retrieves the MacOS window port of the given HWND.

  Example:

```
CGrafPtr macGrafPtr;
WNDgetOS( myHwnd, GOS_WINDOW, (qlong)&macGrafPtr );
```

  GOS_EVENT (Mac OS only)
  Retrieves the MacOS event record for the currently executing window message.

  Example:

```
EventRecord ev;
WNDgetOS( NULL, GOS_EVENT, &ev );
```

  GOS_REGION (Mac OS only)
  Retrieves the given window's requested visual region. There are additional modifiers which can be added to the selector. These are:

  WND_CLIENT - returns the visual region of the client area.

  WND_FRAME - returns the visual region of the non-client and client area.

  WND_EXCLUDE_CLIENT - can be used together with WND_FRAME to get the visual region of the non-client area only.

  WND_EXCLUDE_SIBLINGS - if specified, all overlapping sibling windows are subtracted from the visual region.

  WND_EXCLUDE_CHILDREN - if specified, all child window regions are subtracted from the visual region.

  WND_LOCAL - if specified, the region is local to the non-client or client area depending on which was requested. If not specified the region is local to the MacOS window's port.

  WND_INTERSECT_MAC_VISUAL - if specified, the visual region is intersected

with the visual region of the HWND's MacOS window.

WND_EXCLUDE_FOCUS (V3.2) – if specified, the visual region does not include the area covered by the Mac OS focus rectangle.

Example:

```
// the region handle must be allocated by the caller
RgnHandle rgn = NewRgn();
// the next line returns the true visual region of the non-client
// and client area as the window can be seen on screen.
// The region is local to the MacOS window's port.
WNDgetOS( myHwnd, GOS_REGION | WND_FRAME |
WND_EXCLUDE_SIBLINGS |
            WND_EXCLUDE_CHILDREN | WND_INTERSECT_MAC_VISUAL,
            (qlong)rgn );
// the next line returns the true visual region of the client
// area as can be seen on screen, but includes all areas occupied
// by the windows children. The region is local to the MacOS
// window's port.
WNDgetOS(myHwnd, GOS_REGION | WND_CLIENT |
WND_EXCLUDE_SIBLINGS |
            WND_INTERSECT_MAC_VISUAL, (qlong)rgn );
// do NOT forget to dispose of the region when finished
DisposeRgn( rgn );
```

GOS_MACOS8 (Mac OS only)
Returns 1 if system is version 8 or above.

GOS_OFFSETHWNDS (Mac OS only)
This will offset the given HWND and its children by the qpoint pointed to by pLngValue. No painting takes place. This is useful for 3rd part plug-ins or applications which use our GDI and HWND dll to implement HWNDs. This selector should be called when the Macintosh window has been scrolled, and the HWND containers need to be repositioned in the port without causing any invalidation.

Example:

```
qpoint pt(0,20);
WNDgetOS( theTopHwnd, GOS_OFFSETHWNDS, (qlong)&pt );
```

GOS_CLIPHWNDS (Mac OS only)
This will clip the given HWND and its children to the given rectangle which must be local to the Macintosh port to which the HWND belongs. This is useful for 3rd part plug-ins or applications which use our GDI and HWND dll to implement HWNDs. The selector should be called to prevent HWNDs painting over areas in the Mac port which they are not to paint in.

Example:

```
qrect r(0,0,400,300);
WNDgetOS( theTopHwnd, GOS_CLIPHWNDS, (qlong)&r );
```

- **pLngValue** - this should point to the buffer which receives/gives the information. The buffer size and type depends on the selector.
- **return** - returns qfalse if an invalid selector was specified.

WNDgetParent()

HWND WNDgetParent(HWND pHwnd)

Returns the parent window of the given window.

Note: WNDgetParent does NOT return parent windows if their parent window is HWND_MAINWINDOW. These windows are instantiated from Omnis window classes and are private to Omnis, no direct support is given to access these windows (see WNDgetOS). NULL is returned instead.

- **pHwnd** - identifies the window for which to return the parent window.
- **return** - returns the parent window.

Example:

See WM_NCLBUTTONDOWN, WNDupdateWindow.

See also WNDsetParent

WNDgetScrollPos()

void WNDgetScrollPos(HWND pHwnd, qshort pWhich, qdim* pPos)

Retrieves the current scroll position of the given window and scrollbar.

Note: Querying a vertical or horizontal header component returns the appropriate scroll position from the client component.

- **pHwnd** - identifies the window for which to return the scroll position.
- **pWhich** - identifies the scrollbar SB_VERT or SB_HORZ.
- **pPos** - points to the qdim which is to receive the scroll position.

Example:

See WM_HSCROLL.

See also WNDsetScrollPos, WNDsetScrollRange, WNDgetScrollRange

WNDgetScrollRange()

void WNDgetScrollRange(HWND pHwnd, qshort pWhich, qdim* pMin,
qdim* pMax, qdim* pPage)

Retrieves the scroll range and page size of the given window and scrollbar.

Note: Querying a vertical or horizontal header component returns the appropriate scroll range and page size from the client component. The maximum range includes the page size as specified by WNDsetScrollRange. In order to find the true range of scroll positions you must subtract pPage from the pMax value.

- **pHwnd** - identifies the window for which to return the scroll range.
- **pWhich** - identifies the scrollbar SB_VERT or SB_HORZ.
- **pMin** - points to the qdim which is to receive the minimum scroll range.
- **pMax** - points to the qdim which is to receive the maximum scroll range (includes page size).
- **pPage** - points to the qdim which is to receive the page size.

Example:

See WM_HSCROLL, WM_WINDOWPOSCHANGED.

See also WNDsetScrollPos, WNDgetScrollPos, WNDsetScrollRange

WNDgetThemeColor()

qcol WNDgetThemeColor(qulong pType, qulong pFlags, qulong pPropId)

Returns the color of the specified attribute when using the specified theme and state information. Constants are defined in hwnd.he.

- **pType** – Type constant corresponding to the theme type required.
- **pFlags** – Flags representing state information about the control.
- **pPropId** – Constant representing the type of attribute required.

Example:

```
qcol textColor = textSpec().mTextColor;
if (WND_BORD_CTRL_GROUPBOX == border.mBorderStyle && gmain.isXP() &&
   GDI_COLOR_WINDOWTEXT == textColor && !gmain.isVista() )
{
   textColor = WNDgetThemeColor(THEME_GROUPBOX,
   THEME_CONTROL_NORMAL, THEME_COLOR_TEXTCOLOR);
   if (GDI_COLOR_QDEFAULT == textColor)
      textColor = GDI_COLOR_ACTIVECAPTION;
}
```

WNDgetThemeState()

qulong WNDgetThemeState(HWND hWnd)

Returns flags describing state information about the window's theme. State flags are defined in hwnd.he.

- **hWnd** – identifies the window. If NULL is passed, the main HWND is assumed.

WNDgetThemeControlSize()

qbool WNDgetThemeControlSize(HWND hWnd,HDC pHdc,qulong pType,qulong pFlags,qpoint* pSize)

Returns the size coordinates of the specified themed control. Types and flags are defined in hwnd.he

- **hWnd** – identifies the window on which the control resides. If NULL is passed, the main HWND is assumed.
- **pHdc** - identifies the drawing device.
- **pType** – Type constant corresponding to the theme type required.
- **pFlags** – Flags representing state information about the control.
- **pSize** - (output). A qpoint structure containing the size coordinates.

Example:

```
qpoint size;
if (WNDgetThemeControlSize(0, pHdc, THEME_STATUS,
   THEME_CONTROL_DEFAULT, &size))
{ //..}
```

WNDgetUpdateRgn()

void WNDgetUpdateRgn(HWND pHwnd, qrgn* pRgn)

Returns the update region of the given window. This function should only be called during WM_PAINT and WM_CHILDPAINT messages prior to calling WNDbeginPaint (calling WNDbeginPaint clears the update region of the window). Calling it at any other time may not return the correct region.

- **pHwnd** - identifies the window who's update region is to be retrieved.
- **pRgn** - points to the qrgn which is to receive the update region.

Example:

See WNDredrawChildren.

See also WNDbeginPaint, WM_PAINT, WM_CHILDPAINT

WNDgetWindow()

HWND WNDgetWindow(HWND pHwnd, UINT pRelationFlag)

Retrieves the related window of the given window.

- **pHwnd** - identifies the window for which to return the related window.
- **pRelationFlag** - identifies the relation. One of the following flags can be specified:

  GW_CHILD - returns the top most child window
  GW_HWNDFIRST - returns the top most sibling window
  GW_HWNDLAST - returns the bottom most sibling window
  GW_HWNDNEXT - returns the sibling window just below the given window
  GW_HWNDPREV - returns the sibling window just above the given window

Example:

```
// this example steps through all immediate children of the window.
HWND curChild = WNDgetWindow( myHwnd, GW_CHILD );
while ( curChild )
{
   curChild = WNDgetWindow( curChild, GW_HWNDNEXT );
}
```

See also WNDenumChildWindows, WNDgetWindowComponent, WNDnextWindowComponent, GW_xxx

WNDgetWindowComponent()

HWND WNDgetWindowComponent(HWND pHwnd, qulong pComponent)

Returns the specified component of the given window.

- **pHwnd** - identifies the window for which to return the component.
- **pComponent** - identifies the component to be returned. One of the WND_WC_xxx flags must be specified here.
- **return** - the HWND of the component.

Example:

```
// this example retrieves the client component of a window
HWND clientComp = WNDgetWindowComponent( myHwnd, WND_WC_CLIENT );
```

See also WNDgetWindow

WNDgetWindowCursor()

qshort WNDgetWindowCursor(HWND pHwnd)

Returns the cursor id which is associated with the given window.

- **pHwnd** - identifies the window for which to return the cursor id.
- **return** - the cursor id.

Example:

```
// this example changes the window's cursor if the current cursor
// is not set, that is, is equal to WND_CURS_DEFAULT.
if ( WNDgetWindowCursor( myHwnd ) == WND_CURS_DEFAULT )
{
   WNDsetWindowCursor( myHwnd, WND_CURS_NOGO );
}
```

See also WNDsetWindowCursor, WNDcheckCursor, WM_SETCURSOR

WNDgetWindowFromPt()

qbool WNDgetWindowFromPt(HWND* pHwnd, qword2* pHitTest, qpoint* pPoint)

Takes a global point local to HWND_DESKTOP and locates the window that is underneath the point.

- **pHwnd** - points to the HWND variable which is to contain the window which was found underneath the point.

- **pHitTest** - points to the variable which is to contain the window part which is underneath the point. The value is one of the HTxxx values.
- **pPoint** - points to the qpoint.
- **return** - returns qtrue if a window was found. Otherwise qfalse is returned.

Example:

```
// this example displays info about the hwnd the mouse is over if the user
// clicks in the client area of this window and than drags around the screen
// while holding down the mouse button
static HWND lastHwndUnder = NULL;

qlong cMyWndProcClass::WndProc( HWND hWnd, UINT message, WPARAM
   wParam,
                     LPARAM lParam, LPARAM uParam )
{
   switch ( message )
   {
      case WM_LBUTTONDOWN:
      {
         WNDsetCapture( hWnd, WND_CAPTURE_MOUSE );
         return 0L;
      }
      case WM_MOUSEMOVE:
      {
         if ( WNDhasCapture( hWnd, WND_CAPTURE_MOUSE ) )
         {
            qpoint     pt; WNDmakePoint( lParam, &pt );
            HWND    hwndUnder = NULL;
            qword2     hittest;
            str255     txt;

            WNDmapWindowPoint( hWnd, HWND_DESKTOP, pt );
            if ( WNDgetWindowFromPt( &hwndUnder, &hittest, pt ) )
            {
               qrectwRect; WNDgetWindowRect( hwndUnder, &wRect );
               str15num;

               txt = str255("Left=$ ; Top=$ ; Right=$ ; Bottom=$");
               stri( wRect.left, num ); txt.insertStr( num );
               stri( wRect.top, num ); txt.insertStr( num );
               stri( wRect.right, num ); txt.insertStr( num );
```

```
                stri( wRect.bottom, num ); txt.insertStr( num );

            }
            if ( hwndUnder != sLastHwndUnder )
            {
               sLastHwndUnder = hwndUnder;
               HDC dc = WNDstartDraw( hWnd );
                  qrect cRect; WNDgetClientRect( hWnd, &cRect );
                  GDIsetTextColor( dc, GDI_COLOR_WINDOW );
                  GDIfillRect( dc, &cRect,
                          GDIgetStockBrush( BLACK_BRUSH ) );
                  GDIsetTextColor( dc, GDI_COLOR_WINDOWTEXT );
                  GDIdrawText( dc, 0, 0, &txt[1], txt[0], jstLeft );
               WNDendDraw( hWnd, dc );
            }
         }
         return 0L;
      }
      case WM_LBUTTONUP:
      {
         if ( WNDhasCapture( hWnd, WND_CAPTURE_MOUSE ) )
         {
            WNDreleaseCapture( WND_CAPTURE_MOUSE );
         }
         return 0L;
      }
   }
   return DefWindowProc( hwnd, message, wparam, lparam );
}
```

WNDgetWindowLong()

qulong WNDgetWindowLong(HWND pHwnd, qlong pOffset)

Retrieves style and type information about a window.

- **pHwnd** - identifies the window for which to return the information.
- **pOffset** - identifies the information to be returned. One of the following flags can be specified:

  GWL_STYLE - returns the windows style flags
  GWL_EXSTYLE - returns the windows extended style flags
  GWL_EXCOMPONENTID - returns the windows component id.

- **return** - the requested information.

Example:

```
// this example switches of the scrollbars of the window
qulong style = WNDgetWindowLong( myHwnd, GWL_STYLE );
style &= ~(WS_HSCROLL | WS_VSCROLL);
WNDsetWindowLong( myHwnd, GWL_STYLE, style );
```

See also WNDsetWindowLong, WNDcreateWindow, WS_xxx (styles), WND_xxx (extended styles), WND_WC_xxx (component ids)

WNDgetProcInst()

WNDprocClass* WNDgetProcInst(HWND pHwnd)

Returns a pointer to the WNDprocClass instance which is associated with the given window.

- **pHwnd** - identifies the window for which to return the associated WNDprocClass instance.
- **return** - returns a pointer to the WNDprocClass instance. **WARNING**: returns NULL if the window has no associated WNDprocClass instance.

Example:

```
// this example creates a number of child windows which have their own
// WNDprocClass instance. On a delete key message the parent window
// destroys all child windows.

class cChildWndProcClass: public WNDprocClass
{
   cChildWndProcClass() {}
   ~ cChildWndProcClass() {}

   virtual qlong WndProc( HWND hWnd, UINT message, WPARAM wParam,
                     LPARAM lParam, LPARAM uParam );
}

qlong cParentWndProcClass::WndProc( HWND hWnd, UINT message,
                   WPARAM wParam, LPARAM lParam, LPARAM uParam )
{
   switch ( message )
   {
      case WM_CREATE:
      {
```

```
      // ** create the child windows **
      // first instantiate the WNDprocClass
      cChildWndProcClass* childWndProc = new cChildWndProcClass();
      // prepare for first child creation
      qrect        childWRect( 10, 10, 100, 20 );
      WNDborderStruct childBorder( WND_BORD_INSET );
      // now create the first child window (we do not need to
      // remember the HWND)
      WNDcreateWindow
      (
         hWnd,
         WS_CHILD | WS_CLIPSIBLINGS | WS_CLIPCHILDREN,
         0,
         childWndProc,
         &childWRect,
         &childBorder
      );
      // prepare for second child creation
      childWRect.top += 40;
      // now create the second child window
      WNDcreateWindow
      (
         hWnd,
         WS_CHILD | WS_CLIPSIBLINGS | WS_CLIPCHILDREN,
         0,
         childWndProc,
         &childWRect,
         &childBorder
      );
      return 0L;
   }
   case WM_KEY:
   {
      qkey* key = (qkey*)lParam;
      vchar vch = key->getVChar();
      if ( vch == vcBack || vch == vcClear )
      {
         // ** delete the child windows **
         HWND curChild = WNDgetWindow( hWnd, GW_CHILD );
         while ( curChild )
         {
```

```
                    // first get the WNDprocClass of the child
                    cChildWndProcClass* childWndProc =
                          (cChildWndProcClass*) WNDgetProcInst( curChild );
                    // delete the childWndProc, but set the WNDprocClass in
                    // the window to NULL first
                    WNDsetProcInst( curChild, NULL );
                    delete childWndProc;
                    // destroy the window
                    WNDdestroyWindow( curChild );
                    // get the next child, always start at the top again
                    curChild = WNDgetWindow( hWnd, GW_CHILD );
                 }
                 return 0L;
              }
              return 1L;
           }
        }
        return ( DefWindowProc( hWnd, message, wParam, lParam ) );
}
```

See also WNDprocClass, WNDsetProcInst, WNDcreateWindow, WNDaddWindowComponent

WNDgetWindowRect()

void WNDgetWindowRect(HWND pHwnd, qrect* pRect)

Retrieves the global coordinates (local to HWND_DESKTOP) of the window.

- **pHwnd** - identifies the window for which to return the rect.
- **pRect** - points to the qrect structure which is to receive the coordinates.

Example:

See WNDredrawChildren.

See also WNDgetClientRect

WNDhasCapture()

qbool WNDhasCapture(HWND pHwnd, qulong pFlags)

Returns qtrue if the given window has the specified capture.

- **pHwnd** - identifies the window to test for the specified capture.

- **pFlags** - specifies the capture for which to test the given window. This parameter can be WND_CAPTURE_MOUSE or WND_CAPTURE_KEY. Only one of the two flags must be specified.
- **return** - returns qtrue if the given window has the specified capture.

Example:

See WM_LBUTTONxxx, WNDgetCapture, WNDgetWindowFromPt.

See also WNDgetCapture, WNDsetCapture, WNDreleaseCapture, WND_CAPTURE_xxx

WNDhideCaret()

void WNDhideCaret()

Hides the system caret if it is currently visible, and increments the caret's hidden count. If this function is called more than once before calling WNDshowCaret, it takes the same number of calls to WNDshowCaret, to make the caret visible again.

Example:

```
WNDhideCaret();
```

See also WNDcreateCaret, WNDdestroyCaret, WNDgetCaretPos, WNDsetCaretPos, WNDshowCaret, WM_FOCUSCHANGED

WNDinflateBorderRect()

void WNDinflateBorderRect(HWND pHwnd, qrect* pRect,
WNDborderStruct* pBorderSpec)

This function is the reverse of WNDinsetBorderRect. Inflates the supplied rectangle by the left, top, right, and bottom by the amount which is required for the specified border information (the amount which the border requires to paint). For example, if the border was of type WND_BORD_INSET the rectangle would be inflated by two pixels on all sides.

For custom borders (WND_BORD_CUSTOM) the HWND module sends a WM_BORDCALCRECT message to the WndProc function of the given window.

- **pHwnd** - identifies the window to be called for custom borders.
- **pRect** - points to the qrect to be inflated.
- **pBorderSpec** - points to the border information.

Example:

See WNDpaintBorder.

See also WNDborderStruct, WNDdrawBorder, WNDinsetBorderRect

WNDinsetBorderRect()

void WNDinsetBorderRect(HWND pHwnd, qrect* pRect,
WNDborderStruct* pBorderSpec)

Reverse of WNDinflateBorderRect.

Insets the supplied rectangle by the left, top, right, and bottom by the amount which is required for the specified border information (the amount which the border requires to paint). For example, if the border was of type WND_BORD_INSET the rectangle would be inset by two pixels on all sides.

For custom borders (WND_BORD_CUSTOM) the HWND module sends a WM_BORDCALCRECT message to the WndProc function of the given window.

- **pHwnd** - identifies the window to be called for custom borders.
- **pRect** - points to the qrect to be inset.
- **pBorderSpec** - points to the border information.

Example

See WNDpaintBorder.

See also WNDborderStruct, WNDdrawBorder, WNDinflateBorderRect

WNDinvalidateFrame()

void WNDinvalidateFrame(HWND pHwnd)

Adds the non-client area of the given window to the windows update region. WM_NCPAINT messages are generated as a result of this call.

- **pHwnd** - identifies the window to be invalidated.

Example:

```
WNDinvalidateFrame( myHwnd );
```

See also WNDinvalidateRect, WNDinvalidateRgn

WNDinvalidateRect()

void WNDinvalidateRect(HWND pHwnd, qrect *pRect)

Adds the given rectangular area within the client area of the given window to the windows update region. WM_PAINT messages are generated as a result of this call.

- **pHwnd** - identifies the window to be invalidated.
- **pRect** - points to the qrect to be invalidated inside the client area. If this parameter is NULL, the whole client area is invalidated.

Example:

See WM_SHOWSIZEGRIP.

See also WNDinvalidateRgn, WNDinvalidateFrame

WNDinvalidateRgn()

void WNDinvalidateRgn(HWND pHwnd, qrgn *pRgn)

Adds the given region within the client area of the given window to the windows update region. WM_PAINT messages are generated as a result of this call.

- **pHwnd** - identifies the window to be invalidated.
- **pRgn** - points to the qrgn to be invalidated inside the client area. If this parameter is NULL, the whole client area is invalidated.

Example:

```
// this example invalidates to rectangular areas in the client area of the
// window in one call to WNDinvalidateRgn
qrgn rgn1, rgn2;
GDIsetRectRgn( &rgn1, 10, 10, 50, 20 );
GDIsetRectRgn( &rgn2, 10, 50, 80, 60 );
GDIrgnOr( &rgn1, &rgn1, &rgn2 );
WNDinvalidateRgn( myHwnd, &rgn1 );
```

See also WNDinvalidateRect, WNDinvalidateFrame

WNDisBorderExternal() (v3.1)

qbool WNDisBorderExternal(HWND pHwnd, qshort pBorderStyle)

This function checks if the given border style will be drawn outside the HWNDs frame. This is only true for some borders on Mac OSX.

- **pHwnd** - identifies the window.

- **pBorderStyle** - identifies the border style to test
- **returns** - true if the border will be drawn outside the windows frame.

WNDisPaintInProgress()

qbool WNDisPaintInProgress()

Returns qtrue if a paint is currently in progress, qfalse otherwise.

Example:

```
if (mHWnd)
{
   setPicturesScrollRange();
   if (!WNDisPaintInProgress())
   {
      WNDinvalidateRect(mHWnd,NULL);
      WNDupdateWindow(mHWnd);
   }
}
```

WNDisVistaTheme()

qulong WNDisVistaTheme()

Returns THEME_STATE_xxx flags describing the Windows Vista theme being used by the operating system. This depends whether the component is running under Vista and whether Vista is running in Classic mode or not. Currently, if Windows Vista is using themes, WNDisVistaTheme() returns the THEME_STATE_ACTIVE and THEME_STATE_HOTACTIVE flags. Otherwise, THEME_STATE_NOTACTIVE is returned.

Example:

```
mIsVista = (qbool) (WNDisVistaTheme() != 0);
```

WNDisWindowVisible()

qbool WNDisWindowVisible(HWND pHwnd)

Returns the current visibility state of the given window. It only returns qtrue if the window is visible on screen (the WS_VISIBLE flag is set for it self and all of the windows parents) although it may be hidden by overlapping sibling windows. If it is required to test the WS_VISIBLE style of a window, use the WNDgetWindowLong function.

- **pHwnd** - identifies the window to be tested.
- **return** - returns qtrue if the window is visible.

Example:

```
// in this example, the window redraws itself if it is truly visible, that is, all of its
// parents are also visible.
if ( WNDisWindowVisible( myHwnd ) )
{
   WNDredrawWindow( myHwnd, NULL, NULL,
                WND_RW_NCPAINT | WND_RW_PAINT | WND_RW_ERASE );
}
```

See also WS_VISIBLE, WNDgetWindowLong

WNDkillTimer()

qbool WNDkillTimer(HWND pHwnd, qushort pTimerId)

Removes the timer of the specified id from the given window.

- **pHwnd** - identifies the window who owns the timer.
- **pTimerId** - specifies the id of the timer to be removed.
- **return** - returns qtrue if the timer was removed successfully. If a timer of the given id could not be found, qfalse is returned.

Example:

See WM_TIMER.

See also WNDsetTimer, WM_TIMER

WNDmakeLong()

qlong WNDmakeLong(qpoint* pPoint)

Converts a qpoint and returns it as a long value. This function should be used when it is required to send a point in the lParam parameter of a message.

- **pPoint** - points to the qpoint to be converted.
- **return** - returns the long value of the point.

Example:

```
// this example sends a left mousedown and mouseup to a window
qpoint pt(10,10);
WNDsendMessage( myHwnd, WM_LBUTTONDOWN, 0, WNDmakeLong( &pt ) );
WNDsendMessage( myHwnd, WM_LBUTTONUP, 0, WNDmakeLong( &pt ) );
```

See also WNDmakePoint

WNDmakeLong() (v3.1)

qlong WNDmakeLong(qrect* pRect)

Converts a qrect and returns it as a long value. This function is used when setting the GWL_INFLATE_ALL and GWL_INFLATE_FRAME values of a HWND.

- **pRect** - points to the qrect to be converted.
- **return** - returns the long value of the rect.

See also WNDmakeRect, GWL_INFLATE_ALL, GWL_INFLATE_FRAME

WNDmakeEnumWindowsProc ()

FARPROC WNDmakeEnumWindowsProc(WNDenumProc pEnumProc, HINSTANCE pInstance)

Returns a FARPROC which then can be passed to WNDenumChildWindows.

- **pEnumProc** - The enumerate procedure.
- **pInstance** - Instance of the component.

See Also WNDenumChildWindows

WNDmakePoint()

void WNDmakePoint(qlong pLongValue, qpoint* pPoint)

Takes a long value and converts it into a point which is returned in the pPoint parameter.

- **pLongValue** - specifies the long value to be converted to a point.
- **pPoint** - points to the qpoint structure which is to store the converted long value.

Example:

See WM_LBUTTONxxx, WM_NCLBUTTONDOWN, WNDgetWindowFromPt.

See also WNDmakeLong

WNDmakeRect() (v3.1)

void WNDmakeRect(qlong pLongValue, qrect* pRect)

Takes a long value and converts it into a rect which is returned in the pRect parameter. This function is used when getting the GWL_INFLATE_ALL and GWL_INFLATE_FRAME values of a HWND.

- **pLongValue** - specifies the long value to be converted to a rect.
- **pRect** - points to the qrect structure which is to store the converted long value.

See also WNDmakeLong, GWL_INFLATE_ALL, GWL_INFLATE_FRAME

WNDmapWindowPoint()

void WNDmapWindowPoint(HWND pHwndFrom, HWND pHwndTo, qpoint* pPoint)

Converts or maps a point from a coordinate space relative to one window, to a coordinate space relative to another window.

- **pHwndFrom** - identifies the window from which the point is converted. If this parameter is HWND_DESKTOP, the point is assumed to be in screen coordinates (under MacOS: local to the combined union of all monitors). If it is HWND_MAINWINDOW the point is assumed to be in coordinates local to the Omnis program window (under MacOS: in screen coordinates local to the main monitor).
- **pHwndTo** - identifies the window to which the point is converted. If this parameter is HWND_DESKTOP, the point is converted to screen coordinates (under MacOS: local to the combined union of all monitors). If it is HWND_MAINWINDOW the point is converted to the Omnis program window (under MacOS: to screen coordinates local to the main monitor).
- **pPoint** - points to the qpoint to be converted.

Example:

See WNDgetWindowFromPt.

See also WNDmapWindowRect

WNDmapWindowRect()

void WNDmapWindowRect(HWND pHwndFrom, HWND pHwndTo, qrect* pRect)

The same as WNDmapWindowPoint except that it converts a qrect.

Example:

See WM_NCLBUTTONDOWN, WM_SETCURSOR, WNDredrawChildren, WNDsetCursorPos, WNDsetParent.

See also WNDmapWindowPoint

WNDmouseLeftButtonDown()

qbool WNDmouseLeftButtonDown()

Returns qtrue if the logical (not physical) left mouse button is held down at the time of the call to this function.

Example:

See WM_NCLBUTTONDOWN, WM_TIMER.

See also WNDmouseTrackLeftButton, WNDmouseRightButtonDown

WNDmouseRightButtonDown()

qbool WNDmouseRightButtonDown()

Returns qtrue if the logical (not physical) right mouse button is held down at the time of the call to this function.

Example:

```
// this example holds program execution while the right mouse button is held down
while ( WNDmouseRightButtonDown() ) ;
```

See also WNDmouseLeftButtonDown

WNDmouseTrackLeftButton() (v3.1)

qbool WNDmouseTrackLeftButton()

This function should be used to fix tight loop mouse tracking. The traditional way of sitting in a while loop while the left mouse button is down has adverse effects on some platforms like Mac OSX.

The while loop should now call WNDmouseTrackLeftButton which will free processor time while the mouse is not doing anything of interest. The function only returns to the caller, when the mouse has moved, or the button states have changed.

- **returns** – qtrue if the left mouse button is down.

Example:

```
while ( WNDmouseTrackLeftButton() )
{
    // the button is still down and the mouse has moved
    // do your stuff
}
```

See also WNDmouseLeftButtonDown

WNDmoveWindow()

qbool WNDmoveWindow(HWND pHwnd, qdim pLeft, qdim pTop,
qdim pWidth, qdim pHeight, qbool pRepaint)

Changes the position and size of the given window (the window's rectangle) inside its parent window. The given coordinates must be local to the parent's client area. WM_WINDOWPOSCHANGING and WM_WINDOWPOSCHANGED messages are sent as a result of this call.

- **pHwnd** - identifies the window to be moved.
- **pLeft** - the new position of the left side of the window.
- **pTop** - the new position of the top side of the window.
- **pWidth** - the new width of the window.
- **pHeight** - the new height of the window.
- **pRepaint** - if this parameter is qtrue, all appropriate areas of the window, the parent window, and overlapped sibling windows, are invalidated. If it is qfalse, no painting occurs as a result of this call.
- **return** - returns qtrue if successful.

Example:

See WM_NCLBUTTONDOWN, WNDsetParent, WNDupdateWindow.

See also WNDgetWindowRect, WNDsetWindowPos

WNDnextWindowComponent()

HWND WNDnextWindowComponent(HWND pHwnd, HWND pComponentHwnd,
qulong pComponent)

Returns the next component of the specified component(s) type. It is possible to next on more than one component type by specifying more than one component type in the pComponent flag.

- **pHwnd** - identifies the parent window for which to return the component(s).
- **pComponentHwnd** - identifies the current component. If it is NULL, the first component of the specified component type(s) is returned, otherwise the next matching component is returned.
- **pComponent** - one or more of the WND_WC_xxx flags must be specified here. Any component types which are not specified are ignored.
- **return** - the HWND of the found component. If no more components can be found, NULL is returned.

Example:

```
// this example steps through all components of a window with the exception of the
// client component
HWND curComp = NULL;
qulong  ids = WND_WC_MASK - WND_WC_CLIENT;
while ( curComp = WNDnextWindowComponent( myHwnd, curComp, ids ) )
{
   // do something
}
```

See also WNDaddWindowComponent, WNDnextWindowComponent, WNDremoveWindowComponent, WNDgetWindow, WND_WC_xxx

WNDpaintBorder()

void WNDpaintBorder(HWND pHwnd, HDC pHdc, qrect* pRect,
WNDborderStruct* pBorderSpec)

Draws the given border style inside the given rectangle.

- **pHwnd** - identifies the HWND which receives any WM_GETERASEINFO or WM_BORDPAINT (custom borders) messages.

- **pHdc** - identifies the drawing device.
- **pRect** - points to the qrect in which the border is painted.
- **pBorderSpec** - points to the border style structure.

Example:

```
// this example paints a border inside the client area of a
// window and fills the remaining area
WNDborderStruct border( WND_BORD_BEVEL, 2, 4, 2 );
qrect cRect; WNDgetClientRect( myHwnd, &cRect );
HDC dc = WNDstartDraw( myHwnd );
   WNDpaintBorder( NULL, dc, &cRect, &border );
   WNDinsetBorderRect( NULL, &cRect, &border );
   GDIsetTextColor( dc, GDI_COLOR_3DFACE );
   GDIfillRect( dc, &cRect, GDIgetStockBrush( BLACK_BRUSH ) );
WNDendDraw( myHwnd, dc );
```

See also WNDborderStruct, WNDinflateBorderRect, WNDinsetBorderRect, WNDgetBorderSpec, WNDsetBorderSpec

WNDpostMessage() (v3.1)

qlong WNDpostMessage(HWND pHwnd, UINT message, WPARAM wParam, LPARAM lParam)

Posts the given message and parameters to the WndProc function associated with the given window. The message is placed in the systems event queue, and not executed immediately.

- **pHwnd** - identifies the window to send the message to.
- **message** - specifies the message to be sent (WM_xxx).
- **wParam** - specifies the wParam parameter to be sent to the windows procedure.
- **lParam** - specifies the lParam parameter to be sent to the windows procedure.

See also WNDsendMessage

WNDredrawChildren()

void WNDredrawChildren(HWND pHwnd, qrgn* pRgn)

Adds the intersection of the given region and each child's visual region to the child's update region. It generates a WM_CHILDPAINT message for the given parent window for each child which requires updating. All child windows are included, no matter how deep the child windows are nested.

The WNDredrawChildren function is specifically designed to allow complex controls, to manage the painting of their child controls. A complex control may want to display the same control in more than one location, displaying different data. The complex control can achieve this by always keeping the child windows invisible, and upon receiving a paint message for itself, the update region can be retrieved to paint the children.

- **pHwnd** - identifies the window who's children are to be redrawn.
- **pRgn** - identifies the region in the parent for which intersecting children are to be redrawn.

Example:

```
// in this example a window controls the painting of its child windows:
static HWND sUpdHwnd;
static qrgn sUpdRgn;
qlong cMyWndProcClass::WndProc( HWND hWnd, UINT message, WPARAM
   wParam,
            LPARAM lParam, LPARAM uParam )
{
   switch ( message )
   {
      case WM_PAINT:
      {
         WNDpaintStruct paintStruct;
         // retrieve the update region.
         // Note: region is local to hWnd
         WNDgetUpdateRgn( hWnd, &sUpdRgn );
         // clear the update region of this window
         WNDbeginPaint( hWnd, &paintStruct );
         WNDendPaint( hWnd, &paintStruct );
         // now paint the children. Set sUpdHwnd which is used
         // during WM_CHILDPAINT.
         sUpdHwnd = hWnd;
         WNDredrawChildren( hWnd, &sUpdRgn );
         // now fill in the remaining region with the background
         // and return
         HDC dc = WNDstartDraw( hWnd );
         GDIsetTextColor( dc, GDI_COLOR_3DFACE );
         GDIfillRgn( dc, &sUpdRgn, GDIgetStockBrush( BLACK_BRUSH ) );
         WNDendDraw( hWnd, dc );
         return 0L;
      }
      case WM_CHILDPAINT:
      {
         if ( lParam & WND_RW_PAINT )
```

```
            {
               // if lParam contains WND_RW_PAINT the child's client area needs painting
               // Note: hWnd parameter now points to child window.
               // do any work required before painting the child, that is,
               // prepare the child's data
               // make the child visible but do NOT course any further
               // redraws by specifying SWP_NOREDRAW. The same call can be
               // used to also move the child to a different location.
               WNDsetWindowPos( hWnd, NULL, 0, 0, 0, 0,

      SWP_SHOWWINOW|SWP_NOREDRAW|SWP_NOSIZE|SWP_NOMOVE|SWP_NOZORDER
   );
               // now paint the child
               WNDsendMessage( hWnd , WM_PAINT, 0, 0 );
               // hide the child again
               WNDsetWindowPos( hWnd, NULL, 0, 0, 0, 0,

      SWP_HIDEWINOW|SWP_NOREDRAW|SWP_NOSIZE|SWP_NOMOVE|SWP_NOZORDER
   );
               // subtract the child's rect from the static update region so
               // you can fill in the remaining area with the background of
               // the complex control when WNDredrawChildren returns.
               qrect wRect; qrgn wRgn;
               WNDgetWindowRect( hWnd, &wRect );
               WNDmapWindowRect( HWND_DESKTOP, sUpdHwnd, &wRect );
               GDIsetRectRgn( &wRgn, &wRect );
               GDIrgnDiff( &sUpdRgn, &sUpdRgn, &wRgn );
               // return zero so the window manager takes no further action
               return 0L;
            }
            else
            {
               // only the non-client area needs painting
               // return 1 to tell window manager to go ahead and paint the child normally
               return 1L;
            }
         }
      }
      return ( DefWindowProc( hWnd, message, wParam, lParam ) );
}
```

See also WM_PAINT

WNDredrawWindow()

void WNDredrawWindow(HWND pHwnd, qrect* pRect, qrgn* pRgn, qulong pFlags)

Redraws, invalidates or updates the given window.

- **pHwnd** - identifies the window for the redraw action.
- **pRect** - points to the rectangle to be redrawn or invalidated in the client area of the window. This parameter is only used if WND_RW_PAINT or WND_RW_INVALIDATE is specified, and is ignored if WND_RW_UPDATE is specified. If this parameter is NULL and pRgn is NULL, the entire client area is included in the redraw action if WND_RW_PAINT or WND_RW_INVALIDATE is specified.
- **pRgn** - points to the region to be redrawn or invalidated in the client area of the window. This parameter is only used if WND_RW_PAINT or WND_RW_INVALIDATE is specified, and is ignored if WND_RW_UPDATE is specified. If this parameter is NULL and pRect is NULL, the entire client area is included in the redraw action if WND_RW_PAINT or WND_RW_INVALIDATE is specified.
- **pFlags** - One or more redraw flags. This parameter can be a combination of flags:

  WND_RW_NCPAINT
  if specified the non-client area is included in the redraw action.

  WND_RW_PAINT
  if specified client area is included in the redraw action.

  WND_RW_ERASE
  if specified WM_ERASEBKGND messages are generated as part of the redraw action.

  WND_RW_INVALIDATE
  if specified, the window is not redrawn immediately, but the specified areas are invalidated instead.

  WND_RW_UPDATE
  if specified the window is updated. All above flags are ignored.

  WND_RW_ALLCHILDREN
  if specified with any of the above flags, all children of the window are included in the redraw action.

Example:

See WM_NCLBUTTONDOWN, WNDisWindowVisible, WNDsetParent.

See also WNDupdateWindow, WNDinvalidateRect, WNDinvalidateRgn, WNDinvalidateFrame, WNDredrawWindowCO

WNDredrawWindowCO()

void WNDredrawWindowCO(HWND pHwnd, qrect* pRect, qrgn* pRgn,
qulong pFlags, qulong pComponents)

Calls WNDredrawWindow for all specified components of the given window.

- **pHwnd** - identifies the parent window of the components to be redrawn.
- **pRect** - see WNDredrawWindow.
- **pRgn** - see WNDredrawWindow.
- **pFlags** - see WNDredrawWindow.
- **pComponents** - one ore more of the WND_WC_xxx flags must be specified here.

Example:

```
// this example redraws all components of a window with the exception of the
// client component
qulong  ids = WND_WC_MASK - WND_WC_CLIENT;
qulong  flags = WND_RW_NCPAINT | WND_RW_PAINT | WND_RW_ERASE;
WNDredrawWindowCO( myHwnd, NULL, NULL, flags, ids );
```

See also WNDredrawWindow, WND_WC_xxx (component ids)

WNDreleaseCapture()

void WNDreleaseCapture(qulong pFlags)

Releases the specified capture which was set previously by WNDsetCapture.

- **pFlags** - Specifies which capture is to be released. The values WND_CAPTURE_MOUSE or WND_CAPTURE_KEY can be used with this parameter. Both captures can be specified in the same call. It is not necessary for external components to release the key capture. Omnis releases the key capture for a window when it looses the input focus.

Example:

See WNDgetWindowFromPt, WM_LBUTTONxxx.

See also WNDgetCapture, WNDhasCapture, WNDsetCapture

WNDremoveWindowComponents()

void WNDremoveWindowComponents(HWND pHwnd, qulong pComponent)

Removes the specified component(s) from the given window. Removing components may cause the position of other components to be altered, and generates WM_PAINT messages if these components are visible. The removed component windows are destroyed before the function returns.

- **pHwnd** - identifies the parent window from which to remove the components.
- **pComponent** - one ore more of the WND_WC_xxx flags must be specified here.

Example:

```
// this example removes (destroys) all components of a window with the exception
// of the client component
WNDremoveWindowComponents( myHwnd, WND_WC_MASK - WND_WC_CLIENT );
```

See also WNDaddWindowComponent, WNDnextWindowComponent, WNDcreateWindow, WNDdestroyWindow, WND_WC_xxx (component ids)

WNDscrollWindow()

void WNDscrollWindow(HWND pHwnd, qdim pXOffset, qdim pYOffset)

Scrolls the contents of a windows client area. The positions of any child windows are offset by the amount specified by the pXOffset and pYOffset parameters (NO WM_WINDOWPOSCHANGED messages are generated). The HWND module preserves as much of the client area as it can, and only invalidates the uncovered area in the window. WM_PAINT messages are eventually sent to the window and all child windows which intersect the scrolled in area.

- **pHwnd** - identifies the window to be scrolled.
- **pXOffset** - specifies the amount, in device units, of horizontal scrolling. This parameter must be a negative value to scroll to the left.
- **pYOffset** - specifies the amount, in device units, of vertical scrolling. This parameter must be a negative value to scroll up.

Example:

See WM_HSCROLL.

See also WM_HSCROLL, WM_VSCROLL

WNDsendMessage()

qlong WNDsendMessage(HWND pHwnd, UINT message, WPARAM wParam,
LPARAM lParam)

Sends the given message and parameters to the WndProc function associated with the given window.

- **pHwnd** - identifies the window to send the message to.
- **message** - specifies the message to be sent (WM_xxx).
- **wParam** - specifies the wParam parameter to be sent to the windows procedure.
- **lParam** - specifies the lParam parameter to be sent to the windows procedure.

Example:

See WM_KEYxxx, WNDenumChildWindows, WNDredrawChildren, WNDmakeLong.

See also WNDpostMessage

WNDsetBorderSpec()

void WNDsetBorderSpec(HWND pHwnd, WNDborderSpec* pBorderSpec,
qbool pRedraw)

Changes the border style of the given window. If as a result of this call the client area of the window changes size, all floating children are floated, and all components are sized accordingly. Changes to the border will result in the following messages being send; WM_BORDERCHANGING, WM_WINDOWPOSCHANGING, WM_WINDOWPOSCHANGED and WM_BORDERCHANGED.

- **pHwnd** - identifies the window which is to receive the new border style.
- **pBorderSpec** - The new border information.
- **pRedraw** - if qfalse, the window is not updated and must be redrawn manually.

Example:

See WNDgetBorderSpec.

See also WNDgetBorderSpec, WM_BORDERCHANGING, WM_WINDOWPOSCHANGING, WM_WINDOWPOSCHANGED, WM_BORDERCHANGED

WNDsetCanSetCursorProc()

WNDcanSetCursorProc WNDsetCanSetCursorProc(WNDcanSetCursorProc pNewProc)

Assigns the address of a procedure to be called when the window receives a WM_SETCURSOR message. WNDcanSetCursorProc is defined as:

```
typedef qbool (*WNDcanSetCursorProc)();
```

The supplied proc pointer is stored and the existing proc pointer is returned by this call.

- pNewProc – The address of the new procedure that will determine whether the window cursor procedure can be changed.

See also WNDsetCurosr()

WNDsetCapture()

void WNDsetCapture(HWND pHwnd, qulong pFlags)

Sets the mouse or key capture to the given window. With the mouse or key capture set, all mouse and key input is directed to that window, regardless of whether the cursor is over that window or the window has the focus. Only one window can have the mouse capture or key capture at any one time.

- **pHwnd** - identifies the window that is to receive all mouse or key messages.
- **pFlags** - specifies which capture to set. The values WND_CAPTURE_MOUSE and WND_CAPTURE_KEY can be used with this parameter. Both captures can be specified in the same call. It is not necessary for external components to capture the key events. Omnis sets the key capture for a window when it receives the input focus.

Example:

See WNDgetWindowFromPt, WM_LBUTTONxxx.

See also WNDgetCapture, WNDhasCapture, WNDreleaseCapture, WND_CAPTURE_xxx

WNDsetCaretPos()

void WNDsetCaretPos(qpoint* pPos)

Moves the system caret to a new position inside the window associated with the caret.

- **pPos** - points to qpoint which specifies the new position for the caret.

Example:

See WM_FOCUSCHANGED, WNDgetCaretPos.

See also WNDcreateCaret, WNDdestroyCaret, WNDgetCaretPos, WNDhideCaret, WNDshowCaret, WM_FOCUSCHANGED

WNDsetCursor()

qshort WNDsetCursor(qshort pCursor)

Changes the current mouse cursor. This function should only be used to set a cursor during a mouse capture. During some operations it may be required to permanently set the cursor to a watch cursor. To prevent windows changing the cursor when it moves over them, the mouse capture can be set to HWND_MAINWINDOW or any other valid window. This prevents any WM_SETCURSOR messages being generated.

- **pCursor** - Identifies the new screen cursor. Can be any of the WND_CURS_xxx values.
- **return** - returns the previous cursor id.

Example:

See WNDgetCursor.

See also WNDgetCursor, WNDgetCursorPos, WNDsetCursorPos, WNDclipCursor, WNDgetWindowCursor, WNDsetWindowCursor

WNDsetCursorPos()

void WNDsetCursorPos(qpoint* pPoint)

Sets the location of the cursors Hotpoint on screen.

- **pPoint** - points to the qpoint structure containing the cursors new location in screen coordinates (local to HWND_DESKTOP).

Example:

```
// this example moves the screen cursor to the top left corner of a windows client area.
qrect cRect;
WNDgetClientRect( myHwnd, &cRect );
WNDmapWindowRect( myHwnd, HWND_DESKTOP, &cRect );

qpoint pt( cRect.left, cRect.top );
WNDsetCursorPos( &pt );
```

See also WNDgetCursorPos, WNDclipCursor, WNDgetCursor, WNDsetCursor, WNDgetWindowCursor, WNDsetWindowCursor

WNDsetFloat()

void WNDsetFloat(HWND pHwnd, qulong pFloat)

Sets the floating property of the given window.

- **pHwnd** - identifies the window who's floating properties are to be changed.
- **pFloat** - specifies the new floating properties. This value can be one or a combination of the WND_FLOAT_xxx flags.

Example:

See WNDgetFloat.

See also WNDgetFloat, WNDcreateWindow, WND_FLOAT_xxx

WNDsetParent()

HWND WNDsetParent(HWND pHwnd, HWND pNewParent)

Changes the parent window of the given child window. Changing the parent changes the window's position in the Z-order.

- **pHwnd** - identifies the window who's parent is to be changed.
- **pNewParent** - identifies the new parent window.
- **return** - returns the previous parent if the function was successful.

Example:

```
// this example moves the child windows of one window to another,
// maintaining the coordinates local to the parents.

// first disable all redraws for the two parents, we want to redraw
// everything at the end in one go.
WNDsetRedraw( oldParent, qfalse );
WNDsetRedraw( newParent, qfalse );
HWND curChild = WNDgetWindow( oldParent, GW_CHILD );
while ( curChild )
{
   // remember the child's window rect and make it local to its old parent
   qrect wRect;
   WNDgetWindowRect( curChild, &wRect );
   WNDmapWindowRect( HWND_DESKTOP, oldParent, &wRect );
   // disable redraws for the child while we change the parent and position
   WNDsetRedraw( curChild, qfalse );
   WNDsetParent( curChild, newParent );
   WNDmoveWindow( curChild, wRect.left, wRect.top,
              wRect.width(), wRect.height(), qfalse );
   WNDsetRedraw( curChild, qtrue );
   // now get the next child. Always start from top again
   curChild = WNDgetWindow( oldParent, GW_CHILD );
}
// now redraw everything
WNDsetRedraw( oldParent, qtrue );
WNDsetRedraw( newParent, qtrue );
WNDredrawWindow( oldParent, NULL, NULL, WND_RW_PAINT | WND_RW_ERASE
   );
WNDredrawWindow( newParent, NULL, NULL,
              WND_RW_PAINT | WND_RW_ERASE | WND_RW_ALLCHILDREN );
```

See also WNDgetWindow, WNDsetWindowPos

WNDsetProcInst()

void WNDsetProcInst(HWND pHwnd, WNDprocClass* pWndProc)

Changes the WNDprocClass instance which is associated with the given window. The new instance receives all messages for the window from then on.

- **pHwnd** - identifies the window for which to change the WNDprocClass instance.
- **pWndProc** - points to the new WNDprocClass instance.

Example:

See WNDgetProcInst.

See also WNDprocClass, WNDgetProcInst, WNDcreateWindow, WNDaddWindowComponent

WNDsetRedraw()

void WNDsetRedraw(HWND pHwnd, qbool pRedraw)

Enables or disables the painting of the given window. If painting is disabled, any changes made to a window by any of the window management functions do **not** generate any WM_PAINT messages. In order for changes made to a window while the redraw flag is qfalse to be redrawn, call WNDinvalidateRect, WNDinvalidateRgn or WNDredrawWindow after enabling the redraw for the window.

- **pHwnd** - identifies the window for which to set the redraw flag.
- **pRedraw** - specifies the value for the redraw flag. If qtrue redraws for the window are enabled, otherwise they are disabled.

Example:

See WNDsetParent.

See also WNDinvalidateRect, WNDinvalidateRgn, WNDredrawWindow

WNDsetScrollPos()

void WNDsetScrollPos(HWND pHwnd, qshort pWhich, qdim pPos, qbool pRedraw)

Sets the position of the scrollbar thumb.

- **pHwnd** - identifies the window whose scrollbar is to be set.
- **pWhich** - specifies which scrollbar is to be set. This parameter can be one of the following:

  SB_HORZ - horizontal scrollbar
  SB_VERT - vertical scrollbar
- **pPos** - specifies the new scroll position.
- **pRedraw** - if qtrue the scrollbar is redrawn to show the new position.

Example:

See WM_HSCROLL.

See also WNDgetScrollPos, WNDsetScrollRange, WNDgetScrollRange

WNDsetScrollRange()

void WNDsetScrollRange(HWND pHwnd, qshort pWhich, qdim pMin,
qdim pMax, qdim pPage, qbool pRedraw)

Sets the minimum and maximum scroll range and the page size of the windows scroll bar. The page size should be included in the scroll range. Example: A list box contains 50 lines of data. The list box client area can display 10 complete lines. The minimum range should be specified as 1, the maximum range as 50, and the page size should be specified as 10. The HWND module restricts the maximum scroll range automatically to 40.

- **pHwnd** - identifies the window whose scroll range is to be set.
- **pWhich** - specifies which scrollbar is to be set. This parameter can be one of the following:

  SB_HORZ - horizontal scrollbar
  SB_VERT - vertical scrollbar
- **pMin** - specifies the minimum scroll range.
- **pMax** - specifies the maximum scroll range.
- **pPage** - specifies the page size (this should be the number of visible scroll units).
- **pRedraw** - if qtrue the scrollbar is redrawn to reflect the new range.

Example:

See WM_WINDOWPOSCHANGED.

See also WNDsetScrollPos, WNDgetScrollPos, WNDgetScrollRange

WNDsetTimer()

qbool WNDsetTimer(HWND pHwnd, qushort pTimerId, qushort pMillisecondDuration)

Installs a system timer with a duration of the specified number of milliseconds. Every time the specified duration expires, a WM_TIMER message is sent to the WndProc instance of the given window.

Note: Because WM_TIMER messages are only generated if no other messages are on the message queue, the accuracy of the intervals at which they are generated cannot be guaranteed, that is, while Omnis is busy, no WM_TIMER messages are generated.

Warning: On WIN16 timers are a scarce resource, and once they are used up, no more timers can be installed.

- **pHwnd** - identifies the window which owns the timer and receives the WM_TIMER messages.

- **pTimerId** - these must be unique for timers associated with the same window if an existing timer for the window is to remain. If a new timer has the same id as an existing one, the old timer duration is replaced. The timer id given must be WND_TIMER_FIRST + n, where n is a value in the range 0 to 32000.
- **pMillisecondDuration** - specifies the duration in milliseconds.
- **return** - returns qtrue if the timer was installed successfully.

Example:

See WM_TIMER.

See also WNDkillTimer, WM_TIMER

WNDsetTimerAttributesOSX()

void WNDsetTimerAttributesOSX(HWND pHwnd, UINT pTimerId, qulong pAttributes)

MacOSX only. Sets additional attributes associated with a timer. Currently accepts the value: HWND_TIMER_RUNS_WHEN_EVENTS_ARE_BLOCKED defined in hwnd.he.

- **pHwnd –** identifies the window containing the control.
- **pTimerId** – a constant/number which uniquely identifies the timer.
- **pAttributes** – the attribute flags to be assigned.

Example: (excerpt from Fisheye component)

```
if (mTrackingHwnd && !mTimerRunning)
{
   for (qlong eye = 1; eye <= mEyeCount; ++eye)
   {
      if (!GDIequalRect(&mEye[eye - 1].mCurrentRect, mTracking ?
   &mEye[eye - 1].mTrackingRect : &mEye[eye - 1].mBaseRect))
      {
         mTimerRunning = qtrue;
         WNDsetTimer(mHWnd, FISHEYE_TIMER_ID, FISH_TIMER_INTERVAL);
         WNDsetTimerAttributesOSX(mHWnd, FISHEYE_TIMER_ID,
   HWND_TIMER_RUNS_WHEN_EVENTS_ARE_BLOCKED);
         break;
      }
   }
   updateWindows(eci, qtrue, mTracking && !mTimerRunning);
}
```

WNDsetWindowCursor()

void WNDsetWindowCursor(HWND pHwnd, qshort pCursor)

Associates a cursor with the given window. When the mouse moves over the visible client area of that window and the function WNDcheckCursor is called in response to a WM_SETCURSOR message, the cursor is changed to the specified cursor. The default window cursor for all windows is WND_CURS_DEFAULT which sets the screen cursor to WND_CURS_ARROW, if none of the parent windows have a different window cursor.

- **pHwnd** - identifies the window whose cursor is to be set.
- **pCursor** - specifies the cursor id. This parameter can be one of the WND_CURS_xxx defines.

Example:

See WNDgetWindowCursor.

See also WNDgetWindowCursor, WNDcheckCursor, WM_SETCURSOR

WNDsetWindowLong()

qulong WNDsetWindowLong(HWND pHwnd, qlong pOffset, qulong pValue)

Sets style information for a window. If the style change causes the window to change physical appearance, the window is invalidated appropriately.

- **pHwnd** - identifies the window for which to set the style information.
- **pOffset** - identifies the group of styles to be set. One of the following flags can be specified:

  GWL_STYLE - sets the windows style flags
  GWL_EXSTYLE - sets the windows extended style flags

- **return** - returns the previous styles.

Example:

See WNDgetWindowLong.

See also WNDgetWindowLong, WNDcreateWindow, WS_xxx (styles), WND_xxx (extended styles)

WNDsetWindowPos()

qbool WNDsetWindowPos(HWND pHwnd, HWND pHwndInsertAfter, qdim pLeft,
qdim pTop, qdim pWidth, qdim pHeight, qulong pFlags)

Changes the size, position, and Z-order of a window.

- **pHwnd** - the window to be positioned.
- **pHwndInsertAfter** - the window to precede the positioned window in the Z-order. This parameter must be a valid window or one of the following values:

  HWND_BOTTOM
  The bottom of the Z-order. The system places the window at the bottom of all other sibling windows.

  HWND_TOP
  The top of the Z-order.
- **pLeft** - the new position of the left side of the window.
- **pTop** - the new position of the top of the window.
- **pWidth** - the new width of the window.
- **pHeight** - the new height of the window.
- **pFlags** - the window sizing and positioning options. This parameter can be a combination of the following values:

SWP_HIDEWINDOW	Hides the window.
SWP_NOMOVE	Retains the current position (ignores the pLeft and pTop parameters).
SWP_NOSIZE	Retains the current size (ignores the pWidth and pHeight parameters).
SWP_NOREDRAW	Does not redraw changes. If this flag is set, no repainting of any kind occurs. This applies to the client area, the non-client area (including the title and scroll bars), and any part of the parent window uncovered as a result of the moved window. When this flag is set, the application must explicitly invalidate or redraw any parts of the window and parent window that must be redrawn.
SWP_NOZORDER	Retains the current ordering (ignores the pHwndInsertAfter parameter).
SWP_SHOWWINDOW	Displays the window.

- **return** - returns qtrue if successful. Otherwise, it is qfalse.

All coordinates for child windows are client coordinates (relative to the upper-left corner of the parent window's client area).

Example:

See WNDredrawChildren.

See also WNDsetWindowPosEx, WNDbringWindowToTop, WNDshowWindow, WNDmoveWindow, WNDgetWindowRect, WM_WINDOWPOSCHANGING, WM_WINDOWPOSCHANGED

WNDsetWindowPosEx()

qbool WNDsetWindowPosEx(WNDwindowPosStruct* pWPos)

Same as WNDsetWindowPos, but takes a WNDwindowPosStruct for its parameter which contains all the positioning information.

- **pWPos** - points to WNDwindowPosStruct.

See also WNDsetWindowPos

WNDshowCaret()

void WNDshowCaret()

Shows the caret if Omnis is the current task, and a window owns the caret.

Example:

See WM_FOCUSCHANGED.

See also WNDcreateCaret, WNDdestroyCaret, WNDgetCaretPos, WNDsetCaretPos, WNDhideCaret, WM_FOCUSCHANGED

WNDshowWindow()

qbool WNDshowWindow(HWND pHwnd, qulong pCmdShow)

Sets the specified window's visibility state.

- **pHwnd** - identifies the window to be shown or hidden.
- **pCmdShow** - specifies how the window is to be shown. This parameter can be one of the following values:

SW_HIDE	Hides the window and passes activation to another window.

SW_SHOW	Activates a window and displays it in its current size and position.

- **return** - returns qtrue if the window was previously visible. It is qfalse if the window was previously hidden.

Example:

See WNDcreateWindow.

See also WNDsetWindowPos

WNDstartDraw()

HDC WndStartDraw(HWND pHwnd)

Opens and prepares a drawing port for the given window's client area. This function can be used when drawing is required outside the normal WM_PAINT message.

Note: WNDstartDraw must always be followed by a WNDendDraw, they are not allowed to be nested.

- **pHwnd** - identifies the window which is to be painted.
- **return** - returns the device context in which drawing takes place.

Example:

See WNDredrawChildren, WNDgetWindowFromPt, WNDpaintBorder.

See also WNDendDraw, WNDbeginPaint, WNDendPaint, WM_PAINT, WM_CHILDPAINT

WNDupdateLayeredWindow()

void WNDupdateLayeredWindow(HWND pHwnd, qrect &pWindowRect, HBITMAP pBitmap)

Updates the specified part of a layered window with the supplied bitmap.

- **pHwnd** - identifies the window which is to be updated.
- **pWindowRect** – identifies the bounds of the area to be updated.
- **pBitmap** – the bitmap for the area to be updated.

Example: (excerpt from Fisheye control)

```
void tqfFishEyeObject::createLayeredWindow(EXTCompInfo *eci, HWND
   &pHwnd, qrect &pRect)
{
   WNDborderStruct border(WND_BORD_NONE);
   qrect bounds(pRect);
   pHwnd = WNDcreateWindow(hwnd(), 0, WND_LAYERED,
   WNDgetProcInst(hwnd()), &bounds, &border);
   if (pHwnd)
   {
      WNDshowWindow(pHwnd, SW_SHOW);
      ECOinsertObject(eci, pHwnd, (void *) this);
   }
}
//..
if (mTextBitmap)
{
   qrect tr;  getTextRect(tr);
   if (!mTextHwnd)    createLayeredWindow(eci, mTextHwnd, tr);

   WNDupdateLayeredWindow(mTextHwnd, tr, mTextBitmap);
}
```

WNDupdateWindow()

void WNDupdateWindow(HWND pHwnd)

Updates the given window by sending a WM_PAINT message to the window if the update region for the window is not empty. If the update region is empty, no message is sent.

- **pHwnd** - identifies the window to be updated.

Example:

```
// this example moves a window and immediately causes the invalid areas
// to be updated by calling update window for itself and its parent window.
WNDmoveWindow( myHwnd, 40, 40, 100, 20, qtrue );
WNDupdateWindow( myHwnd );
WNDupdateWindow( WNDgetParent( myHwnd ) );
```

See also WNDupdateWindowCO, WNDredrawWindow, WNDredrawWindowCO, WM_PAINT

WNDupdateWindowCO()

void WNDupdateWindowCO(HWND pHwnd, qulong pComponents)

Updates the specified components of the given window by calling WNDupdateWindow for each matching component it finds.

- **pHwnd** - identifies the window who's component(s) are to be updated.
- **pComponents** - specifies the type(s) of the components to be updated. It can be one or a combination of the WND_WC_xxx component type flags.

Example:

```
// this example updates all components of a window
WNDupdateWindowCO( myHwnd, WND_WC_MASK );
```

See also WNDupdateWindow, WNDredrawWindow, WNDredrawWindowCO, WM_PAINT

WNDwindowFromDC() (v3.1)

HWND WNDwindowFromDC(HDC pHdc)

This function returns the HWND associated with the given HDC.

- **returns** – the HWND. This will be NULL if the DC is not a window DC.

See also WNDbeginPaint, WNDstartDraw

Chapter 12—GDI Reference

The Graphic Design Interface or GDI module is the Omnis cross-platform graphic library. This chapter describes the public interface of the GDI module. It lists the structures, data types, defines, and functions available in the GDI module.

An HDC is a handle or reference to a device context. A device context (DC) is a link between an application, a device driver, and an output device, such as a printer or monitor. All drawing, whether it is to the screen or printer, occurs through a device context.

Structures, Data types, and Defines

GDItextSpecStruct

This structure is passed to some of the GDI text functions. It specifies the font, size and extra spacing, the font style, justification and text color.

```
struct GDItextSpecStruct
{
   qfnt mFnt;
   qsty mSty;
   qjst mJst;
   qcol mTextColor;

   GDItextSpecStruct(){}
   GDItextSpecStruct( qfnt& pFnt,
                qsty pSty = styPlain,
                qcol pTextColor = colDefault,
                qjst pJst = jstLeft )
};
```

HBITMAP

The HBITMAP is a handle to a black and white or color bitmap.

HBITMAPMASK

The HBITMAPMASK is a handle to a black and white bitmap.

HBRUSH

The HBRUSH is a handle or pointer to a brush object. It contains the fill pattern for all GDI fill operations. You can create an HBRUSH by calling GDIcreateBrush.

HFONT

The HFONT is a handle or pointer to a font object. It contains the font's name, size, style, and so on for text drawing. You can create an HFONT object by calling GDIcreateFont.

HPEN

The HPEN is a handle or pointer to a pen object. It contains the line style and color for drawing lines, framing rectangles, and so on. You can create an HPEN by calling GDIcreatePen.

HPALETTE

The HPALETTE is a handle to a palette object. Its contains colors for all GDI palette operations. You can create a HPALETTE by calling GDIcreatePalette.

HPIXMAP

The HPIXMAP is a handle do a device independent bitmap.

HPIXMAPinfo

The HPIXMAPinfo structure is used to get information about a particular HPIXMAP by calling GDIgetHPIXMAPinfo.

```
typedef struct
{
   qdim mWidth;
   qdim mHeight;
   qdim mNumColors;
   qdim mBitCount;
} HPIXMAPinfo;
```

qcol

The qcol is a longint storing an index value to the system color table or the three RGB values in the low three bytes of the long. If qcol stores an index value, the high bit of the long is set, otherwise the high byte is zero.

The following non-system color constants are defined:

colDefault
no valid color (appropriate controls system color should be used)

colNone
no valid color (appropriate controls system color should be used)

colBlack
black

colWhite
white

colRed
red

colLightShade
light gray, same as system color GDI_COLOR_3DFACE

colMedShade
medium gray, same as system color GDI_COLOR_3DSHADOW

colDarkShade
darker gray, almost a black gray

The following basic system colors are available:

GDI_COLOR_3DDKSHADOW
Dark shadow (almost black) for 3D controls.

GDI_COLOR_3DFACE
Face color for 3D controls.

GDI_COLOR_3DHIGHLIGHT
Highlight color for 3D controls (edge facing the light source).

GDI_COLOR_3DHILIGHT
Highlight color for 3D controls (edge facing the light source).

GDI_COLOR_3DLIGHT
Light color for 3D controls (edge facing the light source).

GDI_COLOR_3DSHADOW
Shadow color for 3D controls (edge facing away from the light source).

GDI_COLOR_ACTIVEBORDER
Color of the active window border.

GDI_COLOR_ACTIVECAPTION
Color of the active window caption.

GDI_COLOR_APPWORKSPACE
Background color of the Omnis application window (always white under MacOS).

GDI_COLOR_BACKGROUND
Background color of the desktop (always white under MacOS).

GDI_COLOR_BTNFACE
Face color of standard system controls/buttons (always white under MacOS).

GDI_COLOR_BTNHIGHLIGHT
Highlight color for pushbuttons (edge facing the light source).

GDI_COLOR_BTNHILIGHT
Highlight color for pushbuttons (edge facing the light source).

GDI_COLOR_BTNSHADOW
Shadow color for pushbuttons (edge facing away from the light source).

GDI_COLOR_BTNTEXT
Text color for pushbuttons.

GDI_COLOR_CAPTIONTEXT
Text color for of window caption text.

GDI_COLOR_DESKTOP
Background color of the desktop (always white under MacOS).

GDI_COLOR_GRAYTEXT
Text color of grayed/disabled text.

GDI_COLOR_HIGHLIGHT
Background highlight color for selected items/text in a control.

GDI_COLOR_HIGHLIGHTTEXT
Text color for selected text in a control.

GDI_COLOR_INACTIVEBORDER
Inactive window border color.

GDI_COLOR_INACTIVECAPTION
Window caption color of inactive windows.

GDI_COLOR_INACTIVECAPTIONTEXT
Text color for text in window caption of inactive windows.

GDI_COLOR_INFOBK
Background color for tooltips.

GDI_COLOR_INFOTEXT
Text color for tooltips.

GDI_COLOR_MENU
Menu background color.

GDI_COLOR_MENUTEXT
Menu text color.

GDI_COLOR_QBACKFILL
Standard object fill color for clear pixels in the fill pattern.

GDI_COLOR_QBLACK
Standard VGA black.

GDI_COLOR_QBLUE
Standard VGA blue.

GDI_COLOR_QCYAN
Standard VGA cyan.

GDI_COLOR_QDEFAULT
Not a valid color. Use objects default.

GDI_COLOR_QDKBLUE
Standard VGA blue.

GDI_COLOR_QDKCYAN
Standard VGA dark cyan.

GDI_COLOR_QDKGRAY
Standard VGA dark gray.

GDI_COLOR_QDKGREEN
Standard VGA green.

GDI_COLOR_QDKMAGENTA
Standard VGA dark magenta.

GDI_COLOR_QDKRED
Standard VGA dark red.

GDI_COLOR_QDKYELLOW
Standard VGA dark yellow/brown.

GDI_COLOR_QFOREFILL
Standard object fill color for set pixels in the fill pattern.

GDI_COLOR_QFRAME
Standard object border/line color.

GDI_COLOR_QGRAY
Standard VGA gray.

GDI_COLOR_QGREEN
Standard VGA green.

GDI_COLOR_QMAGENTA
Standard VGA magenta.

GDI_COLOR_QRED
Standard VGA red.

GDI_COLOR_QWHITE
Standard VGA white.

GDI_COLOR_QYELLOW
Standard VGA yellow.

GDI_COLOR_SCROLLBAR
Scrollbar background color.

GDI_COLOR_WINDOW
Window background color.

GDI_COLOR_WINDOWFRAME
Window frame color.

GDI_COLOR_WINDOWTEXT
Color for text in windows.

qColorEntry

This structure is passed to some of the GDI picture functions. It specifies the color by breaking the color into its red, green and blue parts.

```
typedef struct
{
   qbyte  mBlue;
   qbyte  mGreen;
   qbyte   mRed;
   qbyte  mReserved;
} qColorEntry
```

qdim

This basic type stores the screen coordinates. The *qdim* is defined as an integer under WIN16 (16bit integer) and WIN32 (32bit integer), and as a 16 bit short under MacOS.

The following predefined constants exist:

qdimnone
not a valid coordinate (defined as -32767)

maxqdim
maximum value which can be stored in a qdim (defined as 32766)

qdmd

An enum defining the drawing modes supported by the GDI. qdmd is used with GDIsetDrawingMode to change the current transfer mode when drawing. The following modes are supported:

dmdCopy
Overwrite all screen pixels with source pixels

dmdOr
Overwrite where source pixel is set

dmdXor
Invert where source pixel and screen pixel are both set

qfnt

The qfnt type specifies the font, size, and extra spacing. There are various qfnt related GDI functions (GDIfontXxx) for manipulating a qfnt. *Never* manipulate a qfnt directly.

The following are predefined qfnt constants:

fnt6Gen
Tiny Geneva font. (WIN = Helv 6, MacOS = Geneva 6)

fnt6Mon
Tiny Monaco font (WIN = Helv 6, MacOS = Monaco 6)

fntButt
Default button font (WIN = Helv 8, MacOS = Geneva 10)

fntCheck
Default check box & radio button font (WIN = Helv 8, MacOS = Geneva 10)

fntChicago
Standard font (WIN = System 10, MacOS = Chicago 12)

fntEdit
Default edit field font (WIN = Helv 8, MacOS = Geneva 9)

fntFindRep
Find and replace window controls font (WIN = Helv 8, MacOS = Chicago 12)

fntFix
Used when fixed point font is required (WIN = System 9, MacOS = Monaco 9)

fntFmtList
Formats small list (WIN = Helv 8, MacOS = Chicago 12)

fntGen
General purpose font (WIN = Helv 8, MacOS = Geneva 9)

fntLabel
Default static text/labels font (WIN = Helv 8, MacOS = Geneva 9)

fntList
Default list field font (WIN = Helv 8, MacOS = Geneva 10)

fntMenubar
Menubar font (WIN95 = system setting, WIN = System 10, MacOS = Chicago 12)

fntNone
Represents no legal font. The object's default font should be used

fntPromptRS
Prompt for report/search font (WIN = Helv 8, MacOS = Chicago 12)

fntSlist
Default list field font when smaller font is required (WIN = Helv 8, MacOS = Geneva 9)

fntSmallFnt
Small font (WIN = Small Fonts 7, MacOS = Geneva 9)

fntStatusBar
Default status bar font (WIN95 = system setting, WIN = Helv 8, MacOS = Geneva 9)

fntSystem
Systems default font (WIN = System 10, MacOS = Chicago 12)

qjst

An enum defining the text justifications supported by the GDI.

jstCenter
Draws text center justified, text is drawn centrally to the specified horizontal coordinate.

jstExtending
Draws text left justified, text is drawn to the right of the specified horizontal coordinate. This justification has a special meaning to report text fields, making them vertically grow if the text doesn't fit.

jstLeft
Draws text left justified, text is drawn to the right of the specified horizontal coordinate.

jstNone
Represents no legal justification. The objects default justification should be used.

jstRight
Draws text right justified, text is drawn to the left of the specified horizontal coordinate.

jstRightToLeft
Draws text from right to left, text is draw to the left of the specified horizontal coordinate.

qpat

The qpat is a simple unsigned short which is used to index an array of patterns which is defined in the GDI module. The following patterns are supported:

patGrayFrame
pattern used for painting dotted frame.

patDash
standard dash pattern (4 pixels set, 4 pixels cleared). Used for drawing dashed lines.

patDkgray
gray pattern (50% set bits)

patEmpty
same as patStd1 (empty fill)

patFill
same as patStd0 (solid pattern)

patGray, patGrayor
two gray patterns (25% set bits)

patGray45
same as patDkgray (50% set bits), but the set bits are arranged at a different angle

patGrayrev
same as patDkgray, but pattern is reversed (set bits a clear, clear bits are set)

patLtgray
gray pattern (12.5% set bits)

patPen8 to patPen14
these are the standard 7 pen patterns which are supported by the design interface for user objects.

patStd0 to patStd15
these are the standard 16 patterns supported by the Omnis design interface for user objects. patStd15 indicates that the object is to be transparent and these objects will not be filled with any pattern.

patTransparent
same as patStd15 (no fill, background is transparent)

qpen

The qpen class contains the ID of an Omnis 8 byte pattern array (qpat), the pattern color (qcol), and the pen width. It is typically used to specify frame pattern, color and thickness. The definition is as follows:

```
class qpen
{
   public:
     qdim       mWidth;      // the pen width in screen units
     qpat       mPat;      // the pattern id
     qcol       mColor;      // the pen color
     qbool      mIsHairLine; // true if it is a hairline (printing
   only)

   public:
     qpen();
     qpen( qpen* pPen );
     qpen( qdim pWidth, qcol pColor = colBlack, qpat pPat = patFill,
        qbool pIsHairLine = qfalse );

     qdim getWidth() { return mWidth; }
     qpat getPat() { return mPat; }
     qcol getColor() { return mColor; }
     qbool isHairLine() { return mIsHairLine; }

     void setWidth( qdim pWidth ) { mWidth = pWidth; }
     void setPat( qpat pPat ) { mPat = pPat; }
     void setColor( qcol pColor ) { mColor = pColor; }
     void setHairline( qbool pHairLine ) { mIsHairLine = pHairLine;
   }
};
```

qpoint

The qpoint is a simple structure storing horizontal and vertical coordinates. The order and storage size of the qdim members may vary from platform to platform.

Example (Macintosh):

```
struct qpoint
{
   qdim v;
   qdim h;

   qpoint(): h(0), v(0) {}
   qpoint( qdim h1, qdim v1 ): h(h1), v(v1) {}
   qpoint( Point pt ): h(pt.h), v(pt.v) {}

   operator Point&() { return (Point&)*this; }
   void operator =( Point &pt ) { *this = (qpoint&)pt; }
};
```

qrect

The qrect is a simple structure storing the left, top, right and bottom to define a rectangle. The order and storage size of the qdim members may vary from platform to platform.

Example (Macintosh):

```
struct qrect
{
   qdim top;
   qdim left;
   qdim bottom;
   qdim right;

   qrect() {}
   qrect( qdim left1, qdim top1, qdim right1, qdim bottom1 )
         : left(left1), top(top1), right(right1), bottom(bottom1) {}

   qdim width() { return right - left + 1; }
   qdim height() { return bottom - top + 1; }
   qpoint topLeftPt() { return qpoint( left, top ); }
   qpoint botRightPt() { return qpoint( right, bottom ); }
};
```

qrgn

The qrgn is a simple structure which encapsulates the system's own Region type.

```
// MacOS example:
struct qrgn
{
   public:
      RgnHandle    rgn;

      qrgn() { if ( ! ( rgn = NewRgn() ) ) merror(); }
      qrgn( RgnHandle pRgn ) { rgn = pRgn; }
      ~qrgn() { DisposeRgn( rgn ); }
};
```

qsty

The qsty is a simple unsigned char used to specify the style for text drawing. The GDI supports the following styles:

styBold

styCondense (MacOS only)

styExtend (MacOS only)

styItalic

styOutline (MacOS only)

styPlain

styShadow (MacOS only)

styUnderline

In addition the following style constants complement some of the qfnt constants:

styButt
Default style for pushbutton text. Used with fntButt. (WIN = styPlain, MacOS = styBold)

styList
Default list field style. Used with fntList. (styPlain)

stySlist
Default list field style for small font. Used with fntSlist. (styPlain)

styEdit
Default edit field style. Used with fntEdit. (styPlain)

styLabel
Default static text/labels style. Used with fntLabel. (styPlain)

styPromptRS
Prompt for report/search style. Used with fntPromptRS. (styPlain)

styFindRep
Find and replace window controls style. Used with fntFindRep. (styPlain)

styStatusBar
Default status bar style. Used with fntStatusBar. (styPlain)

Functions

GDIalignPicture()

qbool GDIalignPicture(qrect &pRect, qrect &pPictureRect, qshort pPictureAlignment, qbool pStretch, qbool pKeepAspectRatio, qbool pHasHscroll, qbool pHasVscroll)

GDIalignPicture is a utility function which returns a rect to which to draw a picture. The rect is calculated depending on the destination rect, picture rect and various other given options. The result is returned in pRect. After calling this function you simply call GDIdrawPicture using pRect.

- **pRect –** The destination rect. Receives the rect to which to draw the picture.
- **pPictureRect –** The picture bounds.
- **pPictureAlignment –** Specifies the vertical and horizontal required alignment. If pStretch is true, this parameter is ignored. The vertical alignment must be passed in the high nibble of the low byte, and the horizontal alignment in the low nibble. For example: GDIpictVertAlignTop << 4 + GDIpictHorzAlignLeft
  You can use the following constants for this parameter.

  GDIpictVertAlignTop
  Align the picture at the top of pRect

  GDIpictVertAlignCenter
  Align the picture vertically central of pRect

  GDIpictVertAlignBottom
  Align the picture at the bottom of pRect

  GDIpictHorzAlignLeft
  Align the picture at the left of pRect

  GDIpictHorzAlignCenter
  Align the picture horizontally central of pRect

  GDIpictHorzAlignRight
  Align the picture at the right of pRect

- **pStretch** – If true, and pKeepAspectRatio is false, pRect is returned unaltered. If pKeepAspectRatio is true, the picture rect is stretched to the maximum possible while maintaining the aspect ratio of the picture.
- **pKeepAspectRatio** – This parameter is only relevant when pStretch is true. See pStretch for full details.
- **pHasHscroll** – If true, the horizontal picture alignment is ignored, and the picture rect is not altered horizontally.
- **pHasVscroll** – If true, the vertical picture alignment is ignored, and the picture rect is not altered vertically.

Example:

```
qrect clientRect; WNDgetClientRect( theHwnd, &clientRect );
qrect pictRect; GDIpictGetBounds( thePict, &pictRect );
GDIalignPicture( clientRect, pictRect,
             GDIpictVertAlignCenter<<4+GDIpictHorzAlignCenter,
             qfalse, qfalse,
             qfalse, qfalse );
```

GDIalphaBitmapToPIXMAP() (v3.3)

HPIXMAP GDIalphaBitmapToPIXMAP(HBITMAP pBitmap)

Converts an alpha bitmap image to PIXMAP picture format, returning the converted image.

- **pBitmap -** The HBITMAP to be converted.

GDIalphaPixmapToBitmap() (v3.3)

HBITMAP GDIalphaPixmapToBitmap(HPIXMAP pPixmap)

Converts an alpha PIXMAP image to an alpha bitmap image, returning the converted image.

- **pPixmap** – The HPIXMAP to be converted.

GDIanimatePalette()

void GDIanimatePalette (HPALETTE pPalette, qshort pStart, qshort pCount, qColorEntry* pEntries)

GDIanimatePalette function replaces entries in the specified HPALETTE. The caller does not have to update the client area when he/she calls GDIanimatePalette, it will be mapped to the system palette immediately.

- **pPalette -** Identifies the HPALETTE changes are to made to.

- **pStart -**The starting place into the palette.
- **pCount** - The number of color entries to be set.
- **pEntries**- Pointer to the Color Entries.

GDIbitmapToColorShared()

qbool GDIbitmapToColorShared(HBITMAP pSource, EXTfldval& pData)

Converts a HBITMAP to an Omnis color shared picture format.

- **pSource** - The HBITMAP to be converted.
- **pData** - Where the color shared picture data will be stored.
- **returns** - qtrue if successfully converted the HBITMAP to color shared format.

See also GDIpixmapToColorShared

GDIbitmapToMonoPIXMAP() (v3.3)

HPIXMAP GDIbitmapToMonoPIXMAP(HBITMAP pBitmap)

Converts a HBITMAP to monochromatic PIXMAP picture format, returning the converted image.

- **pBitmap -** The HBITMAP to be converted.

GDIbitmapToPIXMAP() (v3.3)

PIXMAP GDIbitmapToPIXMAP(HBITMAP pBitmap)

HPIXMAP GDIbitmapToPIXMAP(HBITMAP pBitmap, quint pDepth)

Converts a HBITMAP to a PIXMAP picture format, returning the converted image.

- **pBitmap -** The HBITMAP to be converted.
- **pDepth –** The depth of the bitmap in bits, i.e. 8,16,24 or 32.

GDIcalcJstEscLen() (v5.0)

qdim GDIcalcJstEscLen(qchar* pText,qlong pLen,qbool pIsAscii)

Calculates the width of text resulting from the specified escape sequence. Escape characters for embeded style characters are defined in gdi.he (used by GDIdrawTextJst).

- **pText** – A string containing the character escape sequence including the escape delimiter.
- **pLen** – The length in characters of the text.
- **pIsAscii** – If qtrue, indicates that the text contains non-Unicode data.

Example:

```
qdim escLen = 0;
while ( theLen < pDataLen )
{
   if ( *pData==txtEsc )
   {  // Skip over escape sequences
      qdim len = GDIcalcJstEscLen(pData,pDataLen,qtrue);
      if ( len==0 ) len++; else escLen+=len;
      pData = incads( pData, len );
      theLen+=len;
   }
   else if ( *pData== crch || *pData == spacech || *pData == tabch
   || (mBreakOnFsch && *pData == fsch) || ( (theLen-escLen) >
   maxCharsPerLine && thisBreak==0 ) )
   {
      thisBreak = theLen + 1;
      break;
   }
   else
   {
      pData = incads( pData, 1 );
      theLen++;
   }
}
```

GDIcgContextFlush() (v4.1, Mac OSX only)

void GDIcgContextFlush(HDC pHdc)

Used at the end of drawing/painting on Mac OSX platform, GDIcgContextFlush calls CGContextFlush, which forces all pending drawing operations in a window context to be rendered immediately to the destination device.

- **pHdc** – Identifies the destination device.

GDIcharWidth()

qdim GDIcharWidth(qchar pChar)
qdim GDIcharWidth(qchar pChar, GDItextSpecStruct* pTextSpec)
qdim GDIcharWidth(HDC pHdc, qchar pChar)

Returns the width of the given character.

1. If only pChar is specified, the current HFONT in the temp DC is used (see GDIgetTempDC).
2. If pTextSpec is specified, the function bases the char width on an HFONT based on the text spec.
3. If pHdc is specified, the width is based on the current HFONT in the given DC.

- **pChar** - The character for which to calculate the width in screen units.
- **pTextSpec** - Specifies the font and style.
- **pHdc** - Identifies the device which contains the HFONT of interest.
- **return** - returns the width of the character in screen units.

See also GDItextWidth

GDIcheckPort()

void GDIcheckPort(HDC pHdc)

This function does nothing under Windows. Under MacOS it sets the current port to the specified port. You shouldn't ever need to call this function from outside the GDI module, unless direct calls to the MacOS API are made which require the current port to be set.

- **pHdc** - Identifies the port to be made current.

GDIclearClip()

void GDIclearClip(HDC pHdc)

Clears any clipping in the given device by setting the clipping region to an arbitrary large area.

- **pHdc** - Identifies the device for which the clipping will be cleared.

See also GDIsetClipRect, GDIsetClipRgn

GDIclearClipAlpha() (v5.0)

qbool GDIclearClipAlpha(HDC pHdc)

Clears any clipping in the given device by setting the clipping region to an arbitrary large area. The device must be created using GDIcreateAlphaDC()

- **pHdc** - Identifies the device for which the clipping will be cleared.

GDIconvToSysPict()

qbool GDIconvToSysPict(qchar* add, qlong len, qlong& Picture)

Coverts Omnis picture data into Operating System Specific picture.

- **add-**Points to Omnis picture data.
- **len**- The length of the Omnis picture.
- **Picture**- The Operating System specific picture.

Returns qtrue if an Operating System specific pictures was successfully created.

GDIconvToOmnisPict ()

void GDIconvToOmnisPict(qchar* add, qlong len, EXTfldval& pData)

Converts an Operating System picture to Omnis picture data.

- **add** - Points to Operating System Picture data.
- **len** - The length of Operating System Picture data.
- **pData** - The Omnis Picture data is store in store in the EXTfldval.

GDIconvToSharedPict()

qbool GDIconvToSharedPict(EXTfldval &pPictureToConvert)

Coverts Omnis picture to Omnis color-shared picture format.

- **pPictureToConvert-** EXTfldval which contains the Omnis picture data is then converted to Omnis color shared picture data.

GDIcopyBits()

void GDIcopyBits(HDC pSrcDC, HDC pDestDC, qrect* pSrcRect, qrect* pDestRect, qbool pStretch)

Copies the pixels enclosed by the specified source rect from the source DC to the specified destination rect in the destination DC.

- **pSrcDC** - Identifies the source device from which the pixels are copied.
- **pDestDC** - Identifies the destination device to which the pixels are copied.
- **pSrcRect** - If this parameter is NULL, all the pixels in the source dc are copied, otherwise only the part of the dc enclosed by the rectangle is copied.
- **pDestRect** - If this parameter is NULL, the copied pixels are drawn to the whole of the specified DC, otherwise they are only drawn to the part of the DC enclosed by the rectangle.
- **pStretch** - If qtrue, the pixels are stretched or shrunk to fit exactly into pDestRect, otherwise the pixels are drawn as is.

Example:

```
// this example copies a bitmap image to the screen during a
// paint message of a window
qrect cRect;
WNDgetClientRect( hWnd, &cRect );
WNDpaintStruct paintInfo;
WNDbeginPaint( hWnd, &paintInfo );
   HDC tempDC = GDIgetTempDC();
   HBITMAP oldBitmap = GDIselectBitmap( tempDC, myBitmap );
   GDIcopyBits( tempDC, paintInfo.hdc, &myBitmapRect, &cRect, qtrue
   );
   GDIselectBitmap( tempDC, oldBitmap );
WNDendPaint( hWnd, &paintInfo );
```

See also GDIdrawBitmap

GDIcopyRect()

void GDIcopyRect(qrect* pDestRect, qrect* pSrcRect)

Copies the dimensions stored in pSrcRect to pDestRect.

- **pDestRect** - Points to the destination qrect structure.
- **pSrcRect** - Points to the source qrect structure.

See also GDIsetRect, GDIsetRectEmpty

GDIcreateAlphaDC() (v5.0)

void GDIcreateAlphaDC(HDC *pHdc, qdim pWidth, qdim pHeight)

Creates an alpha HDC suitable for drawing into an alpha bitmap; creates alpha bitmap with specified dimensions and attaches it to the alpha HDC. Not supported for Linux and Mobile client platforms.

- **pHdc** – A pointer to the HDC to be initialised.
- **pWidth** – The width in pixels of the new DC.
- **pHeight** – The height in pixels of the new DC.

Example:

```
HDC hdc;
   GDIcreateAlphaDC(&hdc, mTextRect.width(), mTextRect.height());
```

GDIcreateBitmap()

HBITMAP GDIcreateBitmap(qdim pWidth, qdim pHeight, qchar pDepth,
HDC pHdc = 0)

Creates and returns an empty bitmap of the specified width, height, and depth. This bitmap can be selected into a drawing device/port which was created with GDIcreateScreenDC. The DC can be drawn to (off screen) using any of the GDI drawing functions.

- **pWidth** - the width in screen units of the bitmap.
- **pHeight** - the height in screen units of the bitmap.
- **pDepth** - the depth (color resolution) of the bitmap. Supported values are 1 and any other value; a value of 1 creates a monochrome bitmap, and other values always create a device-compatible bitmap i.e. the depth is that is required by the device.
- **pHdc** - the device context to be used when creating a device-compatible bitmap. GDIcreateBitmap ignores this argument when the depth is 1. When the depth is not 1, GDIcreateBitmap uses this device context if it is not zero, to create the compatible

bitmap; if the device context is zero, GDIcreateBitmap creates a temporary device context for the main window, and uses that to create the compatible bitmap.

- **return** - returns the HBITMAP.

Example:

See GDIdragBitmapMove, GDIdrawBitmap.

See also GDIdeleteBitmap, GDIselectBitmap, GDIdrawBitmap, GDImaskFromBitmap

GDIcreateBitmapEx()

HBITMAP GDIcreateBitmapEx (qdim pWidth, qdim pHeight, qbyte pDepth,
HDC pHdc = 0);

Creates and returns an empty alpha bitmap of the specified width, height, and depth. This bitmap can be selected into a drawing device/port which was created with GDIcreateScreenDC. The DC can be drawn to (off screen) using any of the GDI drawing functions.

- **pWidth** - the width in screen units of the bitmap.
- **pHeight** - the height in screen units of the bitmap.
- **pDepth** - the depth (color resolution) of the bitmap. Supported values are 1 and any other value; a value of 1 creates a monochrome bitmap, and other values always create a device-compatible bitmap i.e. the depth is that is required by the device.
- **pHdc -** the device context to be used when creating a device-compatible bitmap. GDIcreateBitmap ignores this argument when the depth is 1. When the depth is not 1, GDIcreateBitmap uses this device context if it is not zero, to create the compatible bitmap; if the device context is zero, GDIcreateBitmap creates a temporary device context for the main window, and uses that to create the compatible bitmap.
- **return** - returns the HBITMAP.

GDIcreateBrush()

HBRUSH GDIcreateBrush(qpat pPat)

Creates an HBRUSH for filling operations.

- **pPat** - Specifies the pattern to be used.
- **return** - Returns the HBRUSH.

Example:

See GDIcreatePolly, GDIfillPoly.

See also GDIgetStockBrush, GDIselectObject, GDIdeleteObject

GDIcreateCursor()

HCURSOR GDIcreateCursor (qpoint *pHotSpot, HBITMAP pColor, HBITMAPMASK pMask)

Creates a mouse cursor using the specified bitmap, color and hotspot.

Example:

```
WNDsetCapture( hwnd(), WND_CAPTURE_MOUSE );
HBITMAP color = mView->getCursorBitmap();
HBITMAPMASK mask = mView->getCursorMask(color);
qshort ind = mView->mPicPage->mCurrentCell.mVCell-1;
lookupIcon* icons = mEditor->iconArray();
qpoint hotpoint(0,0);
if ( icons[ind].mHotSpots )
{
   hotpoint = *(icons[ind].mHotSpots + mView->mPicPage-
   >mCurrentCell.mHCell-1);
}
mCursor = GDIcreateCursor ( &hotpoint, color, mask );
GDIdeleteBitmap ( color );
GDIdeleteBitmap ( (HBITMAP)mask );
if ( mCursor ) WNDsetCursor(mCursor);
```

GDIcreateDcFont()

HFONT GDIcreateDcFont(qfnt* pFnt, qsty pSty, HDC pHdc)

HFONT GDIcreateDCFont(qfnt* pFnt, qsty pSty, HDC pHdc eThemeTextMode pThemeTextMode)

This function creates a HFONT for text drawing operations. It uses the font family information associated with the font and DC.

- **pFnt** - Specifies the qfnt (font, font size and extra spacing).
- **pSty** - Specifies the font style.
- **pHdc** – The HFONT will use the font family information associated with the font and the given DC.

- **pThemeTextMode** – Specifies the modifiers for drawing theme fonts. This parameter is ignored if the specified font is not a theme font. If you need to paint disabled text you would specify eThemeTextInactive. pThemeTextMode can be one of the following:

  eThemeTextActive
  text will be drawn active

  eThemeTextInactive
  text will be drawn inactive

  eThemeTextPressed
  text will be drawn pressed

- **return** - Returns the HFONT.

Example:

See GDIdraw3DPushButton, GDIfontHeight, GDIinflateButtonRect.

See also GDIcreateFont, GDIselectObject, GDIdeleteObject

GDIcreateFont()

HFONT GDIcreateFont(qfnt* pFnt, qsty pSty)

HFONT GDIcreateFont(qfnt* pFnt, qsty pSty, eThemeTextMode pThemeTextMode)

This function creates an HFONT for text drawing operations.

- **pFnt** - Specifies the qfnt (font, font size and extra spacing).
- **pSty** - Specifies the font style.
- **pThemeTextMode** – Specifies the modifiers for drawing theme fonts. This parameter is ignored if the specified font is not a theme font. If you need to paint disabled text you would specify eThemeTextInactive. pThemeTextMode can be one of the following:

  eThemeTextActive
  text will be drawn active

  eThemeTextInactive
  text will be drawn inactive

  eThemeTextPressed
  text will be drawn pressed

- **return** - Returns the HFONT.

Example:

See GDIdraw3DPushButton, GDIfontHeight, GDIinflateButtonRect.

See also GDIcreateDcFont, GDIselectObject, GDIdeleteObject

GDIcreateHPIXMAP()

HPIXMAP GDIcreateHPIXMAP(qdim pWidth, qdim pHeight, qchar pDepth, qbool pOmnisColors)

Creates and returns an empty PIXMAP of the specified width, height and depth.

- **pWidth** - the width in screen units of the PIXMAP.
- **pHeight** - the height in screen units of the PIXMAP.
- **pDepth** - the depth (color resolution) of the PIXMAP. Supported values are 0, 1, 2, 4, 8, 16 and 32. If zero is specified the color resolution will be matched with that of the screen.
- **return** - Returns the HPIXMAP.

See also GDIdeleteHPIXMAP, GDIHPIXMAPfromSharedPicture

GDIcreatePalette()

HPALETTE GDIcreatePalette (qshort pCount, qColorEntry* pEntries)

Creates and return a HPALETTE of colors specified by count and entries.

- **pCount**- The number of colors to be in the palette.
- **pEntries**- The color entries of the palette.

GDIcreatePen()

HPEN GDIcreatePen(qpen* pPen)
HPEN GDIcreatePen(qdim pWidth = 1, qcol pCol = GDI_COLOR_QFRAME,
qpat pPat = patFill)

Creates an HPEN for line and frame operations.

- **pPen** - Points to a qpen structure which specifies the properties of an HPEN.

OR

- **pWidth** - Specifies the pen width.
- **pCol** - Specifies the pen color.
- **pPat** - Specifies the pen pattern.

Example:

See GDIfillPoly, GDIframeEllipse.

See also GDIgetStockPen, GDIselectObject, GDIdeleteObject

GDIcreatePollyRgn()

qrgn* GDIcreatePollyRgn(qpoint* pPoints, qshort pNumPoints)

Creates a polygon region from the specified points.

Warning: When finished with the region, the region must be deleted.

- **pPoints** - Points to an array of qpoints which specify the polygon shape.
- **pNumPoints** - Specifies the number of qpoints in the pPoints array.

Example:

```
// this example frames and fills a polygon with a patterned brushes
// create the polygon region ( diamond shape )
qpoint pts[5];
pts[0].h = pts[0].v = 0;
pts[1].h = pts[1].v = 10;
pts[2].h = 0; pts[2].v = 20;
pts[3].h = -10; pts[3].v = 10;
pts[4].h = pts[4].v = 0;
qrgn* myPolly = GDIcreatePollyRgn( &pts[0], 5 );
// create the brushes
HBRUSH frameBrush = GDIcreateBrush( patPen8 );
HBRUSH fillBrush = GDIcreateBrush( patStd10 );
// frame the polygon
GDIsetBkColor( theDC, GDI_COLOR_QGREEN );
GDIsetTextColor( theDC, GDI_COLOR_QBLUE );
GDIframeRgn( theDC, myPolly, frameBrush );
// fill the polly
GDIsetBkColor( theDC, GDI_COLOR_QRED );
GDIsetTextColor( theDC, GDI_COLOR_QYELLOW );
GDIfillRgn( theDC, myPolly, fillBrush );
// delete the objects
GDIdeleteObject( frameBrush );
GDIdeleteObject( fillBrush );
// delete the polygon
delete myPolly;
```

See also GDIcreateRectRgn, GDIcreateRoundRectRgn

GDIcreateRectRgn()

qrgn* GDIcreateRectRgn(qdim pLeft, qdim pTop, qdim pRight, qdim pBottom)
qrgn* GDIcreateRectRgn(qrect* pRect)

Creates a rectangular region from the given coordinates or rectangle.

Warning: When finished with the region, the region must be deleted.

- **pLeft** - Specifies the left coordinate of the region.
- **pTop** - Specifies the top coordinate of the region.
- **pRight** - Specifies the right coordinate of the region.
- **pBottom** - Specifies the bottom coordinate of the region.
- **return** - Returns a pointer to the new region.

OR

- **pRect** - Points to the rectangle specifying the rectangular region.
- **return** - Returns a pointer to the new region.

Example:

```
// this example creates a rectangular region and fills it with the current text color
qrgn* myRgn = GDIcreateRectRgn( 10, 10, 50, 20 );
GDIfillRgn( theDC, myRgn, GDIgetStockBrush( BLACK_BRUSH ) );
delete myRgn;
```

See also GDIcreateRoundRectRgn, GDIcreatePolyRgn

GDIcreateRoundRectRgn()

qrgn* GDIcreateRoundRectRgn(qdim pLeft, qdim pTop, qdim pRight, qdim pBottom,
qdim pWidthEllipse, qdim pHeightEllipse)

Creates a rounded corner rectangular region. The degree of rounding depends on the values passed in pWidthEllipse and pHeightEllipse.

Warning: When finished with the region, the region must be deleted.

- **pLeft** - Specifies the left coordinate of the region.
- **pTop** - Specifies the top coordinate of the region.
- **pRight** - Specifies the right coordinate of the region.
- **pBottom** - Specifies the bottom coordinate of the region.
- **pWidthEllipse** - Specifies the width defining curvature of corners.

- **pHeightEllipse** - Specifies the height defining curvature of corners.
- **return** - Returns a pointer to the new region.

Note: This function is like creating a rectangular region and drawing four identical ellipses to replace the regions rectangular corners. It is not particularly fast since drawing to an off screen port takes place to create this region.

Example:

```
// this example creates a rounded rectangular region subtracts it from
// another region and fills the remainder
qrgn*   rrRgn = GDIcreateRoundRectRgn( 10, 10, 50, 50, 16, 16 );
qrgn clientRgn;
qrect cRect;
WNDgetClientRect( theHwnd, &cRect );
GDIsetRectRgn( &clientRgn, &cRect );
GDIrgnDiff( &clientRgn, &clientRgn, rrRgn );
GDIfillRgn( theDC, &clientRgn, GDIgetStockBrush( BLACK_BRUSH ) );
delete rrRgn;
```

See also GDIcreateRectRgn, GDIcreatePolyRgn

GDIcreateScreenDC()

HDC GDIcreateScreenDC()

Creates and returns a DC compatible with the screen. This function is usually used for off screen drawing by also creating an HBITMAP and selecting it into the screen DC created by this function (see GDIselectBitmap). When the DC is no longer required, it MUST be deleted by calling GDIdeleteScreenDC.

- **return** - Returns the newly created DC.

Example:

See GDIdragBitmapMove.

See also GDIdeleteScreenDC, GDIgetTempDC

GDIdeleteAlphaDC() (v5.0)

void GDIdeleteAlphaDC(HDC pHdc, HBITMAP *pReturnedAlphaBitmap)

Deletes the Alpha HDC created with GDIcreateAlphaDC(); sets *pReturnedAlphaBitmap to the alpha bitmap created using the alpha HDC.

- **pHdc** – Identifies the device to be deleted.
- **pReturnedAlphaBitmap** – (output) Returns the alpha bitmap that was created.

GDIdeleteBitmap()

void GDIdeleteBitmap(HBITMAP pBitmap)

Destroys and releases the memory occupied by the bitmap. Call this function if you have created a bitmap using GDIcreateBitmap, and you have finished with the bitmap.

- **pBitmap** - Identifies the bitmap to be deleted.

Example:

See GDIdragBitmapMove.

See also GDIcreateBitmap, GDIselectBitmap

GDIdeleteCursor()

void GDIdeleteCursor(HCURSOR pObject)

Destroys a cursor and frees any memory the cursor occupied.

- **pObject** – The cursor object to be destroyed.

Example:

```
if ( !GDIptInRect( &cRect, pPoint ) )
{
   WNDreleaseCapture( WND_CAPTURE_MOUSE );
   if ( mCursor )
   {
      GDIdeleteCursor(mCursor);
      mCursor = NULL;
   }
}
```

GDIdeleteHPIXMAP()

void GDIdeleteHPIXMAP(HPIXMAP pHPIXMAP)

Destroys and releases the memory occupied by the HPIXMAP. Call this function if you have created a bitmap using GDIcreateHPIXMAP or GDIHPIXMAPfromSharedPicture, and you have finished with the HPIXMAP.

- **pHPIXMAP** - Identifies the HPIXMAP to be deleted.

See also GDIcreateHPIXMAP, GDIHPIXMAPfromSharedPicture

GDIdeleteObject()

void GDIdeleteObject(object)

Deletes the given object which must have been created by GDIcreateBrush, GDIcreateFont, GDIcreatePen, GDIcreateCursor or GDIcreateBitmap.

- **object** - Specifies the object to be deleted. It can be an HBRUSH, HFONT, HPEN or HBITMAP.

Warning: Never delete an object if it is currently selected in a DC.

Example:

See GDIcreatePolly, GDIdraw3DPushButton, GDIfillPoly, GDIfontHeight, GDIframeEllipse, GDIinflateButtonRect.

See also GDIcreateBrush, GDIcreateFont, GDIcreatePen, GDIselectObject

GDIdeletePalette()

void GDIdeletePalette(HPALETTE pPalette)

This function must be called when a HPALETTE, which was created by GDIcreatePalette, is no longer required.

- **pPalette-** Identifies the HPALETTE to be deleted.

GDIdeleteScreenDC()

void GDIdeleteScreenDC(HDC pHdc)

This function must be called when a screen DC, which was created by GDIcreateScreenDC, is no longer required.

- **pHdc** - Identifies the HDC to be deleted.

Example:

See GDIdragBitmapMove.

See also GDIcreateScreenDC, GDIgetTempDC

GDIdragBitmapMove()

void GDIdragBitmapMove(HBITMAP pDragBitmap, HBITMAPMASK pDragMask,
HBITMAP pScreenBitmap, qrect* pSrcRect, qrect* pDestRect)

GDIdragBitmapMove is used together with GDIdragBitmapFromScreen and GDIdragBitmapToScreen to move an image specified by pDragBitmap and pDragMask around the screen without causing any flickering.

Before GDIdragBitmapMove is called to move an image, GDIdragBitmapSave has to be called once, to save the initial screen image of the starting rectangle, and GDIdragBitmapToScreen has to be called once specifying pDragBitmap to place the initial drag bitmap on screen. The image can be moved repeatedly by calling this function as many times as is required. At the end of the drag operation, GDIdragBitmapRestore must be called to restore the screen specifying pScreenBitmap.

GDIdragBitmapMove restores the pSrcRect with pScreenBitmap, and saves pDestRect into pScreenBitmap before drawing pDragBitmap in pDestRect. The whole operation is done off screen to avoid any flicker.

- **pDragBitmap** - Specifies the image to be drawn at pDestRect.
- **pDragMask** - Specifies the image mask.
- **pScreenBitmap** - Specifies the saved screen image at pSrcRect on entry. On exit it will specify the saved screen image of pDestRect.
- **pSrcRect** - Specifies the location on screen from where the image is to be moved.
- **pDestRect** - Specifies the new location on screen to where the image is to be moved.

Example:

```
// initialize the dragBitmap size ( 20 by 20 pixels )
qrect dragRect( 0, 0, 19, 19 );

// first allocate the bitmap to be dragged around screen and the bitmap
// for saving and restoring the screen
HBITMAP dragBitmap = GDIcreateBitmap( dragRect.width(),
                                dragRect.height(), 0 );
HBITMAP screenBitmap = GDIcreateBitmap( dragRect.width(),
                                dragRect.height(), 0 );
// now fill in the dragBitmap with some sort of image
// first create a DC to draw in and select the dragBitmap into it
HDC tmpDC;
HRESERVED hdcResv;
GDIcreateScreenDC( &tmpDC,&hdcResv );
BITMAP oldBitmap = GDIselectBitmap( tmpDC, dragBitmap );
// first we fill everything with white so everything but our image is
// masked out when we create our mask.
GDIsetBkColor( tmpDC, colWhite );
GDIsetTextColor( tmpDC, colBlack );
GDIfillRect( tmpDC, &dragRect, GDIgetStockBrush( WHITE_BRUSH ) );
// now we draw our image which in this case is a simple ellipse. We
// will fill it with a black and white pattern so we get a ghostly
```

```
// effect (every other pixel is masked out ).
GDIfillEllipse( tmpDC, &dragRect, GDIgetStockBrush( DKGRAY_BRUSH )
   );

// now we create the mask
HBITMAPMASK dragMask =
   GDImaskFromBitmap(tmpDC,dragRect.width(),dragRect.height());

// restore bitmap in DC and delete it
GDIselectBitmap( tmpDC, oldBitmap );
GDIdeleteScreenDC( tmpDC, hdcResv );

// now we can drag the bitmap around the screen, following the screen
// cursor while the mouse button is down
qpoint lastPt, newPt;
// get the current cursor position and calculate the starting drag
// rect position centrally to that point
WNDgetCursorPos( &lastPt );
GDIoffsetRect( &dragRect, lastPt.h - dragRect.width() / 2,
                  lastPt.v - dragRect.height() / 2 );
// first save the screen and draw the image at the start location
GDIdragBitmapFromScreen( screenBitmap, &dragRect );
GDIdragBitmapToScreen( dragBitmap, dragMask, &dragRect );
while ( WNDmouseLeftButtonDown() )
{
   // see if the cursor has moved
   WNDgetCursorPos( &newPt );
   if ( newPt.h != lastPt.h || newPt.v != lastPt.v )
   {
      // move the bitmap
      qrect newRect = dragRect;
      GDIoffsetRect( &newRect, newPt.h - lastPt.h, newPt.v - lastPt.v
   );
      GDIdragBitmapMove( dragBitmap, dragMask, screenBitmap,
                                                &dragRect, &newRect
   );
      dragRect = newRect;
      lastpt = newPt;
   }
}
// the mouse button has been released, restore the screen and delete
```

```
// the bitmaps
GDIdragBitmapToScreen( screenBitmap, NULL, &dragRect );
GDIdeleteBitmap( screenBitmap );
GDIdeleteBitmap( (HBITMAP)dragMask );
GDIdeleteBitmap( dragBitmap );
```

See also GDIdragBitmapToScreen, GDIdragBitmapFromScreen

GDIdragBitmapToScreen()

void GDIdragBitmapToScreen(HBITMAP pDragBitmap, HBITMAPMASK pDragMask, qrect* pDestRect)

GDIdragBitmapToScreen is used together with GDIdragBitmapFromScreen and GDIdragBitmapMove to move an image around the screen without causing any flickering.

GDIdragBitmapToScreen draws the bitmap specified by pScreenBitmap at the location specified by pSrcRect to screen.

See GDIdragBitmapMove for a full description of all three functions.

- **pDragBitmap** - Specifies the image to be drawn at pDestRect.
- **pDragMask** - Specifies the image mask. If NULL, no masking of the image takes place.
- **pDestRect** - Specifies the destination of the image on screen.

Example:

See GDIdragBitmapMove.

See also GDIdragBitmapMove, GDIdragBitmapFromScreen

GDIdragBitmapFromScreen()

void GDIdragBitmapFromScreen(HBITMAP pScreenBitmap, qrect* pSrcRect)

GDIdragBitmapFromScreen is used together with GDIdragBitmapToScreen and GDIdragBitmapMove to move an image around the screen without causing any flickering.

GDIdragBitmapFromScreen saves the area on screen specified by pSrcRect into pScreenBitmap.

See GDIdragBitmapMove for a full description of all three functions.

- **pScreenBitmap** - Specifies the destination bitmap for the saved screen image.
- **pSrcRect** - Specifies the area of the screen to be saved.

Example:

See GDIdragBitmapMove.

See also GDIdragBitmapMove, GDIdragBitmapToScreen

GDIdraw3DPushButton()

void GDIdraw3DPushButton(HDC pHdc, qrect* pRect, qcol pBorderColor,
qcol pFaceColor, qulong pDrawFlags)

Draws the border and face (*not* the text or icon) of a rectangular 3D pushbutton where the corners of the outer border are clipped off by one pixel (Microsoft Windows style button).

Warning: On return the rectangle will be inset according to the border sizes of the button face, i.e. the result can be used as the boundary for the text of the button.

- **pHdc** - Identifies the device in which the button will be drawn.
- **pRect** - Points to the qrect which specifies the boundaries of the pushbutton.
- **pBorderColor** - Specifies the color to be used to draw the outer single border (or double thickness border for default buttons). If default colors are to be used specify GDI_COLOR_QDEFAULT for this color.
- **pFaceColor** - Specifies the color to be used to draw the face of the button. If default colors are to be used specify GDI_COLOR_QDEFAULT for this color.
- **pDrawFlags** - Specifies one or more of the following.

  GDI_BUTT_DEFAULT
  If specified the outer border is drawn twice as thick.

  GDI_BUTT_HIGHLIGHT
  The button is drawn depressed. The light and dark shades are reversed.

  GDI_BUTT_TOOLBAR
  Windows 95, toolbar buttons are drawn differently when depressed, hence this flag.

Example:

```
// this is an example of a control which supports all of the button faces. // The button drawing is
    encapsulated in one function
// all variables starting with 'm' are members of the class.
// The following are assumed to exist
// mFace ( qshort: button face style )
// mBorderColor ( qcol: border color )
// mForeColor ( qcol: foreground fill color )
// mBackColor ( qcol: background fill color )
// mFillPattern ( qpat: the fill pattern )
// mTextSpec ( GDItextSpecStruct: text font, style, size,
//             justification, etc )
// mEnabled ( qbool: qtrue if button is enabled )
void clButt::paintButton( HDC pHdc, qrect* pRect,
                  qchar* pText, qshort pTextLen,
                  qbool pDepressed, qbool pDefault );
{
   // draw the face
   qulong buttFlags = pDepressed ? GDI_BUTT_HIGHLIGHT : 0;
   if ( pDefault ) buttFlags |= GDI_BUTT_DEFAULT;
   switch ( mFace )
   {
      case GDI_BUTT_FACE_NOBORD:
         break;
      case GDI_BUTT_FACE_SYS:
         GDIdrawSystemPushButton( pHdc, pRect, mBorderColor,
                           mFillPattern, mForeColor, mBackColor,
                           mTextSpec.mTextColor, buttFlags );
         break;
      case GDI_BUTT_FACE_SYS3D:
         GDIdrawSystem3dPushButton( pHdc, pRect, mBorderColor,
                           mForeColor, buttFlags );
         break;
      case GDI_BUTT_FACE_3D:
         GDIdraw3dPushButton( pHdc, pRect, mBorderColor,
                        mForeColor, buttFlags );
         break;
      case GDI_BUTT_FACE_HEADING:
         GDIdrawHeadingButton( pHdc, pRect, mBorderColor,
                           mForeColor, buttFlags );
```

```
            break;
         case GDI_BUTT_FACE_COMBO:
            GDIdrawComboButton( pHdc, pRect, buttFlags );
            break;
      }
      // draw the text if we are not a combo button
      if ( mFace != GDI_BUTT_FACE_COMBO )
      {
         // make a copy of the text. GDItextBox will alter the text if
         // it doesn't fit
         str255 txt( pTextLen, pText );
         HFONT font = GDIcreateFont( &mTextSpec.mFnt, mTextSpec.mSty );
         font = GDIselectObject( pHdc, font );
         GDIsetTextColor( pHdc, mEnabled ?
                     mTextSpec.mTextColor : GDI_COLOR_GRAYTEXT );
         GDItextBox( pHdc, pRect, &txt[1], txt[0], 255, mTextSpec.mJst
      );
         font = GDIselectObject( pHdc, font );
         GDIdeleteObject( font );
         if ( mHasFocus )
         {
            GDIdrawFocusRect( pHdc, pRect );
         }
      }
   }
```

See also GDIdrawComboButton, GDIdrawHeadingButton, GDIdrawSystem3dPushButton, GDIdrawSystemPushButton, GDIinflateButtonRect, GDIinsetButtonRect

GDIdrawAlphaBitmap() (v3.3)

qbool GDIdrawAlphaBitmap (HDC pHdc, HBITMAP pBitmap, qrect* pSrcRect, qrect* pDestRect, qbool pStretch)

Draws an alpha bitmap to the given DC.

- **pHdc** - Identifies the device into which the bitmap is drawn.
- **pBitmap** - Specifies the bitmap to be drawn.
- **pSrcRect** - If this parameter is NULL, the whole bitmap is drawn to the device, otherwise only the part of the bitmap enclosed by the rectangle is drawn.
- **pDestRect** - Specifies the destination coordinates for the bitmap local to the DC. The bottom and right edges of the rectangle are ignored if pStretch is false.

- **pStretch** - If true, the bitmap is stretched or shrunk to fit exactly into pDestRect, otherwise the bitmap is drawn as is.

GDIdrawBitmap()

void GDIdrawBitmap(HDC pHdc, HBITMAP pBitmap, HBITMAPMASK pBitmapMask,
qrect* pSrcRect, qrect* pDestRect, qbool pStretch)

Draws a bitmap to the given DC.

- **pHdc** - Identifies the device into which the bitmap is drawn.
- **pBitmap** - Specifies the bitmap to be drawn.
- **pBitmapMask** - If this parameter is NULL, no masking takes place and all of the bitmap is drawn. If a mask is specified, all pixels not set in the mask are not drawn.
- **pSrcRect** - If this parameter is NULL, the whole bitmap is drawn to the device, otherwise only the part of the bitmap enclosed by the rectangle is drawn.
- **pDestRect** - Specifies the destination coordinates for the bitmap local to the DC. The bottom and right edges of the rectangle are ignored if pStretch is false.
- **pStretch** - If true, the bitmap is stretched or shrunk to fit exactly into pDestRect, otherwise the bitmap is drawn as is.

Example:

```
// this example receives a paint message and paints a button off screen into
// a bitmap selected into a dc and draws that bitmap to screen using the
// same dc. This example utilizes the example given for GDIdraw3DPushButton
qulong clButt::WndProc( HWND hWnd, UINT message, WPARAM wParam,
                  LPARAM lParam, LPARAM uParam )
{
   switch ( message )
   {
      case WM_PAINT:
      {
         WNDpaintStruct ps;
         WNDbeginPaint( hWnd, &ps );
            qrect cRect;
            WNDgetClientRect( hWnd, &cRect );
            // create and select the bitmap into the dc, remembering
            // the old one
            HBITMAP bmp = GDIcreateBitmap( cRect.width(),
                                 cRect.height(), 0 );
            bmp = GDIselectBitmap( ps.hdc, bmp );
            // now paint the button off screen. See
            // GDIdraw3DPushButton example.
            // The paintButton function alters the rect, so use a temp
            qrect tmpRect = cRect;
            paintButton( ps.hdc, &tmpRect, mText, mTextLen,
                      qfalse, qfalse );
            // swap the bitmaps and draw the bitmap to screen
            bmp = GDIselectBitmap( ps.hdc, bmp );
            GDIdrawBitmap( ps.hdc, bmp, NULL, &cRect, &cRect, qfalse
   );
         WNDendPaint( hWnd, &ps );
         return 0L;
      }
   }
   return DefWindowProc( hWnd, message, wParam, lParam );
}
```

See also GDIdrawBitmapChisel, GDIdrawIcon, GDIdrawPicture, GDIhiliteBitmap, GDIselectBitmap

GDIdrawBitmapChisel()

void GDIdrawBitmapChisel(HDC pHdc, HBITMAPMASK pBitmapMask,
qrect* pSrcRect, qrect* pDestRect, qbool pStretch)

Draws a chiseled bitmap to the given DC. This is typically used to draw disabled toolbar buttons.

- **pHdc** - Identifies the device/ into which the chiseled bitmap is drawn.
- **pBitmapMask** - This parameter must be a black and white bitmap which was created by GDIcreateBitmap (depth of 1).
- **pSrcRect** - If this parameter is NULL, the whole bitmap is drawn to the device, otherwise only the part of the bitmap enclosed by the rectangle is drawn.
- **pDestRect** - Specifies the destination coordinates for the bitmap local to the DC. The bottom and right edges of the rectangle are ignored if pStretch is qfalse.
- **pStretch** - If qtrue, the bitmap is stretched or shrunk to fit exactly into pDestRect, otherwise the bitmap is drawn as is.

See also GDIdrawBitmap

GDIdrawComboButton()

void GDIdrawComboButton(HDC pHdc, qrect* pRect, qulong pDrawFlags)

Draws a button in the style as used by the platforms combo box.

Warning: On return the rectangle will be inset according to the border sizes of the button face, i.e. the result can be used as the boundary for the text of the button.

- **pHdc** - Identifies the device in which the button will be drawn.
- **pRect** - Points to the qrect which specifies the boundaries of the pushbutton.
- **pDrawFlags** - Specifies one or more of the following.

  GDI_BUTT_HIGHLIGHT
  The button is drawn depressed. The light and dark shades are reversed.

  GDI_BUTT_NOCOMBOARROW
  If specified the button arrow is not drawn.

  GDI_BUTT_DISABLE
  If specified the button is drawn disabled.

  GDI_COMBO_ARROWDOWN
  If specified the combo arrow is drawn pointing down.

GDI_COMBO_ARROWUP
If specified the combo arrow is drawn pointing up.

GDI_COMBO_ARROWLEFT
If specified the combo arrow is drawn pointing left.

GDI_COMBO_ARROWRIGHT
If specified the combo arrow is drawn pointing right.

GDI_COMBO_WIN95_STYLE
If specified a WIN95 style combo button is drawn (all WIN platforms).

GDI_COMBO_97_STYLE
If specified a WIN97 style button face is drawn (all platforms).

GDI_COMBO_97_STYLE_HILITED
If specified a WIN97 style button with a highlighted border is drawn (all platforms).

Example:

See GDIdraw3DPushButton.

See also GDIdraw3DPushButton, GDIdrawHeadingButton, GDIdrawSystem3dPushButton, GDIdrawSystemPushButton, GDIinflateButtonRect, GDIinsetButtonRect

GDIdrawFocusRect()

void GDIdrawFocusRect(HDC pHdc, qrect* pRect)

Frames the specified rectangle using the appropriate focus rect pen pattern for the current platform.

- **pHdc** - Identifies the drawing device.
- **pRect** - Points to the qrect structure.

Example:

See GDIdraw3DPushButton, GDIinsetButtonRect.

See also GDIfillRect

GDIdrawHeadingButton()

void GDIdrawHeadingButton(HDC pHdc, qrect* pRect, qcol pBorderColor,
qcol pFaceColor, qulong pDrawFlags)

Draws a button in the style as used in heading lists.

Warning: On return the rectangle will be inset according to the border sizes of the button face, i.e. the result can be used as the boundary for the text of the button.

- **pHdc** - Identifies the device in which the button will be drawn.
- **pRect** - Specifies the boundaries of the pushbutton.
- **pBorderColor** - Specifies the color to be used to draw the outer single border (or double thickness border for default buttons). If default colors are to be used, specify GDI_COLOR_QDEFAULT for this color.
- **pFaceColor** - Specifies the color to be used to draw the face of the button. If default colors are to be used specify GDI_COLOR_QDEFAULT for this color.
- **pDrawFlags** - Specifies one or more of the following.

  GDI_BUTT_HIGHLIGHT
  The button is drawn depressed.

  GDI_BUTT_LISTHEADING
  Draws a list heading style button

    GDI_BUTT_NOSORT
    Only used with GDI_BUTT_LISTHEADING. Draws the button withpout a sort arrow.

    GDI_BUTT_SELECTED
    Only used with GDI_BUTT_LISTHEADING. Draws the button in selected state.

    GDI_BUTT_SORTUP
    Only used with GDI_BUTT_LISTHEADING. Draws the button with the sorted arrow pointing up. Otherwise the arrow points downwards.

Example:

See GDIdraw3DPushButton.

See also GDIdraw3DPushButton, GDIdrawComboButton, GDIdrawSystem3dPushButton, GDIdrawSystemPushButton, GDIinflateButtonRect, GDIinsetButtonRect

GDIdrawHPIXMAP()

void GDIdrawHPIXMAP(HDC pHdc, HPIXMAP pHPIXMAP, qrect* pSrcRect,
qrect* pDestRect, qbool pStretch)

Draws the given HPIXMAP to the given device.

- **pHdc** - Identifies the device.
- **pHPIXMAP** - Specifies the HPIXMAP to be drawn.
- **pSrcRect** - The rectangle in pHPIXMAP which is to be drawn.
- **pDestRect** - Points to the destination rect within the device.
- **pStretch** - If qtrue, the HPIXMAP will be stretched to fit pDestRect.

See also GDIcreateHPIXMAP, GDIdeleteHPIXMAP, GDIdrawHPIXMAPchisel, GDIdrawHPIXMAPmask

GDIdrawHPIXMAPchisel()

void GDIdrawHPIXMAPchisel(HDC pHdc, HPIXMAP pHPIXMAP, qrect* pDestRect,
qcol pTransparent = colWhite)

Draws the given HPIXMAP to the given device in a chiseled effect.

- **pHdc** - Identifies the device.
- **pHPIXMAP** - Specifies the HPIXMAP to be drawn.
- **pDestRect** - Points to the destination rect within the device. The HPIXMAP will be stretched to the rect if it does not match the size of the HPIXMAP.
- **pTransparent** - Specifies the color which is to be used for the transparent color. Pixels that match the color will not be drawn.

See also GDIcreateHPIXMAP, GDIdeleteHPIXMAP, GDIdrawHPIXMAP, GDIdrawHPIXMAPmask

GDIdrawHPIXMAPmask()

void GDIdrawHPIXMAPmask(HDC pHdc, HPIXMAP pHPIXMAP, qrect* pDestRect,
qcol pTransparent = colWhite)

Draws the given HPIXMAP as a black and white bitmap to the given device. You can use this function to create a black and white mask from a color PIXMAP, by first selecting a black and white bitmap into the given dc and calling this function. All pixels in the given HPIXMAP which match pTransparent are drawn white, and all others are drawn black.

- **pHdc** - Identifies the device.

- **pHPIXMAP** - Specifies the HPIXMAP to be drawn.
- **pDestRect** - Points to the destination rect within the device. The HPIXMAP will be stretched to the rect if it does not match the size of the HPIXMAP.
- **pTransparent** - Specifies the color which is to be used for the transparent color.

See also GDIcreateHPIXMAP, GDIdeleteHPIXMAP, GDIdrawHPIXMAP, GDIdrawHPIXMAPchisel

GDIdrawIcon()

qbool GDIdrawIcon(HDC pHdc, qshort pIconId, qrect* pRect, qbool pStretch, qbool pCanDraw)

Draws the specified icon. The icon must exist in the Omnis resource fork/file. If an icon of the specified id can not be found the function returns false.

- **pHdc** - Identifies the device.
- **pIconId** - The id of the icon in the resources. Under MacOS it must be CICN, under Windows an ICON resource.
- **pRect** - Specifies the destination coordinates for the icon local to the DC. The bottom and right edges of the rectangle are ignored if pStretch is qfalse. If pStretch is qfalse the rect's bottom and right will have been updated to reflect the size of the icon.
- **pStretch** - If qtrue, the icon is stretched or shrunk to fit exactly into pRect, otherwise the icon is drawn as is.
- **pCanDraw** - If qtrue, the icon is drawn to the DC, otherwise only the pRect is updated to reflect the size of the icon.

See also GDIdrawBitmap, GDIdrawPicture

GDIdrawPicture()

void GDIdrawPicture(HDC pHdc, void* pPictData, qlong pPictDataLen, qjst pJst, qrect* pRect, qbool pStretch, qbool pUsePalette)

Lets you draw various pictures and bitmaps, including Omnis color shared pictures.

- **pHdc** - Identifies the device in which the picture is drawn.
- **pPictData** - Address of the picture's data.
- **pPictDataLen** - Length of the picture's data in bytes.
- **pJst** - Specifies the justification of the picture within the destination rectangle.
- **pRect** - Specifies the destination coordinates for the picture local to the DC.

- **pStretch** - If qtrue, the picture is stretched or shrunk to fit exactly into pRect, otherwise the picture is drawn as is and positioned within pRect according to the justification.
- **pUsePalette** - If qtrue, the pictures own color palette is used to draw the picture (the devices color palette is altered). Otherwise the colors in the picture are mapped to the nearest colors supported by the device.

See also GDIdrawBitmap, GDIdrawIcon

GDIdrawSystem3dPushButton()

void GDIdrawSystem3dPushButton(HDC pHdc, qrect* pRect, qcol pBorderColor,
qcol pFaceColor, qulong pDrawFlags)

Under WIN16 and WIN32, draws a standard pushbutton. Under MacOS, this function draws a standard rounded corner pushbutton in 3d, i.e. the rounded rectangle has light and dark shaded edges.

Warning: On return the rectangle will be inset according to the border sizes of the button face, i.e. the result can be used as the boundary for the text of the button.

- **pHdc** - Identifies the device in which the button will be drawn.
- **pRect** - Points to the qrect which specifies the boundaries of the pushbutton.
- **pBorderColor** - Specifies the color to be used to draw the outer single border (or double thickness border for default buttons). If default colors are to be used specify GDI_COLOR_QDEFAULT for this color.
- **pFaceColor** - Specifies the color to be used to draw the face of the button. If default colors are to be used specify GDI_COLOR_QDEFAULT for this color.
- **pDrawFlags** - Specifies one or more of the following.

  GDI_BUTT_ALPHA (Mac OSX only)
  Tells the function to darken the push button by the given alpha value stored within the high byte of pDrawFlags.

  GDI_BUTT_ALPHA_INTERVAL
  The recommended interval for flashing

  GDI_BUTT_ALPHA_MASK (0xFF000000)
  The mask used for extracting the alpha value for darkening the button face.

  GDI_BUTT_ALPHA_MAX
  The maximum recommended alpha value.

  GDI_BUTT_ALPHA_SHIFT
  The value for shifting the alpha for storing in pDrawFlags.

  Example:

```
// draw the button face and darken it by the maximum value
qulong alpha = GDI_BUTT_ALPHA_MAX;
qulong drawFlags = GDI_BUTT_DEFAULT | GDI_BUTT_ALPHA;
drawFlags |= ( alpha << GDI_BUTT_ALPHA_SHIFT );
GDIdrawSystem3dPushButton( hdc, &rect, borderCol, faceCol,
              drawFlags );
```

GDI_BUTT_DEFAULT
If specified under Windows the standard default button border is drawn, under MacOS the standard default button outline is drawn.

GDI_BUTT_HIGHLIGHT
The button is drawn depressed.

GDI_BUTT_HOT (v3.2 WindowsXP)
The button is drawn in hot mode, the mouse is hovering over the button.

GDI_BUTT_ROUND
Draws round system button

Example:

See GDIdraw3DPushButton.

See also GDIdraw3DPushButton, GDIdrawComboButton, GDIdrawHeadingButton, GDIdrawSystemPushButton, GDIinflateButtonRect, GDIinsetButtonRect

GDIdrawSystemPushButton()

void GDIdrawSystemPushButton(HDC pHdc, qrect* pRect, qcol pBorderColor, qpat pFacePat, qcol pFaceFColor, qcol pFaceBColor, qcol pTextColor, qulong pDrawFlags)

Under WIN16 and WIN32, draws the standard 3D pushbutton. Under MacOS, this function draws the border and face of a rounded standard pushbutton.

Warning: On return the rectangle will be inset according to the border sizes of the button face, i.e. the result can be used as the boundary for the text of the button.

- **pHdc** - Identifies the device in which the button will be drawn.
- **pRect** - Points to the qrect which specifies the boundaries of the pushbutton.
- **pBorderColor** - Specifies the color to be used to draw the outer single border (or double thickness border for default buttons). If default colors are to be used specify GDI_COLOR_QDEFAULT for this color.
- **pFacePat** - Specifies the pattern to be used when filling the face of the button. (MacOS only, it is always solid fill on other platforms)

- **pFaceFColor** - Specifies the foreground color for the face pattern. If default colors are to be used specify GDI_COLOR_QDEFAULT for this color, and use a solid fill for the pattern.
- **pFaceBColor** - Specifies the background color for the face pattern. (MacOS only)
- **pTextColor** - Specifies the foreground color to be used for the face pattern when the button is highlighted, pressed. (MacOS only). Ideally this should be the color of the text on the button, and the text should subsequently be drawn using pFaceFColor.
- **pDrawFlags** - Specifies one or more of the following.

  GDI_BUTT_HIGHLIGHT
  The button is drawn depressed. Under Windows, the light and dark shades are reversed. Under MacOS the pTextColor color is used to draw the face, and the text should subsequently be drawn using the pFaceFColor.

  GDI_BUTT_DEFAULT
  If specified under WIN16 and WIN32 the standard default button border is drawn, under MacOS the standard default button outline is drawn.

Example:

See GDIdraw3DPushButton.

See also GDIdraw3DPushButton, GDIdrawComboButton, GDIdrawHeadingButton, GDIdrawSystem3dPushButton, GDIinflateButtonRect, GDIinsetButtonRect

GDIdrawText()

void GDIdrawText(HDC pHdc, qchar* pText, qshort pTextLen)
void GDIdrawText(HDC pHdc, qdim pX, qdim pY, qchar* pText,
qshort pTextLen, qjst pJst)

1. Draws the given text in the specified justification, starting at the current cursor position in the given device.
2. Draws the given text in the specified justification, starting at horizontal position pX and vertical position pY. GDIdrawText will use the selected HFONT and HPEN in the given device.

- **pHdc** - Identifies the device.
- **pX** - The horizontal position. The actual starting position of the text will depend on the justification which is specified by **pJst**.
- **pY** - The vertical position of the top of the text. Text is drawn below this coordinate.
- **pText** - The text to be drawn.

- **pTextLen** - The length of the text.
- **pJst** - The horizontal justification. See description of **qjst** for more detail.

Example:

```
str255 txt = str255( "Some text" );
GDImoveTo( theDC, 15, 20 );
GDIdrawText( theDC, &txt[1], txt[0] );
// Is the same as
GDIdrawText( theDC, 15, 20, &txt[1], txt[0], jstLeft );
```

See also GDIdrawTextJst, GDItextBox

GDIdrawTextFastAlpha() (v5.0)

qbool GDIdrawTextFastAlpha(HDC pHdc, qoschar* pText, qshort pTextLen, qbool pRightToLeft)

Draws pText to the specified device in the current text color, including the alpha component.

- **pHdc** - Identifies the device.
- **pText** – The text to be drawn, one character per qoschar position.
- **pTextLen** – The length of the text in characters.
- **pRightToLeft** – If qtrue, characters will be read from right to left.

GDIdrawTextJst()

qbool GDIdrawTextJst(GDIdrawTextStruct* pTextStruct)

This function is a more complex version of GDIdrawText. It supports embedded escape characters in the text string to be drawn, making it possible to draw the text in various styles and colors, at various tab positions and justifications, and to embed icons and bitmaps. The following byte constants can be embedded in the text string to cause these style changes:

txtEsc
this character must always be embedded and indicates to the function that the next 3 or more bytes will specify a style change, tab position, justification etc.

txtEscCol
this character can be embedded following the txtEsc character to change the text color of all subsequent text. Following the txtEscCol must be the qcol, specifying the new color. Use *memcpy* and *sizeof* to embed the qcol.

If pIsAscii is qtrue, the qcol should be embedded as an 8 byte HEX string followed by txtAsciiEnd, i.e. '00FFFFFF' which is white.

txtEscSty
this character can be embedded following the txtEsc character to change the style of all subsequent text. Following the txtEscSty must be the qsty, specifying the new style. Use *memcpy* and *sizeof* to embed the qsty.

If pIsAscii is qtrue, the qsty should be embedded as an 8 byte HEX string followed by txtAsciiEnd, i.e. '00000003' which is bold and italic.

txtEscLTab
this character can be embedded following the txtEsc character to specify a new left justified tab position. Following the txtEscLTab must be the qdim, specifying the new position. Use *memcpy* and *sizeof* to embed the qdim.

If pIsAscii is qtrue, the qdim should be embedded as an 8 byte HEX string followed by txtAsciiEnd, i.e. '000000FF' specifies a left tab at position 255.

txtEscCTab
same as txtEscLTab, except it centers the next run of text around the new tab position.

Note: A subsequent txtEsc character will stop the text run and the next run will be drawn left justified unless specified otherwise.

If pIsAscii is qtrue, the qdim should be embedded as an 8 byte HEX string followed by txtAsciiEnd, i.e. '000000C8' specifies a center tab at position 200.

txtEscRTab
same as txtEscLTab, except it draws the next run of text on the left of the new tab position (right justified text).

Note: A subsequent txtEsc character will stop the text run and the next run will be drawn left justified unless specified otherwise.

If pIsAscii is qtrue, the qdim should be embedded as an 8 byte HEX string followed by txtAsciiEnd, i.e. '00000064' specifies a right tab at position 100.

txtEscIcon
This character can be embedded following the txtEsc character to specify the id and position of an icon to be drawn (the icon must be located in the Omnis resource fork/file; under MacOS it must be CICN, under Windows an ICON resource.). The id must be a *qshort* followed by a *qdim* for the position of the icon. Use *memcpy* and *sizeof* to embed the qshort and qdim.

If pIsAscii is qtrue, only the icon id should be embedded as an 8 byte HEX string followed by txtAsciiEnd, i.e. '000007d0' will draw icon 2000 at the current position.

txtEscNextCol
this character is used in conjunction with an array of column positions specified by the **pColumnArray** parameter. It tells the function to move to the next column position specified by the array. The internal index into the array is incremented by one for every use of this escape.

txtEscBmp
this character is used to specify the id of a bitmap to be drawn. The bitmap must exist in the Omnis bitmap data file. The id must be a *qlong*. Use *memcpy* and *sizeof* to embed the qlong.

If pIsAscii is qtrue, the bitmap id should be embedded as an 8 byte HEX string followed by txtAsciiEnd, i.e. '00000bb8' will draw bitmap 3000 at the current position.

txtEscBmpCentreLarge
same as txtEscBmp except that the bitmap is center justified (instead of left justified for txtEscBmp) at the current position assuming a bitmap size of 32 by 32 pixels.

txtEscBmpHandle
same as txtEscBmpCentreLarge except that an HBITMAP handle is expected instead of an id.

- pTextStruct – This structure contains the following information

mHdc	Identifies the device.
mX	The horizontal position. The initial position of the text will depend on the justification which is specified by the *mJst* member of *pTextSpec*.
mY	The vertical position of the top (NOT the bottom) of the text.
mText	The text to be drawn.
mTextLen	The length of the text.
mTextSpec	Is a structure specifying the font and initial text style and justification.
mColumnArray	Specifies an array of column positions which are used in conjunction with the txtEscNextCol escape character.
mColumnCount	Specifies the number of array entries in mColumnArray.
mIsAscii	If true, all data embedded for the various escapes must be embedded as 8 byte hex strings followed by txtAsciiEnd.
mApp	Pointer to the Omnis library. Required for library based info, i.e. bitmaps.
mColumnJsts	Array of justifications for mColumnArray
mFontHdc	HDC to be used for creating HFONTs

- **return** - Returns false if errors occurred during the drawing of the text. This is usually caused by incorrect escape sequences.

Example:

```
// first we need a function to insert a style change into a string
void addStyle( qchar pStyle, qulong pValue, str255& pTxt )
{
   // first add the escape and style chars
   qshort len = pTxt[0];
   pTxt[ len + 1 ] = txtEsc;
   pTxt[ len + 2 ] = pStyle;
   // now add the long value starting at the low nibble
   register qchar lookup[16] = { '0','1','2','3','4','5','6','7',
                                 '8','9','A','B','C','D','E','F' };
   register qchar* add = &pTxt[ len + 10 ];
   for ( qshort cnt = 1 ; cnt <= 8 ; cnt++ )
   {
      *add = lookup[ pValue & 0x0000000F ];
      add--;
      pValue = pValue >> 4;
   }
   // add the ascii end char
   pTxt[ len + 11 ] = txtAsciiEnd;
   pTxt[0] = len + 11;
}

// prepare the multi style text string
str255 txt = str255("Normal Text ");
addStyle( txtEscSty, styBold, txt );
txt.concat( str255("Bold Text ") );
addStyle( txtEscSty, styItalic, txt );
txt.concat( str255("Italic text " ) );
addStyle( txtEscSty, styPlain, txt );
addStyle( txtEscCol, GDI_COLOR_QRED, txt );
txt.concat( str255("Red Text" ) );
// prepare the text structure
GDIdrawTextStruct tInfo;
tInfo.mHdc = tInfo.mFontHdc = theDc;
tInfo.mX = 10; tInfo.mY = 20;
tInfo.mText = &txt[0]; tInfo.mTextlen = txt[1];
tInfo.mTextSpec = GDItextSpecStruct(fntSystem, styPlain, colBlack,
   jstLeft);
tInfo.mColumnArray = 0; tInfo.mColumnJst = 0; tInfo.mColumnCount =
   0;
```

```
tInfo.mIsAscii = qtrue;
tInfo.mApp = ECOgetApp( eci->mInstLocp );
// draw the text
GDIdrawTextJst( &tInfo );
```

See also GDItextWidthJst, GDIdrawText, GDItextBox

GDIendText() (v5.0)

void GDIendText(HDC pHdc,GDItextSpecStruct* pTextSpec)

Ends a text drawing operation.

- **pHdc** – Identifies the drawing device.
- **pTextSpec** – Returns GDItextSpecStruct information about the text .

Example: See GDIstartText()

GDIequalRect()

qbool GDIequalRect(qrect* pRect1, qrect* pRect2)

Returns qtrue if both specified rectangles are identical.

- **pRect1** - Points to the first rectangle to be compared.
- **pRect2** - Points to the second rectangle to be compared.

```
Example:
qrect rect1( 10, 15, 25, 40 );
qrect rect2( 12, 13, 80, 30 );
if ( GDIequalRect( &rect1, &rect2 ) )
{
   // there is something wrong here
}
```

See also GDIequalRgn

GDIequalRgn()

qbool GDIequalRgn(qrgn* pRgn1, qrgn* pRgn2)

Returns an indication of whether two Regions are identical in size shape and location.

- **pRgn1** - Points to region one to be compared.
- **pRgn2** - Points to region two to be compared.
- **return** - Returns qtrue if both regions are identical.

See also GDIequalRect

GDIexcludeClipRect()

void GDIexcludeClipRect(HDC pHdc, qrect* pRect)

Subtracts the specified rectangle from the clipping region of the given device, effectively disabling drawing within the specified rectangle.

- **pHdc** - Identifies the device for which the clipping will be cleared.
- **pRect** - Points to a qrect structure specifying the rectangular area to be excluded.

See also GDIexcludeClipRgn, GDIunionClipRect, GDIunionClipRgn

GDIexcludeClipRgn()

void GDIexcludeClipRgn(HDC pHdc, qrgn* pRgn)

Subtracts the specified region from the clipping region of the given device, effectively disabling drawing within the specified region.

- **pHdc** - Identifies the device for which the clipping will be cleared.
- **pRect** - Points to a qrgn structure specifying the region to be excluded.

See also GDIexcludeClipRect, GDIunionClipRect, GDIunionClipRgn

GDIfillEllipse()

void GDIfillEllipse(HDC pHdc, qrect* pRect, HBRUSH pBrush)

Fills an elliptical shape within the specified rectangle, using the color and pattern of the specified brush and the current back color.

- **pHdc** - Identifies the device in which the shape will be drawn.
- **pRect** - Point to the qrect which specifies the boundaries for the ellipse.
- **pBrush** - Specifies the brush to be used for the fill.

Example:

See GDIdragBitmapMove.

See also GDIframeEllipse, GDIfillRect, GDIfillRoundRect, GDIfillPoly, GDIfillRgn, GDIfloodFill

GDIfillPoly()

void GDIfillPoly(HDC pHdc, qpoint* pPoints, qshort pNumPoints)

Fills the specified polygon (array of qpoints) using the color and pattern of the current brush, and the current background color.

- **pHdc** - Identifies the device in which the polygon is filled.
- **pPoints** - Points to an array of qpoints which specify the polygon shape.
- **pNumPoints** - Specifies the number of qpoints in the pPoints array.

Example:

```
// this example frames and fills a polygon with patterned pen and brush
// create the polygon points ( diamond shape )
qpoint pts[5];
pts[0].h = pts[0].v = 0;
pts[1].h = pts[1].v = 10;
pts[2].h = 0; pts[2].v = 20;
pts[3].h = -10; pts[3].v = 10;
pts[4].h = pts[4].v = 0;
// fill the polygon
GDIsetBkColor( theDC, GDI_COLOR_QRED );
GDIsetTextColor( theDC, GDI_COLOR_QYELLOW );
HBRUSH brush = GDIcreateBrush( patStd10 );
brush = GDIselectObject( theDC, brush );
GDIfillPolly( theDC, &pts[0], 5 );
brush = GDIselectObject( theDC, brush );
GDIdeleteObject( brush );
// frame the polly
GDIsetBkColor( theDC, GDI_COLOR_QGREEN );
HPEN pen = GDIcreatePen( 1, GDI_COLOR_QBLUE, patPen8 );
pen = GDIselectObject( theDC, pen );
GDIframePolly( theDC, &pts[0], 5 );
pen = GDIselectObject( theDC, pen );
GDIdeleteObject( pen );
```

See also GDIframePolly, GDIfillRect, GDIfillRgn, GDIfloodFill

GDIfillRect()

void GDIfillRect(HDC pHdc, qrect* pRect, HBRUSH pBrush)

Fills the specified rectangle using the color and pattern of the specified brush and the current back color.

- **pHdc** - Identifies the device in which the rectangle will be drawn.
- **pRect** - Points to the qrect which specifies the boundaries for the fill.
- **pBrush** - Specifies the brush to be used for the fill

Example:

See GDIdragBitmapMove.

See also GDIframeRect, GDIfillRoundRect, GDIfillRgn, GDIfillEllipse, GDIfillPoly, GDIfloodFill

GDIfillRgn()

void GDIfillRgn(HDC pHdc, qrgn* pRgn, HBRUSH pBrush)

Fills all pixels enclosed by a region with the color and pattern of the specified brush, and the current background color. The background color is used for all white pixels in the pattern of the brush.

- **pHdc** - Identifies the device in which the region is filled.
- **pRgn** - Points to the region to be filled.
- **pBrush** - Specifies the brush to be used.

Example:

See GDIcreatePolly, GDIcreateRectRgn, GDIcreateRoundRectRgn.

See also GDIframeRgn, GDIfillRect, GDIfillPoly, GDIfloodFill

GDIfillRoundRect()

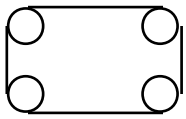
void GDIfillRoundRect(HDC pHdc, qrect* pRect, qdim pWidthEllipse,
qdim pHeightEllipse, HBRUSH pBrush)

Fills the specified rounded corner rectangle using the color and pattern of the specified brush and the current back color. The degree of rounding depends on the values passed in pWidthEllipse and pHeightEllipse.

- **pHdc** - Identifies the device in which the rounded rectangle will be drawn.
- **pRect** - Points to the qrect which specifies the boundaries for the fill.

- **pWidthEllipse** - Width defining curvature of corners.
- **pHeightEllipse** - Height defining curvature of corners.
- **pBrush** - Specifies the brush to be used for the fill.

Note: This function is like filling a rectangle and drawing four identical ellipses to replace the rectangles corners:



See also GDIframeRoundRect, GDIfillRect, GDIfillRgn, GDIfillEllipse, GDIfillPoly, GDIfloodFill

GDIfloodFill()

void GDIfloodFill(HDC pHdc, qdim pX, qdim pY, qcol pCol)

Fills an area in the device using the current brush. It begins at the coordinate specified by pX and pY and continues in all directions, filling all adjacent areas containing the color of the starting position with the color specified by pCol.

- **pHdc** - Identifies the device.
- **pX** - Specifies the horizontal coordinate of the starting position.
- **pY** - Specifies the vertical coordinate of the starting position.
- **pCol** - Specifies the color to be used for the fill.

Example:

```
// this example draws an enclosed odd space using lines
// and fills that shape using flood fill.
GDImoveTo( theDC, 20, 20 );
GDIlineTo( theDC, 35, 25 );
GDIlineTo( theDC, 20, 40 );
GDIlineTo( theDC, 15, 38 );
GDIlineTo( theDC, 17, 30 );
GDIlineTo( theDC, 20, 20 );
// make sure the point is within the shape
GDIfloodFill( theDC, 20, 22, GDI_COLOR_QDKRED );
```

See also GDIframeRoundRect, GDIfillRect, GDIfillRgn, GDIfillEllipse, GDIfillPoly, GDIfillRoundRect

GDIflushDC() (v3.1)

void GDIflushDC(HDC pHdc)

On Mac OSX and Linux, drawing occurs inside buffers. Changes do not appear on screen until these buffers are flushed to the screen. Flushing of window buffers will naturally occur when the process is less busy, so you should not need to call this function. The only time you should call these function is, if you animating some screen drawing from within a tight loop.

- **pHdc** - Identifies the device to be flushed. On Mac OSX only the Macintosh window owning the DC is flushed. On Linux these parameter is ignored, and all window buffers are flushed.

See also GDIsetFlush

GDIfontDecSize()

qbool GDIfontDecSize(qfnt* pFnt)

Decrements the size of the given font to the next smaller possible size for that font. If the font size can not be reduced any further, the function returns qfalse.

- **pFnt** - Points to the qfnt.
- **return** - Returns qtrue if successful.

See also GDIfontIncSize

GDIfontGetExtra()

qshort GDIfontGetExtra(qfnt* pFnt)

Returns the extra spacing of the given font.

- **pFnt** - Points to the qfnt.
- **return** - Returns extra spacing in points.

See also GDIfontSetExtra, GDIfontGetSize, GDIfontSetSize

GDIfontGetSize()

qshort GDIfontGetSize(qfnt* pFnt)

Returns the size of the font in points.

- **pFnt** - Points to the qfnt.
- **return** - Returns the font size in points.

See also GDIfontSetSize, GDIfontGetExtra, GDIfontSetExtra

GDIfontHeight()

qdim GDIfontHeight(qfnt* pFnt)

qdim GDIfontHeight(HDC pHdc, qshort pExtra = 0)

Returns the total of ascent, descent, leading and extra spacing of the font in screen units (this is effectively the line height of a font, and can be used in multi line text based controls).

- **pFnt** - Points to the qfnt.

OR

- **pHdc** - Points to the device which has the HFONT of interest selected.
- **pExtra** - Additional extra spacing in points to be added to the font height. pExtra has a default value of zero and does not need to be specified.
- **return** - Returns the font height in screen units.

Example:

```
HFONT fnt = GDIcreateFont( &fntSystem, styPlain );
fnt = GDIselectObject( theDC, fnt );
qdim ht = GDIfontHeight( theDC );
fnt = GDIselectObject( theDC, fnt );
GDIdeleteObject( fnt );
```

See also GDIfontPart, GDIfontGetSize, GDIfontGetExtra

GDIfontIncSize()

qbool GDIfontIncSize(qfnt* pFnt)

Increments the size of the specified font to the next greater possible size for that font. If the font size can not be increased any further, the function returns qfalse.

- **pFnt** - Points to the qfnt.
- **return** - Returns qtrue if successful.

See also GDIfontDecSize

GDIfontIsReal()

qbool GDIfontIsReal(qfnt* pFnt)

qbool GDIfontIsReal(HDC pHdc)

Returns qfalse if the given font is valid (i.e. the font exists in the size as specified by the qfnt or selected HFONT).

- **pFnt** - Points to the qfnt.

OR

- **pHdc** - Points to the device which has the HFONT of interest selected.
- **return** - returns qtrue if the font and font size are valid.

See also GDIfontIsTrueType

GDIfontIsTrueType()

qbool GDIfontIsTrueType(qfnt* pFnt, qbool pIsPrinter)

qbool GDIfontIsTrueType(HDC pHdc, qbool pIsPrinter)

Returns qtrue if the given font is a True Type font. If **pIsPrinter** is true, the specified font is checked against the printer fonts.

- **pFnt** - Points to the qfnt.

OR

- **pHdc** - Points to the device which has the HFONT of interest selected.
- **pIsPrinter** - If qtrue is specified, the font is checked against the printer fonts.
- **return** - returns qtrue if the font is a True Type font.

See also GDIfontIsReal

GDIfontPart()

qdim GDIfontPart(qfnt* pFnt, qsty pSty, eGDIfontPart pFontPart)

qdim GDIfontPart(HDC pHdc, eGDIfontPart pFontPart)

Returns the dimension of given font part for the given font and style.

- **pFnt** - Specifies the font information.
- **pSty** - Specifies the font style.

OR

- **pHdc** - Points to the device which has the HFONT of interest selected.
- **pFontPart** - Specifies the font part of interest. One of the following font parts can be requested:

  eFontAscent
  the ascent of the font.

  eFontDescent
  the descent of the font.

  eFontLeading
  the leading of the font.

  eFontHeight
  the total of the ascent and descent of the font.

  eFontLineHeight
  the total of the ascent, descent and leading of the font.

  eFontMaxWidth
  the width of the widest character of the given font and style.

- **return** - returns the size of the font part in screen units.

Example:

See GDIinflateButtonRect.

See also GDIfontHeight, GDItextWidth

GDIfontSetExtra()

void GDIfontSetExtra(qfnt* pFnt, qshort pExtra)

Sets the extra spacing of the given font.

- **pFnt** - Points to the qfnt.
- **pExtra** - Specifies the extra spacing in points.

See also GDIfontGetExtra, GDIfontSetSize

GDIfontSetSize()

void GDIfontSetSize(qfnt* pFnt, qshort pSize)

Sets the size in points of the font.

- **pFnt** - Points to the qfnt.
- **pSize** - Specifies the new size of the font.

See also GDIfontGetSize, GDIfontGetExtra, GDIfontSetExtra

GDIframeEllipse()

void GDIframeEllipse(HDC pHdc, qrect* pRect)

Frames an elliptical shape within the specified rectangle, using the current pen.

- **pHdc** - Identifies the device in which the shape will be drawn.
- **pRect** - Points to the qrect which specifies the boundaries for the ellipse.

Example:

```
// this example creates a thick black pen and draws an Ellipse
qrect theRect( 10, 10, 50, 100 );
HPEN pen = GDIcreatePen(  4 );
pen = GDIselectObject( theDC, pen );
GDIframeEllipse( theDC, &theRect );
pen = GDIselectObject( theDC, pen );
GDIdeleteObject( pen );
```

See also GDIfillEllipse, GDIframeRect, GDIframeRoundRect, GDIframePolly, GDIframeRgn

GDIframePoly()

void GDIframePoly(HDC pHdc, qpoint* pPoints, qshort pNumPoints)

Frames the specified polygon (array of qpoints) using the color and line style of the current pen.

- **pHdc** - Identifies the device in which the polygon is framed.
- **pPoints** - Points to an array of qpoints which specify the polygon shape.
- **pNumPoints** - Specifies the number of qpoints in the pPoints array.

Example:

See GDIfillPoly.

See also GDIfillPoly, GDIframeRect, GDIframeRgn

GDIframeRect()

void GDIframeRect(HDC pHdc, qrect* pRect)

Frames the specified rectangle using the current pen.

- **pHdc** - Identifies the device in which the rectangle will be drawn.

- **pRect** - Points to the qrect which specifies the boundaries for the frame.

Note: The frame is drawn inside (including the boundaries) the specified rectangle regardless of the pen width.

See also GDIfillRect, GDIframeEllipse, GDIframeRoundRect, GDIframePolly, GDIframeRgn

GDIframeRgn()

void GDIframeRgn(HDC pHdc, qrgn* pRgn, HBRUSH pBrush)

Frames the specified region using the color and pattern of the specified brush. All white pixels in the brush will be transparent.

- **pHdc** - Identifies the device in which the region is framed.
- **pRgn** - Points to the region.
- **pBrush** - Specifies the brush to be used.

Example:

See GDIcreatePolly.

See also GDIfillRgn, GDIframeRect, GDIframePolly

GDIframeRoundRect()

void GDIframeRoundRect(HDC pHdc, qrect* pRect, qdim pWidthEllipse, qdim pHeightEllipse)

Frames the specified rounded corner rectangle using the current pen. The degree of rounding depends on the values passed in pWidthEllipse and pHeightEllipse.

- **pHdc** - Identifies the device in which the rounded rectangle will be drawn.
- **pRect** - Points to the qrect which specifies the boundaries for the frame.
- **pWidthEllipse** - Width defining curvature of corners.
- **pHeightEllipse** - Height defining curvature of corners.

Note: The frame is drawn inside (including the boundaries) the specified rectangle regardless of the pen width. For more information on the curvature see GDIfillRoundRect.

See also GDIfillRoundRect, GDIframeEllipse, GDIframeRect, GDIframePolly, GDIframeRgn

GDIgetBkColor()

qcol GDIgetBkColor(HDC pHdc)

Returns the current background color from the given device.

- **pHdc** - Identifies the device.
- **return** - Returns the current background color.

See also GDIgetTextColor, GDIsetBkColor, GDIsetTextColor

GDIgetBkColorAlpha() (v5.0)

qbyte GDIgetBkColorAlpha(HDC pHdc)

Returns the alpha component of the device's background color.

- **pHdc** - Identifies the device.

GDIgetClipRect()

void GDIgetClipRect(HDC pHdc, qrect* pRect)

Returns the bounding rectangle of the current clipping region of the given device.

- **pHdc** - Identifies the device for which to return the current clipping.
- **pRect** - Points to a qrect structure which is to receive the coordinates of the bounding rectangle for the current clipping.

See also GDIgetClipRgn, GDIsetClipRect, GDIsetClipRgn

GDIgetClipRgn()

void GDIgetClipRgn(HDC pHdc, qrgn* pRgn)

Returns a copy of the clipping region of the given device.

- **pHdc** - Identifies the device for which to return the current clipping.
- **pRgn** - Points to a qrgn structure which is to receive a copy of the current clipping region.

See also GDIgetClipRect, GDIsetClipRect, GDIsetClipRgn

GDIgetColorEntries()

qshort GDIgetColorEntries(HPIXMAP pPixMap, qshort pStart, qshort pCount, qColorEntry* pEntries)

Get the color entries of a HPIXMAP. Returns the number of colors actually retrieved from the HPIXMAP.

- **pPixMap**- Identifies the HPIXMAP.
- **pStart**- The starting place to get color entries.
- **pCount**- The number of color entries to retrieve.
- **pEntries**- Points to the buffer of color entries to stored.

GDIgetDarkerShade()

qcol GDIgetDarkerShade(qcol pCol)

Returns a darker shade of the specified color by halving the individual RGB values. The RGB values are shifted down by one bit, shifting in zeros at the high bit end.

- **pCol** - Specifies the color for which to return a darker shade. The qcol can contain a system color index or direct RGB values.
- **return** - Returns a darker shade of the given color.

See also GDIgetLighterShade

GDIgetFlagsForAlphaDC() (v5.0)

qulong GDIgetFlagsForAlphaDC(HDC pHdc)

Returns the flags used to create the alpha drawing device.

- **pHdc** - Identifies the device.

See also GDIsetFlagsForAlphaDC

GDIgetFontName()

qshort GDIgetFontName(qfnt* pFnt, qchar *pBuffer, qshort pMaxLen)

Returns the name of the font as a text string.

- **pFnt** - Points to the qfnt.
- **pSize** - Points to the buffer for the font name.
- **pMaxLen** - Specifies the size of the given buffer which should be a minimum size of 32 bytes.

- **return** - Returns the length of the returned font name.

Example:

```
str255 fntName;
fntName[0] = GDIgetFontName(&fntSystem, &fntName[1], 255 );
```

See also GDIsetFontName

GDIgetHPIXMAPinfo()

void GDIgetHPIXMAPinfo(HPIXMAP pPixMap, HPIXMAPinfo* pPixMapInfo)

Gets Information about a particular HPIXMAP.

- **pPixMap**- Identifies which HPIXMAP information is required.
- **pPixMapInfo**- Points to structure to store the returned information.

GDIgetLighterShade()

qcol GDIgetLighterShade(qcol pCol)

Returns a lighter shade of the specified color by multiplying the individual RGB values by two. The RGB values are shifted up by one bit, shifting in set bits at the low bit end.

- **pCol** - Specifies the color for which to return a lighter shade. The qcol can contain a system color index or direct RGB values.
- **return** - Returns a lighter shade of the given color.

See also GDIgetDarkerShade

GDIgetMenubarHeight()

qdim GDIgetMenubarHeight()

Return the height of the menu bar in screen units.

GDIgetNativeGraphicsObjectForAlphaDC() (v5.0)

void *GDIgetNativeGraphicsObjectForAlphaDC(HDC pHdc);

Returns Graphics pointer to GDI+ object on Win32, or CGContextRef on MacOSX; returns NULL if the HDC is not an alphaDC. Normally used in detecting an alpha capable device.

- **pHdc** – Identifies the device.

Example:

```
qbool alphaDC = qfalse;
#if defined(iswin32) && !defined(isunix)
   alphaDC = (GDIgetNativeGraphicsObjectForAlphaDC(pHDC) != 0);
#endif
```

GDIgetPaletteEntries()

qshort GDIgetPaletteEntries(HPALETTE pPalette, qshort pStart, qshort pCount, qColorEntry* pEntries)

GDIgetPaletteEntries retrieves a range of palette entries in given HPALETTE.

- **pPalette** - Identifies the HPALETTE.
- **pStart** - The starting position.
- **pCount** - The number of color entries to retrieve.
- **pEntries** - The buffer for the color entries to be stored in.

GDIgetPixel()

qcol GDIgetPixel(HDC pHdc, qdim pX, qdim pY)

Retrieves the color of the screen pixel at the specified location in the given device.

- **pHdc** - Identifies the device.
- **pX** - Specifies the horizontal coordinate.
- **pY** - Specifies the vertical coordinate.
- **return** - Returns the qcol of the specified screen pixel.

See also GDIsetPixel

GDIgetRealColor()

void GDIgetRealColor(qcol& pCol)

Converts a system color index to a real RGB value. If the qcol already contains a RGB value, it does nothing. There should never be a need to call this function from outside the GDI module.

- **pCol** - Is a reference to the qcol which is to be converted.

GDIgetRgnBox()

void GDIgetRgnBox(qrgn* pRgn, qrect* pRect)

Returns the bounding rectangle of the given region.

- **pRgn** - Points to the region.
- **pRect** - Points to the qrect which is set to receive the bounding rectangle.

GDIgetScreenRect()

void GDIgetScreenRect(qulong pFlags, qrect* pRect)

Under Windows, returns the Omnis program window client rect (or the screen rect if GDI_SCR_GET_ALL is specified) after subtracting the specified restrictions. Under MacOS, this function returns the main monitor's screen rect (or the union of all connected monitors if GDI_SCR_GET_ALL is specified) after subtracting the specified restrictions.

Note: Using any of the GDI_SCR_SUB_xxx flags together with GDI_SCR_GET_ALL does not work very well. The resulting rect may be somewhat incorrect.

- **pFlags** - Specifies the areas to be subtracted prior to returning the main monitors screen rect. The following flags can be specified:

  GDI_SCR_SUB_TOP
  Subtracts height of top toolbar

  GDI_SCR_SUB_BOT
  Subtracts height of bottom toolbar and helpbar

  GDI_SCR_SUB_LEFT
  Subtracts width of left toolbar

  GDI_SCR_SUB_RIGHT
  Subtracts width of right toolbar

  GDI_SCR_SUB_ALL
  Subtracts all of the above

  GDI_SCR_GET_ALL
  Returns the union of all connected monitors if specified. MacOS Only.

- **pRect** - The screen rect is returned in this parameter.

See also GDIptInScreen

GDIgetScreenResolution()

void GDIgetScreenResolution(qdim* pHorz, qdim* pVert)

Returns the pixels per inch for the current graphics mode.

- **pHorz** - Horizontal pixels per inch.
- **pVert** - Vertical pixels per inch.

GDIgetStockBrush()

HBRUSH GDIgetStockBrush(qlong pWhich)

Returns an HBRUSH from stock for drawing.

Warning: The HBRUSH must NOT be deleted when finished with.

- **pWhich** - Specifies one of the following values:

  BLACK_BRUSH
  Returns a solid brush (the area field with the brush will be filled with the current textcolor).

  DKGRAY_BRUSH
  Returns a dark gray pattern brush.

  GRAY_BRUSH
  Returns a gray pattern brush.

  LTGRAY_BRUSH
  Returns a light gray pattern brush.

  WHITE_BRUSH
  Returns a empty brush (the area field with the brush will be filled with the current backcolor).

- **return** - returns the specified stock brush.

Example:

See GDIcreateRectRgn.

See also GDIgetStockPen, GDIcreateBrush

GDIgetStockPen()

HBRUSH GDIgetStockPen(qlong pWhich)

Returns an HPEN from stock for drawing. All pens returned have a thickness of 1 pixel and a solid line style.

Warning: The HPEN must NOT be deleted when finished with.

- **pWhich** - Specifies one of the following values:

  BLACK_PEN
  Returns a black solid pen.

  WHITE_PEN
  Returns a white solid pen.

- **return** - returns the specified stock pen.

See also GDIgetStockBrush, GDIcreatePen

GDIgetTempDC()

HDC GDIgetTempDC()

Returns a general purpose screen DC. It can be used for all non-drawing operations which require a screen dc. In some cases it is more efficient to use this temp DC, i.e. when it is required to calculate the text width for several strings of text, based on the same font.

Warning: The temp DC must never be deleted, and it is not available to call other functions which may also use the temp DC, while it is being used in the calling function.

- **return** - Returns the temp DC.

Example:

See GDIcopyBits, GDIinflateButtonRect.

See also GDIcreateScreenDC

GDIgetTextColorAlpha() (v5.0)

qbyte GDIgetTextColorAlpha(HDC pHdc)

Returns the alpha component of text color.

- **pHdc** - Identifies the device.

GDIgetTextColor()

qcol GDIgetTextColor(HDC pHdc)

Returns the current text color from the given device.

- **pHdc** - Identifies the device.
- **return** - Returns the current text color.

See also GDIgetBkColor, GDIsetBkColor, GDIsetTextColor

GDIgetViewportOrg()

void GDIgetViewportOrg (HDC pHdc, qdim* pX, qdim* pY)

Retrieves the given devices horizontal and vertical origin.

- pHdc - Identifies the device.
- pX - Points to the qdim which is to receive the horizontal origin.
- pY - Points to the qdim which is to receive the horizontal origin.

See also GDIsetViewportOrg

GDIhasAlphaSupport()

qbool OMNISAPI GDIhasAlphaSupport()

Returns a boolean value indicating whether the current platform supports alpha-blended images.

GDIhiliteBitmap()

void GDIhiliteBitmap(HDC pHdc, HBITMAPMASK pBitmapMask, qrect *pSrcRect, qrect *pDestRect, qcol pHiliteCol)

Highlights a bitmap by setting every other pixel in the non-transparent parts of the bitmap to the supplied color.

- **pHdc** - Identifies the device in which the bitmap to be highlighted has already been drawn.
- **pBitmapMask** - The handle to the bitmap mask. If this is NULL, the whole bitmap is highlighted.
- **pSrcRect** - The rectangle in pBitMapMask which is to be drawn.
- **pDestRect** - The rectangle in pHdc which is to be highlighted.
- **pHiliteCol** - the color to be used to highlight the bitmap.

See also GDIdrawBitmap

GDIhiliteRect()

void GDIhiliteRect(HDC pHdc, qrect* pRect)

Highlights the specified rectangle using the systems highlight color and mode.

- **pHdc** - Identifies the device in which the rectangle will be highlighted.
- **pRect** - Points to the qrect which specifies the boundaries for the highlight.

See also GDIinvertRect

GDIhiliteRgn()

void GDIhiliteRgn(HDC pHdc, qrgn* pRgn)

Highlights the specified region using the systems highlight color and mode.

- **pHdc** - Identifies the device in which the region will be highlighted.
- **pRgn** - Points to the region to be highlighted.

See also GDIinvertRgn

GDIhiliteTextEnd() (v3.1)

void GDIhiliteTextEnd(HDC pHdc, qrect* pRect, qcol pTheTextColor)

For full description see GDIhiliteTextStart below.

GDIhiliteTextStart() (v3.1)

void GDIhiliteTextStart(HDC pHdc, qrect* pRect, qcol pTheTextColor)

With the numerous platforms now supported by Omnis and the various ways in which text is hilited on the various platforms, we have introduced GDIhiliteTextStart and GDIhiliteTextEnd. When you need to hilite some of your text, you simply call GDIhiliteTextStart, draw your text, than call GDIhiliteTextEnd. You must have calculated your texts bounding rectangle prior. When GDIhiliteTextStart returns, the correct text color will have been selected in the DC, ready for you to draw your text.

- **pHdc** - Identifies the device in which the text will be highlighted.
- **pRect** - Your texts bounding rect.
- **pTheTextColor** - The color of the text (if it wasn't hilited).

Example:

```
GDIhiliteTextStart( theDC, &theRect, theTextColor );
GDIdrawText(theDC, theRect.left, theRect.top, theText, theTextLen,
   jstLeft);
GDIhiliteTextEnd( theDC, &theRect, theTextColor );
```

See also GDIhiliteTextEnd

GDIHPIXMAPfromSharedPicture()

HPIXMAP GDIHPIXMAPfromSharedPicture(void* pPictData, qlong pPictDataLen)

Creates an HPIXMAP from an Omnis shared Picture.

- **pPictData** - Address of the pictures data.
- **pPictDataLen** - Length of the pictures data in bytes.
- **return** - Returns the HPIXMAP. The caller is responsible for deleting the HPIXMAP when it is no longer needed.

See also GDIcreateHPIXMAP, GDIdeleteHPIXMAP

GDIinflateButtonRect()

void GDIinflateButtonRect(qrect* pRect, qshort pFaceType)

Inflates the given rectangle by the border sizes of to the specified button face style. This is the reverse of what the above button drawing functions do to their pRect parameter. This function is useful when you need to calculate the overall size of a pushbutton based on its text width, height and button face.

- **pRect** - Points to the rectangle to be inflated.
- **pFaceType** - Specifies one of the following constants:

  GDI_BUTT_FACE_SYS
  System Button Face (GDIdrawSystemPushButton).

  GDI_BUTT_FACE_SYS3D
  System 3D Button Face (GDIdrawSystem3dPushButton).

  GDI_BUTT_FACE_3D
  3D Button Face (GDIdraw3DPushButton).

  GDI_BUTT_FACE_HEADING
  Heading Button Face (GDIdrawHeadingButton).

  GDI_BUTT_FACE_COMBO
  Combo Button Face (GDIdrawComboButton).

Example:

```
// this example calculates the minimum height and width of a button based
// on the font, font size, font style.
str255 txt = str255("Button");
qrect cRect( 1, 1, 1, 1 );
// get the temp dc and select the font into it
HDC dc = GDIgetTempDC();
HFONT fnt = GDIcreateFont( &fntButt, styButt );
fnt = GDIselectObject( dc, fnt );
// calculate the width. Allow an extra 4 pixels (+8) at either end.
// It looks better.
cRect.right = GDItextWidth( dc, &txt[1], txt[0] ) + 8;
// calculate the height. Buttons center the ascent part of a font,
// so we need to add the
// descent twice, once for above the ascent part and once for below.
cRect.bottom = GDIfontPart( dc, eFontAscent ) +
          GDIfontPart( dc, eFontDescent ) * 2;
// now add the border of the button
GDIinflateButtonRect( &cRect, GDI_BUTT_FACE_SYS3D );
// now we have the minimum height and width.
qdim theHeight = cRect.height();
qdim theWidth = cRect.width();
// restore the font in the dc, and delete the one we created
fnt = GDIselectObject( dc, fnt );
GDIdeleteObject( fnt );
```

See also GDIinsetButtonRect

GDIinflateRect()

void GDIinflateRect(qrect* pRect, qdim pXAmt, qdim pYAmt)

Inflates the rectangle outwards by the specified amount. Passing negative values for the amounts will shrink the rectangle.

- **pRect** - Points to the qrect to be inflated.
- **pXAmt** - Specifies the amount to inflate the rectangle horizontally.
- **pYAmt** - Specifies the amount to inflate the rectangle vertically.

See also GDIinsetRect, GDIoffsetRect

GDIinsetButtonRect()

void GDIinsetButtonRect(qrect* pRect, qshort pFaceType)

Insets the given rectangle by the border sizes of the specified button face style. This function is useful when you need to calculate the size of a pushbutton inner face for drawing text or icons within the face.

- **pRect** - Points to the rectangle to be inset.
- **pFaceType** - Specifies one of the following constants.

  GDI_BUTT_FACE_SYS
  System Button Face (GDIdrawSystemPushButton).

  GDI_BUTT_FACE_SYS3D
  System 3D Button Face (GDIdrawSystem3dPushButton).

  GDI_BUTT_FACE_3D
  3D Button Face (GDIdraw3DPushButton).

  GDI_BUTT_FACE_HEADING
  Heading Button Face (GDIdrawHeadingButton).

  GDI_BUTT_FACE_COMBO
  Combo Button Face (GDIdrawComboButton).

Example:

```
// in this example a button has just received the focus and needs
// to draw a focus rect
HDC dc = WNDstartDraw( theHwnd );
qrect cRect;
WNDgetClientRect( theHwnd, &cRect );
GDIinsetButtonRect( &cRect, GDI_BUTT_FACE_SYS3D );
GDIdrawFocusRect( dc, &cRect );
WNDendDraw( theHwnd, dc );
```

See also GDIinflateButtonRect

GDIinsetRect()

void GDIinsetRect(qrect* pRect, qdim pXAmt, qdim pYAmt)

Insets (reverse of GDIinflateRect) the rectangle by the specified amount inwards. Passing negative values for the amounts will inflate the rectangle.

- **pRect** - Points to the qrect to be inset.
- **pXAmt** - Specifies the amount to inset the rectangle horizontally.

- **pYAmt** - Specifies the amount to inset the rectangle vertically.

See also GDIinflateRect, GDIoffsetRect

GDIintersectClipRect()

void GDIintersectClipRect(HDC pHdc, qrect* pRect)

Sets the current clipping region of the given device to the intersection of the clipping region and the specified rectangle, effectively disabling drawing outside the specified rectangle.

- **pHdc** - Identifies the device in which to intersect the clipping.
- **pRect** - Points to a qrect structure which specifies the rectangle to be intersected with the current clipping region.

See also GDIintersectClipRgn, GDIsetClipRect, GDIsetClipRgn

GDIintersectClipRgn()

void GDIintersectClipRgn(HDC pHdc, qrgn* pRgn)

Sets the current clipping of the given device to the intersection of the clipping region and the specified region, effectively disabling drawing outside the specified region.

- **pHdc** - Identifies the device in which to intersect the clipping.
- **pRgn** - Points to a qrgn structure which specifies the region to be intersected with the current clipping region.

See also GDIintersectClipRect, GDIsetClipRect, GDIsetClipRgn

GDIintersectRect()

qbool GDIintersectRect(qrect* pDestRect, qrect* pSrcRect1, qrect* pSrcRect2)

Returns the intersection of two rectangles in a third rectangle, and returns true if the resulting rectangle is not empty.

- **pDestRect** - Points to the destination rectangle for the intersection.
- **pSrcRect1** - Points to rectangle one to intersect.
- **pSrcRect2** - Points to rectangle two to intersect.
- **return** - returns true if the resulting rectangle is not empty.

Example:

```
qrect r1( 10, 10, 20, 20 );
qrect r2( 15, 15, 25, 25 );
qrect r3;
if ( GDIintersectRect( &r3, &r1, &r2 ) )
{
   // r3 should equal to 15, 15, 20, 20
}
```

See also GDIunionRect

GDIinvertRect()

void GDIinvertRect(HDC pHdc, qrect* pRect)

Inverts the specified rectangle in the specified device. All set pixels will be cleared and all clear pixels will be set.

- **pHdc** - Identifies the device in which the rectangle will be inverted.
- **pRect** - Points to the qrect which specifies the boundaries for the invert.

See also GDIhiliteRect

GDIinvertRgn()

void GDIinvertRgn(HDC pHdc, qrgn* pRgn)

Inverts the specified region in the specified device. All set pixels will be cleared and all clear pixels will be set.

- **pHdc** - Identifies the device in which the region will be inverted.
- **pRgn** - Points to the region to be inverted.

See also GDIhiliteRgn

GDIisAlphaImage() (v3.3)

qbool GDIisAlphaImage(void* pPictData, qlong pPictDataLen)

Returns a boolean value indicating whether the supplied image data contains an alpha layer. GDIisAlphaImage() determines the picture format from the image data, which must be ptypColShared24 (defined in gdipict.he) in order to support alpha-blending.

- **pPictData** – The binary image data.
- **pPictDataLen** – The length of the image data in bytes.

GDIisRectEmpty()

qbool GDIisRectEmpty(qrect* pRect)

Returns true if the bottom of the rectangle is smaller than or equal to the top OR the right is smaller or equal to the left.

- **pRect** - Points to the rectangle to be tested.
- **return** - Returns qtrue if the rectangle is empty.

Example:

```
qrect theRect( 0, 0, -1, -1 );
if ( GDIisRectEmpty( &theRect ) )
{
    // we should get here
}
```

See also GDIequalRect, GDIptInRect

GDIlineTo()

void GDIlineTo(HDC pHdc, qdim pXpos, qdim pYpos)
void GDIlineTo(HDC pHdc, qpoint* pPoint)

Draws a line from the current drawing cursor position to the specified position within the specified device/port. The drawing cursor is positioned at the new coordinate. GDIlineTo uses the current pen settings to draw the line.

- **pHdc** - Identifies the device/port
- **pXPos** - Horizontal position to which to draw the line
- **pYPos** - Vertical position to which to draw the line
- **pPoint** - Position to which to draw the line

Example:

See GDIfloodFill.

See also GDImoveTo

GDIlockHPIXMAP()

void* GDIlockHPIXMAP(HPIXMAP pPixMap)

Returns the base of a HPIXMAP image data, and locks the image data. Use this function to get at the HPIXMAP image bits.

- **pPixMap**- Identifies the HPIXMAP.

See Also GDIunlockHPIXMAP

GDImakeGrayScale()

HBITMAP GDImakeGrayScale(HPIXMAP pSource)

Converts the supplied HPIXMAP image to a gray-scale HBITMAP, returning the converted image.

- **pSource** – The HPIXMAP (alpha-blended) image to convert.

GDImakeHilited() (v4.0)

HBITMAP GDImakeHilited(HPIXMAP pSource, qbyte pPercent, qcol pHiliteCol)

Merges the supplied HPIXMAP with the specified hilite color and converts to a HBITMAP, returning the converted image. Includes alpha support.

- **pSource** – The source image to be converted.
- **pPercent** – The percentage hilite required.
- **pHiliteCol** – The color to be used for the hilite.

GDImakeOptionClickProc()

FARPROC GDImakeOptionClickProc(GDIoptionClickFunc pGDIoptionClickFunc, HINSTANCE pInstance)

Returns a FARPROC which then can be passed to GDIsetOptionClick.

- **pGDIoptionClickFunc** - The Option Click procedure.
- **pInstance** - Instance of the component.

See Also GDIsetOptionClick

GDImaskFromBitmap()

HBITMAPMASK GDImaskFromBitmap(HDC pHdc, qdim pWidth, qdim pHeight , qcol pTransColor)

Returns a mask for the bitmap which has been drawn at the coordinates 0,0 in the supplied device context. The mask is suitable for drawing the bitmap transparently using GDIdrawBitmap. It is the caller's responsibility to delete the mask when they have finished using it.

- **pHdc** - Identifies the device containing the bitmap for which the mask is to be created.
- **pWidth** - Is the width of the bitmap in pixels.
- **pHeight** - Is the height of the bitmap in pixels.
- **pTransColor-** The transparent color of the bitmap selected in pHdc.
- **return** - Returns the bitmap mask.

Example:

See GDIdragBitmapMove.

See also GDIcreateBitmap, GDIdrawBitmap

GDImoveTo()

void GDImoveTo(HDC pHdc, qdim pXPos, qdim pYPos)
void GDImoveTo(HDC pHdc, qpoint* pPoint)

Moves the drawing cursor to the specified position within the given device. It effects the starting position for GDIlineTo and GDIdrawText.

- **pHdc** - Identifies the device
- **pXPos** - New horizontal position
- **pYPos** - New vertical position
- **pPoint** - New position of drawing cursor

Example:

See GDIdrawText, GDIfloodFill.

See also GDIlineTo, GDIdrawText

GDIoffscreenPaintBegin() (v3.1)

void* GDIoffscreenPaintBegin(void* pOffscreenPaintInfo, HDC& pHdc, qrect& pRect, qrect& pUpdateRect)

Generally, off screen painting is used to avoid flicker on the screen, when painting complex or large objects. Flicker usually occurs when backgrounds are erased prior to painting the foreground of the object. However, on platforms like Mac OSX and Linux, this is not an issue, since all drawing occurs in a window buffer, and the screen is only updated when this buffer is flushed. Keeping the existing off screen painting code is unnecessary and wasteful on these platforms.

For this reason we have introduced two cross platform functions to do the right thing on each platform. You simply call GDIoffscreenPaintBegin, do your painting, and when finished, call GDIoffscreenPaintEnd.

- **pOffscreenPaintInfo** – The previous off screen paint info if calling recursively. Calling GDIoffscreenPaintBegin recursively is required when your object requires you to paint a row at the time for example.
- **pHdc** – Identifies the device into which you need to paint. On some platforms a off screen device will be returned in this parameter.
- **pRect** – The coordinates at which you need to draw. On some platforms this may be altered on return. You will need to paint at the new coordinates.
- **pUpdateRect** – The area to be updated. You usually pass a copy of the rcPaint rect of the WNDpaintStruct. On some platforms this may be altered on return. You will need to use the new coordinates if you wish to use this rect to determine which parts of your object require painting.
- **returns** – the off screen paint info which you need to pass to GDIoffscreenPaintEnd when you are finished, or to GDIoffscreenPaintBegin if calling recursively. If this function returns NULL, no painting is required. This only occurs if the pRect and pUpdateRect do not intersect.

Simple Example:

```
// this example shows how to draw off screen without recursion.
WNDpaintStruct ps;
WNDbeginPaint( theHwnd, &ps );
   // get the client and update rects and the DC
   qrect cRect,updateRect; HDC hdc;
   WNDgetClientRect( theHwnd,&cRect );
   updateRect = ps.rcPaint;
   hdc = ps.hdc;
   // prepare for offscreen paint
   void* info = GDIoffscreenPaintBegin( NULL, hdc, cRect, updateRect
   );
   if ( info )
   {
      // now do your painting using hdc, cRect and updateRect
      // when done call GDIoffscreenPaintEnd
      GDIoffscreenPaintEnd( info );
   }
WNDendPaint( theHwnd, &ps );
```

Complex Example:

```
// this example shows how to draw off screen with recursion,
// simulating what a list control would have to do to draw
// a row at a time off screen.
WNDpaintStruct ps;
WNDbeginPaint( theHwnd, &ps );
   // calculate the rect of the first row and prepare for loop
   qrect cRect, rowRect; WNDgetClientRect( theHwnd,&cRect );
   rowRect = cRect; rowRect.bottom = rowRect.top + theRowHeight - 1;
   void* info = 0;
   HDC paintDC = ps.hdc;
   // start the loop
   while ( rowRect.top <= cRect.bottom )
   {
      qrect paintRect = rowRect;
      qrect updateRect = ps.rcPaint;
      // store info in a temp local, in case NULL is returned from
      // GDIoffscreenPaintBegin. We must not loose the previous info.
      void* info2 = GDIoffscreenPaintBegin( info, paintDC, paintRect,
                                    updateRect );
      if ( info2 )
      {
         // if info2 is not NULL remember it in info
         info = info2;
         // now paint your row using paintDC, paintRect and updateRect
      }
      // prepare for the next row
      GDIoffsetRect( &rowRect, 0, theRowHeight );
   }
   // finish off
   if ( info )
   {
      GDIoffscreenPaintEnd( info );
   }
WNDendPaint( theHwnd, &ps );
```

See also GDIoffscreenPaintEnd

GDIoffscreenPaintEnd() (v3.1)

void GDIoffscreenPaintEnd(void* pOffscreenPaintInfo)

Ends off screen painting which must have been initiated by calling GDIoffscreenPaintBegin, and updates the screen (on some platforms). For a full description see GDIoffscreenPaintBegin.

- **pOffscreenPaintInfo** – The off screen paint info returned by GDIoffscreenPaintBegin.

See also GDIoffscreenPaintBegin

GDIoffsetRect()

void GDIoffsetRect(qrect* pRect, qdim pXAmt, qdim pYAmt)

Offsets the specified rectangle by the specified amounts.

- **pRect** - Points to the rectangle to be offset.
- **pXAmt** - Specifies the amount to offset the rectangle horizontally.
- **pYAmt** - Specifies the amount to offset the rectangle vertically.

Example:

See GDIdragBitmapMove.

See also GDIinsetRect, GDIinflateRect, GDIsetRect

GDIoffsetRgn()

void GDIoffsetRgn(qrgn* pRgn, qdim pXAmt, qdim pYAmt)

Offsets the given region by the specified amounts.

- **pRgn** - Points to the region to be offset.
- **pXAmt** - Specifies the amount to offset the region horizontally.
- **pYAmt** - Specifies the amount to offset the region vertically.

See also GDIsetRectRgn, GDIoffsetRect

GDIpictGetBounds()

void GDIpictGetBounds(EXTfldval pPicture, qrect* pBounds)

Retrieves the bound's of the color shared picture.

- **pPicture** - The data of a color shared picture.
- **pBounds**- Points to qrect where the bounds will be stored.

GDIpixmapToColorShared()

qbool GDIpixmapToColorShared(HPIXMAP pSource, EXTfldval& pData)

Converts a HPIXMAP to an Omnis color shared picture format.

- **pSource** - The HPIXMAP to be converted.
- **pData** - Where the color shared picture data will be stored.
- **returns** - qtrue if successfully converted the HPIXMAP to color shared format.

See also GDIbitmapToColorShared

GDIptInRect()

qbool GDIptInRect(qrect* pRect, qpoint* pPoint)

Returns true if the specified point is located within the specified rectangle (inclusive of the rectangles border).

- **pRect** - Points to the qrect to test.
- **pPoint** - Points to the qpoint to test.
- **return** - Returns qtrue if the point is within the specified rectangle.

Example:

```
qrect theRect( 50, 50, 100, 100 );
qpoint thePoint( 75, 75 );
qbool ok = GDIptInRect( &theRect, &thePoint );
// ok should be qtrue
```

See also GDIptInRgn, GDIrectInRgn, GDIequalRect, GDIisRectEmpty

GDIptInRgn()

qbool GDIptInRgn(qrgn* pRgn, qdim pXPos, qdim pYPos)
qbool GDIptInRgn(qrgn* pRgn, qpoint* pPoint)

Returns true if the specified point is located within the specified region.

- **pRgn** - Points to the region to be tested.
- **pXPos** - Specifies the horizontal position to test.
- **pYPos** - Specifies the vertical position to test.
- **return** - Returns qtrue if the point is located within the region.

OR

- **pRgn** - Points to the region to be tested.
- **pPoint** - Points to the qpoint to be tested.
- **return** - returns qtrue of point is located within the region.

Example:

```
qrgn theRegion1;
qrgn theRegion2;
GDIsetRectRgn( &theRegion1, 50, 50, 100, 100 );
GDIsetRectRgn( &theRegion2, 70, 70, 80, 80 );
// subtract region two from region one
GDIrgnDiff( &theRegion1, &theRegion1, &theRegion2 );
qbool ok1 = GDIptInRgn( &theRegion1, 75, 75 );
qbool ok2 = GDIptInRgn( &theRegion2, 75, 75 );
// ok1 should be qfalse, ok2 should be qtrue
```

See also GDIrectInRgn, GDIptInRect

GDIptInScreen()

qbool GDIptInScreen(qulong pFlags, qpoint* pPoint)

Tests whether or not the specified point is within the screen rect.

- **pFlags** - Specifies which areas to include or exclude. The following flags can be specified:

  GDI_SCR_SUB_TOP
  Subtracts height of top toolbar

  GDI_SCR_SUB_BOT
  Subtracts height of bottom toolbar and helpbar

  GDI_SCR_SUB_LEFT
  Subtracts width of left toolbar

  GDI_SCR_SUB_RIGHT
  Subtracts width of right toolbar

  GDI_SCR_SUB_ALL
  Subtracts all of the above

  GDI_SCR_GET_ALL
  Includes all connected monitors if specified (MacOS only).

- **pPoint** - Specifies the point to be tested.
- **return** - returns true if the point is within the screen rect.

See also GDIgetScreenRect

GDIrectInRgn()

qbool GDIrectInRgn(qrgn* pRgn, qrect* pRect)

Returns an indication of whether any pixel enclosed by a specified rectangle intersects with a specified region.

- **pRgn** - Points to the region to be tested.
- **pRect** - Points to the rectangle to be tested.
- **return** - Returns qtrue if the rectangle intersects the region.

Example:

```
qrgn theRegion1;
qrgn theRegion2;
qrect theRect( 32, 32, 78, 78 );
GDIsetRectRgn(theRegion1, 20, 20, 30, 30 );
GDIsetRectRgn(theRegion2, 80, 80, 100, 100 );
GDIrgnOr(theRegion1, theRegion1, theRegion2 );
qbool ok = GDIrectInRgn( &theRegion, &theRect );
// ok should be qfalse
```

See also GDIptInRgn, GDIptInRect

GDIreadVersion()

qshort GDIreadVersion(qchar* pVersion, qshort pMaxLen)

Returns the version string from the components resources. For web client components, the version number of the component must be implemented as a string in the string resources of the component. The web client plug-in reads this string for the purpose of the automated download mechanism. The format of the string resource must be as follows:

```
// RESOURCE_ID●"VER●MAJOR_VERSION●MINOR_VERSION●%%ORFC_VER%%"
// ● = space
// for example
31020 "VER 1 19 %%ORFC_VER%%"
// NOTE: the string resource ID must be 31020
```

GDIrgnAnd()

void GDIrgnAnd(qrgn* pRgnDest, qrgn* pRgnSrc1, qrgn* pRgnSrc2)

Calculates the intersection of two regions and stores the result in a third region.

- **pRgnDest** - Points to the region which is to receive the intersection of the two source regions. It is OK if this parameter is the same as either of the source regions.

- **pRgnSrc1** - Points to the first source region.
- **pRgnSrc2** - Points to the second source region.

Example:

```
qrgn rgn1, rgn2, rgn3;
GDIsetRectRgn( &rgn1, 10, 10, 50, 50 );
GDIsetRectRgn( &rgn1, 45, 45, 70, 70 );
GDIrgnAnd( &rgn3, &rgn1, &rgn2 );
// rgn3 should equal to a region of 45, 45, 50, 50
```

See also GDIrgnDiff, GDIrgnOr, GDIrgnXor

GDIrgnCopy()

void GDIrgnCopy(qrgn* pRgnDest, qrgn* pRgnSrc)

Takes a copy of source region and returns it in destination region.

- **pRgnDest** - Points to the destination region.
- **pRgnSrc** - Points to the source region.

See also GDIsetRectRgn, GDIcreateRectRgn

GDIrgnDiff()

void GDIrgnDiff(qrgn* pRgnDest, qrgn* pRgnSrc1, qrgn* pRgnSrc2)

Calculates the difference of two regions by subtracting source region two from source region one and stores the result in a third region.

Warning: The order of the two source regions is important. Subtracting region one from region two would yield entirely different results.

- **pRgnDest** - Points to the region which is to receive the difference of the source regions. It is OK if this parameter is the same as either of the source regions.
- **pRgnSrc1** - Points to the first source region.
- **pRgnSrc2** - Points to the second source region.

Example:

See GDIcreateRoundRectRgn, GDIptInRgn.

See also GDIrgnAnd, GDIrgnOr, GDIrgnXor

GDIrgnOr()

void GDIrgnOr(qrgn* pRgnDest, qrgn* pRgnSrc1, qrgn* pRgnSrc2)

Calculates the union of two regions and stores the result in a third region.

- **pRgnDest** - Points to the region which is to receive the union of the source regions. It is OK if this parameter is the same as either of the source regions.
- **pRgnSrc1** - Points to the first source region.
- **pRgnSrc2** - Points to the second source region.

Example:

See GDIrectInRgn.

See also GDIrgnAnd, GDIrgnDiff, GDIrgnXor

GDIrgnXor()

void GDIrgnXor(qrgn* pRgnDest, qrgn* pRgnSrc1, qrgn* pRgnSrc2)

Calculates the union of two regions except for any portions that overlap, and stores the result in a third region.

- **pRgnDest** - Points to the region which is to receive the difference of the two regions. It is OK if this parameter is the same as either of the source regions.
- **pRgnSrc1** - Points to the first source region.
- **pRgnSrc2** - Points to the second source region.

See also GDIrgnAnd, GDIrgnDiff, GDIrgnOr

GDIselectBitmap()

HBITMAP GDIselectBitmap(HDC pHdc, HBITMAP pBitmap)

Replaces the device's bitmap with the specified bitmap, returning the HDC's previous bitmap. This can be used to switch a screen DC to a memory DC to draw off screen.

Example:

```
HBITMAP myBitmap = GDIcreateBitmap( 100, 100, 0 );
// creates an empty screen compatible bitmap
HDC theDC = GDIcreateScreenDC();
// creates a screen dc
HBITMAP screenBitmap = GDIselectBitmap( theDC, myBitmap );
// sets the dc bitmap to your bitmap returning the screen bitmap


// now use any of the GDI drawing functions to draw to your bitmap
GDIselectBitmap( theDC, screenBitmap );
// select the screen bitmap back into the DC so we can delete it
// without destroying our bitmap
GDIdeleteScreenDC( theDC );
// now the bitmap can be drawn to another DC
GDIdeleteBitmap( myBitmap );
// delete the bitmap if no longer required
```

- **pHdc** -Identifies the device into which to select the bitmap.
- **pBitmap** - Specifies the bitmap to select into the device.
- **return** - returns the previous bitmap.

Example:

See GDIdragBitmapMove, GDIcopyBits.

See also GDIcreateBitmap, GDIdeleteBitmap, GDIdrawBitmap

GDIselectObject()

object GDIselectObject(HDC pHdc, **object**)

Selects the given object into the specified DC, returning the previous object. It can take an HBRUSH, HFONT or HPEN object for its **object** parameter and will return the same type.

- **pHdc** - Identifies the DC into which the object will be selected.
- **object** - Specifies the object that is to be selected into the DC. This can be an HBRUSH, HFONT or HPEN object.

- **return** - Returns the object of the same type that was selected in the DC.

Example:

See GDIdraw3DPushButton, GDIfillPoly, GDIfontHeight, GDIframeEllipse, GDIinflateButtonRect.

See also GDIcreateBrush, GDIcreateFont, GDIcreatePen, GDIdeleteObject

GDIsetAlphaLevel() (v5.0)

HBITMAP GDIsetAlphaLevel(HBITMAP pSourceBMP, qbyte pAlphaLevel)

Processes an HBITMAP image, applying the specified alpha level, returning the converted image.

- **pSourceBMP** – The bitmap image to be converted.
- **pAlphaLevel** – The alpha color colonent required (0-255).

Example:

```
if (isAlpha) pDragDrop->mDragBitmap = GDIsetAlphaLevel(pDragDrop-
   >mDragBitmap, 127);
```

GDIsetBkColor()

void GDIsetBkColor(HDC pHdc, qcol pColor)

Sets the current background color in the given device.

- **pHdc** - Identifies the device.
- **pColor** - Specifies the new background color.

Example:

See GDIdragBitmapMove, GDIcreatePolly, GDIfillPoly.

See also GDIgetBkColor, GDIgetTextColor, GDIsetTextColor

GDIsetBkColorAlpha() (v5.0)

qbyte GDIsetBkColorAlpha(HDC pHdc, qbyte pAlpha)

Sets the alpha component of the background color, returning the previous background alpha. Only applies when pHdc is created with GDIcreateAlphaScreenDC.

- **pHdc** - Identifies the device.

GDIsetClipRect()

void GDIsetClipRect(HDC pHdc, qrect* pRect)

Sets the clipping region of the given device to the specified rectangle, effectively disabling drawing outside the specified rectangle and enabling drawing inside the specified rectangle.

- **pHdc** - Identifies the device in which to set the clipping.
- **pRect** - Points to a qrect structure which specifies the new clipping region.

See also GDIsetClipRgn, GDIgetClipRect, GDIgetClipRgn

GDIsetClipRgn()

void GDIsetClipRgn(HDC pHdc, qrgn* pRgn)

Sets the clipping region of the given device to the specified region, effectively disabling drawing outside the specified region and enabling drawing inside the specified region.

- **pHdc** - Identifies the device in which to set the clipping.
- **pRgn** - Points to a qrgn structure which specifies the new clipping region.

See also GDIsetClipRect, GDIgetClipRect, GDIgetClipRgn

GDIsetColorEntries()

qshort GDIsetColorEntries(HPIXMAP pPixMap, qshort pStart, qshort pCount, qColorEntry* pEntries)

Set the color entries of a HPIXMAP. Returns the number of color entries which where actually stored.

- **pPixMap**- Identifies the HPIXMAP.
- **pStart**- The starting place to set color entries.
- **pCount**- The number of color entries to store in HPIXMAP.
- **pEntries**- Points to the buffer of color entries to stored.

GDIsetDrawingMode()

qdmd GDIsetDrawingMode(HDC pHdc, qdmd pMode)

Sets the current drawing mode in the specified device.

- **pHdc** - Identifies the drawing device.
- **pMode** - Specifies the new mode which can be one of the following:

dmdCopy

Overwrite all screen pixels with source pixels.

dmdOr

Overwrite where source pixel is set.

dmdXor

Invert where source pixel and screen pixel are both set.

- **return** - Returns the previous drawing mode.

GDIsetFlagsForAlphaDC() (v5.0)

qulong GDIsetFlagsForAlphaDC(HDC pHdc, qulong pFlags)

Sets flags for the alpha drawing device, returning the previous state of the flags. Alpha HDC flags are defined in GDI.HE.

- **pHdc** – Idenifies the device
- **pFlags** – Contains the new flag settings (logically ORed together)

Example:

```
mAdc = 0;
GDIcreateAlphaDC(&mAdc, pRect.width(), pRect.height());
GDIsetFlagsForAlphaDC(mAdc, GDI_ADC_BLENDMODE_BLEND |
   GDI_ADC_FLAG_WIN32_INSET_PEN);
GDIsetTextColorAlpha(mAdc, 255);
GDIsetBkColorAlpha(mAdc, 255);
mIsAlpha = qtrue;
```

GDIsetFlush() (v3.1)

void GDIsetFlush(qbool pEnable)

This function enables or disables all screen updates on Mac OSX and Linux. It is re-enterable, but each call to disable screen updates must be balanced with a call to enable screen updates.

- **pEnable** – If false, it increments the disabled count, otherwise it decrements it.

See also GDIflushDC

GDIsetFontName()

void GDIsetFontName(qfnt* pFnt, qchar *pFontName, qshort pLen)

Sets the qfnt's font name.

- **pFnt** - Points to the qfnt.
- **pFontName** - Points to the buffer which contains the name of the font. On Mac OSX, in addition to the standard system fonts, you can specify one of the following:

  "ThemeLabel"
  Standard Label font

  "ThemePushButton"
  Standard Push button font

  "ThemeApplication"
  Standard application font

  "ThemeSystem"
  Standard system font

  "ThemeEmphasizedSystem"
  Standard bold system font

  "ThemeSmallSystem"
  Standard small system font

  "ThemeSmallEmphasizedSystem"
  Standard small bold system font

  "ThemeMenuTitle"
  Standard menu title font

  "ThemeMenuItem"
  Standard menu item font

  "ThemeMenuItemMark"
  Standard menu item mark font

  "ThemeMenuItemCmdKey"
  Standard menu item command key font

  "ThemeWindowTitle"
  Standard window title font

  "ThemeUtilityWindowTitle"
  Standard utility window title font

  "ThemeAlertHeader"
  Standard alert header font

“ThemeViews”
Standard views font

- **pLen** - Specifies the length of the font name.

See also GDIgetFontName

GDIsetPalette()

qbool GDIsetPalette(HWND pHwnd, HPALETTE pPalette)

Sets the palette of a particular HWND.

- **pHwnd-** identifies the HWND.
- **pPalette** - palette to be used.

GDIsetPaletteEntries()

qshort GDIsetPaletteEntries(HPALETTE pPalette, qshort pStart, qshort pCount, qColorEntry* pEntries)

GDIsetPaletteEntries function sets an array of qColorEntries in a range of entries in the given HPALETTE.

- **pPalette** - Identifies the HPALETTE.
- **pStart** - The starting position.
- **pCount** - The number of color entries to set.
- **pEntries** - Points to array of qColorEntries.

GDIsetPixel()

void GDIsetPixel(HDC pHdc, qdim pX, qdim pY, qcol pCol)

Changes the color of the screen pixel below the specified location in the given device.

- **pHdc** - Identifies the device.
- **pX** - Specifies the horizontal coordinate of the screen pixel.
- **pY** - Specifies the vertical coordinate of the screen pixel.
- **pCol** - Specifies the new color for the screen pixel.

See also GDIgetPixel

GDIsetPortClipRegion() (v3.1, Mac OSX only)

void GDIsetPortClipRegion(HDC pHdc, RgnHandle pTheRegion)

Sets the viewport clipping region.

- **pHdc** - Identifies the device.
- **pTheRegion** – Identifies the rectangular region to be clipped.

GDIsetRect()

void GDIsetRect(qrect* pRect, qdim pLeft, qdim pTop, qdim pRight, qdim pBottom)

Sets the given rectangle from the specified coordinates.

- **pRect** - Points to the qrect to be set.
- **pLeft** - Specifies the new left coordinate.
- **pTop** - Specifies the new top coordinate.
- **pRight** - Specifies the new right coordinate.
- **pBottom** - Specifies the new bottom coordinate.

See also GDIcopyRect, GDIsetRectEmpty

GDIsetRectEmpty()

void GDIsetRectEmpty(qrect* pRect)

Sets all coordinates of the given rect to zero.

- **pRect** - Points to the qrect.

See also GDIsetRect, GDIisRectEmpty

GDIsetRectRgn()

void GDIsetRectRgn(qrgn* pRgn, qdim pLeft, qdim pTop, qdim pRight, qdim pBottom)
void GDIsetRectRgn(qrgn* pRgn, qrect* pRect)

Sets an existing region to a rectangular area from the specified coordinates or rectangle.

- **pRgn** - Points to the region which will be altered.
- **pLeft** - The new left edge of the region.
- **pTop** - The new top edge of the region.
- **pRight** - The new right edge of the region.

- **pBottom** - The new bottom edge of the region.

OR

- **pRgn** - Points to the region which will be altered.
- **pRect** - The rectangle specifying the rectangular region.

Example:

See GDIcreateRoundRectRgn, GDIptInRgn, GDIrectInRgn, GDIrgnAnd.

See also GDIcreateRectRgn, GDIgetRgnBox

GDIsetTextColor()

void GDIsetTextColor(HDC pHdc, qcol pColor)

Sets the current text color in the specified device.

- **pHdc** - Identifies the device.
- **pColor** - Specifies the new text color.

Example:

See GDIdragBitmapMove, GDIcreatePolly, GDIdraw3DPushButton, GDIfillPoly.

See also GDIgetBkColor, GDIgetTextColor, GDIsetBkColor

GDIsetTextColorAlpha() (v5.0)

qbyte GDIsetTextColorAlpha(HDC pHdc, qbyte pAlpha)

Sets the alpha component of the text color, returning the previous text alpha.

- **pHdc** - Identifies the device.

GDIsetViewportOrg()

void GDIsetViewportOrg (HDC pHdc, qdim pX, qdim pY)

Redefines the local coordinates for the given device. Altering the view port origin alters the location of all subsequent drawing to that device, for example, specifying -10 for the pX coordinate would add 10 to all horizontal coordinates for all subsequent drawing.

- **pHdc** - Identifies the device.
- **pX** - Specifies the new horizontal origin.
- **pY** - Specifies the new vertical origin.

See also GDIgetViewportOrg

GDIstartText() (v5.0)

void GDIstartText(HDC pHdc, GDItextSpecStruct* pTextSpec, HDC pFontHdc = 0)

Begins a text drawing operation. Must be accompanied by GDIendText() in order to release the device for other GDI operations.

- **pHdc** – Identifies the drawing device.
- **pTextStruct** – Structure containing font, style and justification information.
- **pFontHDC** – If specified, the HFONT will use the font family information associated with the font and the given DC.

Example:

```
//calculate width of popup window (max width of text in list)
qdim tqfPopupWindow::calcWidth(GDItextSpecStruct &pTextSpec, qlist
   &pList)
{
   qlong lineCount = pList.linecnt();
   if (lineCount)
   {
      HDC     hdc = GDIgetTempDC();
      GDIstartText(hdc, &pTextSpec);
      qdim maxWidth = 0;
      str255 line; qlong lineNumber;
      for (lineNumber = 1; lineNumber <= lineCount; ++lineNumber)
      {
         pList.getline(lineNumber, &line);
         line.convcset(csetApi);
         stripblank(line, qfalse, qtrue);
         qdim width = GDItextWidth(hdc, &line[1], line.length());
         if (width > maxWidth) maxWidth = width;
      }
      GDIendText(hdc,&pTextSpec);
      // Allow for scroll bar, margins and borders
      return maxWidth + scbarwid + 6;
   }
   return 0;
}
```

GDItextBox()

qshort GDItextBox(HDC pHdc, qrect *pRect, qchar *pText, qshort *pTextLen,
qshort pBufLen, qjst pJst, qbool pDraw = qtrue)

Adjusts the supplied text if necessary, so that it fits in the supplied rectangle. If the text is too long to draw in the rectangle, it replaces the minimum number of characters at the end of the text with an ellipsis (...), so the text fits in the rectangle. It then optionally draws the text string.

- **pHdc** - Identifies the device; the font must already be selected.
- **pRect** - Identifies the rectangle in which the text must fit; updated on return, ready for drawing the text (possibly modified to include an ellipsis) at coordinates left, top, and using justification jstLeft.
- **pText -** The text. This may be updated, so that the ellipsis replaces some of the text.
- **pTextLen -** The length of the text; updated on return with the new number of characters in the buffer, including the ellipsis if one has been added.
- **pBufLen -** The length of the buffer starting at address pText. This allows GDI to check how much space is available for appending the ellipsis.
- **pJst** - The horizontal justification. See description of **qjst** for more detail.
- **pDraw** - If qfalse, GDI does everything except draw the text. If qtrue, GDI also draws the text, in which case the text color must be set in the DC.
- **return** - Returns the new length of the text after it has been made to fit without counting the ellipsis.

Example:

See GDIdraw3DPushButton.

See also GDIdrawText, GDIdrawTextJst

GDItextWidth()

qdim GDItextWidth(qchar* pText, qshort pTextLen)
qdim GDItextWidth(qchar* pText, qshort pTextLen, GDItextSpecStruct* pTextSpec)
qdim GDItextWidth(HDC pHdc, qchar* pText, qshort pTextLen)

Returns the width of the text in screen units in the specified font and style (mFnt and mSty of pTextSpec). The text must not contain escape characters as used by GDIdrawTextJst.

1. If only the text and text length are specified, the current HFONT in the temp DC is used.
2. If pTextSpec is specified, the function bases the text width on an HFONT based on the text spec.

3. If pHdc is specified, the width is based on the current HFONT in the specified DC.

- **pText** - The text from which to calculate the screen units.
- **pTextLen** - The length of the text.
- **pTextSpec** - Specifies the font and style.
- **pHdc** - Identifies the device which contains the HFONT.
- **return** - Returns the width of the text in screen units.

Example:

See GDIinflateButtonRect.

See also GDIfontHeight, GDIfontPart

GDItextWidthJst()

qdim GDItextWidthJst(GDIdrawTextStruct* pTextStruct)

Calculates the text width of more complex text strings. For a full description see GDIdrawTextJst.

- **pTextStruct** – GDIdrawTextStruct structure with information about the text string. See GDIdrawTextJst for a full description.
- **return** - Returns the width of the complex string in pixels.

See also GDIdrawTextJst

GDIthemeText() (v3.1, Mac OSX only)

qlong GDIthemeText(HDC pHdc, qchar* pText, qshort pTextLen, eThemeTextMode pMode)

GDIthemeText measures or paints OSX theme text. The theme font must have been already selected into the DC prior to calling this function. It is usually not required to call this function. Once a theme font has been selected into a DC, the standard GDI text drawing/measure functions will call this function to render or measure the text.

Theme fonts can be created by setting the font name of a qfnt to a theme font name (see GDIsetFontName).

- **pHdc** - Identifies the device with the selected font.
- **pText** – pointer to the text.
- **pTextLen** – length in characters of the text.
- **pMode** – the theme mode. This can be one of the following modes:

eThemeTextWidth
tells GDIthemeText to measure and return the width of the text

eThemeTextDraw
tells GDIthemeText to render the given text

the following are modifiers of which one must be passed in addition to one of the modes above:

eThemeTextActive
text is active (enabled)

eThemeTextInactive
text is inactive (disabled)

eThemeTextPressed
text is pressed (hilited)

Example:

```
// create the font
qfnt theFnt( eThemePushButtonFont );
HFONT hfont = GDIcreateFont( &theFnt, styPlain );
// select the font and draw the text
hfont = GDIselectObject( theDC, hfont );
GDIthemeText( theDC, theTextPtr, theTextLen,
              eThemeTextDraw | eThemeTextPressed );
hfont = GDIselectObject( theDC, hfont );
// destroy the font
GDIdeleteObject( hfont );

// the following example achieves the same result. Note the difference when calling
// GDIcreateFont
qfnt theFnt( eThemePushButtonFont );
// or we could also use    qfnt theFnt = fntButt;
HFONT hfont = GDIcreateFont( &theFnt, styPlain, eThemeTextPressed );
hfont = GDIselectObject( theDC, hfont );
GDIdrawText( theDC, theTextPtr, theTextLen );
hfont = GDIselectObject( theDC, hfont );
GDIdeleteObject( hfont );
```

See also GDIsetFontName, GDIcreateFont, qfnt::qfnt

GDIthemeText() (v3.1, Mac OSX only)

qlong GDIthemeText(GDItextSpecStruct* pTextSpec, qchar* pText, qshort pTextLen, eThemeTextMode pMode)

This version is almost identical to GDIthemeText above. The only difference is, you do not need to create and select a HFONT into a DC, but must make sure to set the current DC (see GDIcheckPort) if you whish to render the text.

- **pTextSpec** – structure containing font information.
- **pText** – pointer to the text.
- **pTextLen** – length in characters of the text.
- **pMode** – the theme mode. This can be one of the following modes:

  eThemeTextWidth
  tells GDIthemeText to measure and return the width of the text

  eThemeTextDraw
  tells GDIthemeText to render the given text

  the following are modifiers of which one must be passed in addition to one of the modes above:

  eThemeTextActive
  text is active (enabled)

  eThemeTextInactive
  text is inactive (disabled)

  eThemeTextPressed
  text is pressed (hilited)

See also GDIsetFontName, GDIcreateFont, qfnt::qfnt

GDIunionClipRect()

void GDIunionClipRect(HDC pHdc, qrect* pRect)

Sets the clipping region of the given device to the union of the clipping region and the specified rectangle, effectively enabling drawing inside the specified rectangle and the existing clipping region.

- **pHdc** - Identifies the device in which to set the clipping.
- **pRect** - Points to a qrect structure which specifies the rectangle to be added to the clipping region.

See also GDIexcludeClipRect, GDIexcludeClipRgn, GDIunionClipRgn

GDIunionClipRgn()

void GDIunionClipRgn(HDC pHdc, qrgn* pRgn)

Sets the clipping region of the given device to the union of the clipping region and the specified region, effectively enabling drawing inside the specified region and the existing clipping region.

- **pHdc** - Identifies the device in which to set the clipping.
- **pRgn** - Points to a qrgn structure which specifies the region to be added to the clipping region.

See also GDIexcludeClipRect, GDIexcludeClipRgn, GDIunionClipRect

GDIunionRect()

qbool GDIunionRect(qrect* pDestRect, qrect* pSrcRect1, qrect* pSrcRect2)

Returns the union of two rectangles in a third rectangle, and returns true if the resulting rectangle is not empty.

- **pDestRect** - Points to the destination rectangle for the union.
- **pSrcRect1** - Points to source rectangle one.
- **pSrcRect2** - Points to source rectangle two.
- **return** - Returns qtrue if the resulting rectangle is not empty.

See also GDIintersectRect

GDIunlockHPIXMAP()

void GDIunlockHPIXMAP(HPIXMAP pPixMap)

This function unlocks the HPIXMAP bits. Use this function when you have finished setting the bits of a HPIXMAP.

See Also GDIlockHPIXMAP

GDIuseStyledTextColors() (V2.2)

void GDIuseStyledTextColors(qbool pUseColors)

This method allows you to turn of color styles in styled text when calling GDIdrawTextJst. This is useful when drawing highlighted text or highlighted list rows. It looks strange when drawing highlighted text and words within the text display in various colors.

IMPORTANT: This affects a global setting which must be restored to true when drawing is complete.

- **pUseColors** - specifies whether to turn styled text colors off or on .

Example:

```
GDIuseStyledTextColors( qfalse );
// draw your text
GDIuseStyledTextColors( qtrue );
```

See Also GDIdrawTextJst

Chapter 13—PRI Reference

This chapter describes the public interface of the PRI module, which is the Omnis cross-platform print manager. This chapter includes a description of the Structures, Data types, and Defines required by some PRI functions, the Messages sent to the printing and custom device message procedures, and PRI Functions.

The Omnis print manager can be used by all external components, visual or non-visual.

The print manager consists of three parts:

1. The input manager.

The input manager allows the creation of a print job and supports the printing of various types of objects. Objects given to the input manager are formatted according to their properties and the properties of the print job.

2. The output manager.

The output manager is responsible for managing the various output devices and sending the formatted objects to the chosen output device.

3. Internal output devices.

The print manager implements a number of output devices. These are standard devices which send their output to Printers, Screen Previews, Ports, Text files, etc.

External components can utilize all three parts of the print manager. It is possible to write external components which use the print manager to print data of visual or non visual components and to write output components which convert the formatted objects to the relevant output format, and which can be derived from any of the internal devices. There is no restriction to what an individual external component library can do. One single library could implement both external controls or methods which can print data, and one or more external output devices which can receive the formatted data.

The Input Manager

The input manager takes care of the following tasks:

- Page/Job formatting. There are various functions to manage page and job formatting information. These are functions to open page setup and job setup dialogs, and to manipulate and manage the resulting information.
- Page generation. There are various functions to control and manipulate the generation of pages. The print manager will take care of page generation if enabled, and the generation of page headers and footers.
- Page buffering and ejection. All objects are buffered until a whole page is completed. Once complete, the page is ejected (if auto ejection is enabled) and destroyed if the destination device no longer requires it (i.e. Printer). If the destination device is a device which requires the page to be kept (i.e. Page preview), the page will be buffered on disk and read into memory when required. There are various functions to control page ejection.
- Object formatting. There are various functions to add to and manage objects of a print job. The various object types supported by the print manager have properties which give some individual control over their formatting and appearance. The print manager works in resolutions of 1/1000th of a millimeter (1 qpridim). There are various conversion functions to convert to and from centimeters, inches, and device coordinates.

In order to print, two things have to be implemented.

1. The message class

The message procedure will receive various messages during the printing process. It will be responsible for dealing with page header and footer objects and various other tasks.

2. The printing method

The printing loop will be responsible for starting the print job, printing the data, and closing the print job. This method can be made a member of the message class which is recommended.

A simple print job

When we want to print some data, we need to divide our data into three parts.

1. Data for each page header.
2. Data for each page footer.
3. Data for the main body of the document.

The print manager operates in a number of coordinate spaces. We will only use three of them. Page header data is added to the page header coordinate space (ePosHeader), Page footer data is added to the page footer coordinate space (ePosFooter), and the main data is added to the main body coordinate space (ePosGlobal).

The following example code prints data directly from an Omnis list. The list data is printed to ePosGlobal, the column names of the list are printed to ePosHeader, and the page number is printed to ePosFooter.

Declaration

```
class myPrintClass: public PRIprocClass
{
   private:
      EXTCompInfo* mEci;
      EXTqlist*    mList;
      qlong        mPageNumber;
      qfnt         mFnt;

   public:
      // constructor and destructor
      myPrintClass( EXTCompInfo* pEci, EXTqlist* pList, qfnt* pFnt );
      ~ myPrintClass();

      // main printing function
      qprierr print();

      // message function
      virtual qprierr PriProc( PRIjob pJob, UINT pMessage,
                               WPARAM wParam, LPARAM lParam );
};
```

Implementation

```
// ***** constructor *****
myPrintClass::myPrintClass( EXTCompInfo* pEci, EXTqlist* pList,
   qfnt* pFnt )
{
   mEci = pEci;
   mList = pList;
   mPageNumber = 0;
   mFnt = *pFnt;
}
```

```
// ***** destructor *****
myPrintClass::~myPrintClass()
{
}

// ***** Main print loop *****
qprierr myPrintClass::print()
{
    // open the print manager. This must always be done.
    qprierr err = PRIopen();
    if ( err != PRI_ERR_NONE ) return err;

    // start the print job
    // we will get the destination parameters from Omnis. The user will
    // have set the current destination and its related parameters.
    // we will also turn on horizontal pages, so all columns will be printed.
    PRIparmStruct jobParms(qnil);
    jobParms.mProc = this;
    jobParms.mGeneratePages = qtrue;
    jobParms.mAutoEject = qtrue;
    jobParms.mDestParms = ECOgetDeviceParms( mEci->mInstLocp );
    jobParms.mApp = ECOgetApp( mEci->mInstLocp );
    jobParms.mHorzPages = qtrue;
    err = PRIstartJob( & jobParms );

    // Print the list data
    // this will generate new pages, page header and footer messages as needed
    // we can reuse the same PRIobjectStruct for all list cells. We only need to change
    // the data and position of the object every time round.
    // Note: when we construct the PRIobjectStruct with qnil, all members are initialized
    // to zero we only need to set the members which we do NOT want to be zero.
    // Note: we only print text, number and date list data
    qpridim            lastBotom = 0;
    EXTfldval       fvalp;
    fftType         fft;
    PRIobjectStruct obj(qnil);

    obj.mType = PRI_OBJ_TEXT;
    obj.mFnt = mFnt;
    obj.mVertExtend = qtrue;
    obj.mMultiLine = qtrue;
    obj.mPos.mMode = ePosGlobal;
    obj.mData = fvalp.getFldVal();
```

```
// Outer loop based on list rows
for ( qlong row = 1 ; row <= pList->rowCnt() ; row++ )
{
   obj.mPos.top = obj.mPos.bottom = lastBottom;
   // inner loop based on list columns
   for ( qshort col = 1 ; col <= pList->colCnt() ; col++ )
   {
      // get the data from the list but no need to take a copy. The print manager will
      // copy the data.
      pList->getColValRef( row, col, fvalp, qfalse );
      // test the data type to see if we can print it
      fvalp.getType( fft )
      switch ( fft )
      {
         case fftCharacter: case fftBoolean: case fftDate:
         case fftNumber: case fftInteger: case fftConstant:
         {
            break;
         }
         default:
         {
            continue;
         }
      }
      // set the horizontal position based on column count
      obj.mPos.left = (PRI_INCH*2+PRI_1_4INCH)*(col-1);
      obj.mPos.width( PRI_INCH*2 );
      // now add the object and check for errors
      err = PRIaddObject( jobParms.mJob, &obj );
      if ( err != PRI_ERR_NONE ) break;
      // on returning from PRIaddObject, obj.mPos.bottom will have been altered to
      // fit all of the text. We will remember the greatest value in lastBottom so we
      // can use it as our new top when printing the next row.
      if ( obj.mPos.bottom > lastBottom ) lastBottom =
obj.mPos.bottom;
   }
   // we want to leave a two point gap between rows.
   lastBottom += PRI_POINT * 2;
   if ( err != PRI_ERR_NONE ) break;
}
```

```
    // close the print job
    err = PRIendJob(jobParms.mJob);
    // close the print manager
    if ( err )
       // if we had a job error we wish to return the job error from our function, and not
       // the error returned by PRIclose (which after all may be successful). So we ignore
       // the result.
       PRIclose();
    else
       err = PRIclose();
    return err;
}
// end myPrintClass::print
```

```
// *** the message proc ***
qprierr myPrintClass::PriProc( PRIjob pJob, UINT pMessage,
                               WPARAM wParam, LPARAM lParam )
{
   switch ( pMessage )
   {
      case PM_INIT_PAGE:
      {
         // initialize the local, header and footer boundaries
         // we only need to do it for the first page. All subsequent pages will
         // inherit the settings of the previous page
         PRIpageStruct* pgInfo = (PRIpageStruct*)lParam;
         if ( pgInfo->mPage.mVert == 1 )
         {
            // we will set ½ inch margins all around, inset from
            // the paper edge
            pgInfo->mLocalBounds = pgInfo->mPaperBounds;
            pgInfo->mLocalBounds.inset(PRI_1_2INCH,PRI_1_2INCH);
            // within that we will fit our page header and footer
            // and make them ½ inch tall
            pgInfo->mHeaderBounds = pgInfo->mLocalBounds;
            pgInfo->mHeaderBounds.height(PRI_1_2INCH);
            pgInfo->mFooterBounds = pgInfo->mLocalBounds;
            pgInfo->mFooterBounds.top =
                  pgInfo->mFooterBounds.bottom - PRI_1_2INCH + 1;
            // reduce the local bounds vertically so it doesn't overlap the
            // header and footer bounds
            pgInfo->mLocalBounds.inset( 0, PRI_1_2INCH );
         }
         return PRI_ERR_NONE;
      }
```

```
case PM_ADD_HEADER_OBJECTS:
{
   // add objects to page header
   // here we add our list column names
   // Note: we will only receive one message for horizontal page 1,
   // although horizontal pages are enabled. If we wanted to receive a
   // message for every horizontal page we would also have to enable
   // horizontal headers ( PRIparmStruct.mHorzHeaders )
   PRIpageStruct*  pgInfo = (PRIpageStruct*)lParam;
   EXTfldval       fval;
   str255          colName;
   PRIobjectStruct obj(qnil);

   obj.mType = PRI_OBJ_TEXT;
   obj.mFnt = mFnt;
   obj.mTextStyle = styBold;
   obj.mData = fval.getFldVal();
   // initialize the position to a page header position
   obj.mPos = qpripos( ePosHeader,
                  pgInfo->mPage.mHorz, pgInfo->mPage.mVert,
                  0, 0, PRI_INCH*2, PRI_1_2INCH );
   // add the column names
   for ( qshort col = 1 ; col <= pList->colCnt() ; col++ )
   {
      // set the horizontal position based on column count
      obj.mPos.left = (PRI_INCH*2+PRI_1_4INCH)*(col-1);
      obj.mPos.width( PRI_INCH*2 );
      // get the column name
      mList->getCol( col, qfalse, colName );
      fval.setChar( colName );
      // add the object and check for errors
      qprierr err = PRIaddObject( pJob, &obj );
      if ( err != PRI_ERR_NONE ) return err;
   }
   return PRI_ERR_NONE;
}
```

```
      case PM_ADD_FOOTER_OBJECTS:
      {
         // add objects to page footer
         // we just want to display the page number centrally to the footer
         PRIpageStruct*  pgInfo = (PRIpageStruct*)lParam;
         EXTfldval       fval;
         PRIobjectStruct obj(qnil);

         obj.mType = PRI_OBJ_TEXT;
         obj.mFnt = mFnt;
         obj.mTextJust = jstCenter;
         obj.mData = fval.getFldVal();
         // initialize the position to a page footer position
         obj.mPos = qpripos( ePosHeader,
                        pgInfo->mPage.mHorz, pgInfo->mPage.mVert,
                        0, 0,
                        pgInfo->mFooterBounds.width(), PRI_1_2INCH
);
         // convert the page number to text
         str255  text = str255("Page $");
         str15   num; qlongToString( page->mPage.mVert, num );
         text.insertStr( num );
         fval.setChar( text );
         // add the object and return error
         return PRIaddObject( pJob, &obj );
      }
      case PM_CLOSE:
      {
         // the last output device has been closed.
         // we are no longer required. So delete our selves
         delete this;
         return PRI_ERR_NONE;
      }
```

```
      case PM_OUT_PRINTER:
      case PM_OUT_PAGE:
      case PM_OUT_PREVIEW:
      case PM_OUT_DISK:
      {
         // these are messages generated by clicks on the buttons
         // of the screen report or page preview toolbar.
         // we simply call the default output procedure.
         // if we don't, nothing will happen
         return PRIdefOutputProc( pJob, NULL, pMessage, lParam, 0, 0
   );
      }
   }
   return PRI_ERR_NONE;
}
// end myPrintClass::PriProc
```

The Output Manager

The output manager takes care of the following tasks:

- Registration of output devices. When Omnis starts up the startup function of the print manager registers all internally implemented output devices with the output manager. When the external component manager initializes it sends connect messages to all external components. Any external components that implement output devices must register them with the print manager at this stage. The output manager will always instanciate one instance of all output devices on registration.
- Instanciating and destroying output devices when required. When the first page of a print job is ejected the input manager sends the page to the output manager. It is then that the output device for the job is instanciated. Which device depends on the destination parameters that were passed to the print job on creation. It is possible that more than one output is instanciated for any one job, i.e. the screen report output invokes the page preview output when the user clicks on the page preview button, or the printer output when the print button is clicked.
- Sending objects of an ejected page to the output device. It is the responsibility of the output device to tell the output manager to send the objects of a page. Some devices will request the objects when the page just has been ejected (the output devices receives a PM_OUT_ADDPAGE message), others when their HWND receives a paint message.

A simple external output device

An external output device in its simplest form has to do the following.

1. Decide from which internal output device to derive from. This depends very much on the required functionality to be inherited. A device that draws to the screen should most probably be derived from the PRI_DEST_EXTHDC device (an internal output device with capabilities of drawing objects to a dc). If designing a device which primarily generates text, the device should probably derive from PRI_DEST_EXTTEXT (an internal output device with capabilities of preparing formatted pages of text). For a full description see Internal output devices.
2. Implement a message function to receive the various messages generated by the output manager.
3. Create an output class which can be instanciated and destructed when required.
4. Implement ECM_CONNECT and ECM_DISCONNECT messages in the GenericWndProc of your external component.

The following example code will generate a simple text based HTML file which can be viewed from any browser. All objects other than text are ignored. The sample device will derive from PRI_DEST_EXTFILE and is only a very basic example. For a more complete example of the HTML device refer to the HTML component source which ships with Omnis Studio.

```
// ***** the output class *****
class htmlOutputClass
{
   public:
      htmlOutputClass( htmlOutputClass* pOutput );
      ~ htmlOutputClass();

      qprierr openDevice( PRIdestParmStruct* pDestParms );
      qprierr closeDevice();
      qprierr writeDevice( qbyte* pData, qlong pDataLen, qbool
   pLineFeed );
      qprierr writeDevice( qfldval pData );
      qprierr sendText( qchar* pText, qlong pTextLen,
                        qbool pLineFeed, qbool pFormFeed );
      qprierr sendData( qbyte* pData, qlong pDataLen );

      // inlines
      qbool   isDeviceOpen()
                 { return smTheDevice != NULL; }
      qprierr setJob( PRIjob pJob )
                 { smJob = pJob; return PRI_ERR_NONE; }
      qprierr clearJob()
                 { smJob = NULL; return PRI_ERR_NONE; }

   private:
      static  FARPROC    smPriDeviceProc;
      static  qlong      smPriDeviceID;
      static  qfileptr   smTheDevice;
      static  PRIjob     smJob;

              qbool      mDeviceIsMine;
};
```

```
// ***** the message function *****
qprierr DeviceFunc( PRIjob pJob, void* pOutput, qulong pData, UINT
   pMessage,
                    LPARAM lParam1, LPARAM lParam2, LPARAM lParam3 )
{
   // typecast our data send to as in pData
   // WARNING: this may be NULL the first time PM_OUT_CONSTRUCT is send
   htmlOutputClass* output = (htmlOutputClass*)pData;
   switch ( pMessage )
   {
      case PM_OUT_CONSTRUCT:
      {
         // construct an instance of our output class. If this is the first call,
         // output will be NULL, otherwise we should inherit properties
         // from the output send to us.
         // lParam1 points to a long storage in which we must
         // return our new instance pointer.
         qulong* retLong = (qulong*)lParam1;
         *retLong = (qulong) new htmlOutputClass( output );
         return *retLong ? PRI_ERR_NONE : PRI_ERR_MEMORY;
      }
      case PM_OUT_DESTRUCT:
      {
         // destroy an instance of our output class.
         // lParam1 points to a long storage which contains the pointer to the
         // output class to be destroyed
         htmlOutputClass* delOutput =
   (htmlOutputClass*)(*(qulong*)lParam1;
         if ( delOutput ) delete delOutput;
         return PRI_ERR_NONE;
      }
```

```
case PM_OUT_GETDLGIDS:
{
    // return dialog modes for the parameter and page size panes of the
    // destination dialog. We want to inherit the dialog panes of both
    // panes so we return PRI_DLG_INHERIT for both.
    rstrno* parmPane = (rstrno*)lParam1;
    rstrno* sizePane = (rstrno*)lParam2;
    *parmPane = PRI_DLG_INHERIT;
    *sizePane = PRI_DLG_INHERIT;
    return PRI_ERR_NONE;
    // if we wanted to implement our own panes and parameters we would
    // have to implement the messages PM_OUT_GETPARMDLG,
    // PM_OUT_GETPAGEDLG, PM_OUT_LOADPARMS,
    // PM_OUT_SAVEPARMS, PM_OUT_VALIDATEPARMS,
    // PM_OUT_GETPARM, PM_OUT_SETPARM, PM_OUT_AFTER,
    // and PM_OUT_CLICK.
}
case PM_OUT_OPEN:
{
    // an Omnis print job has opened the device. We don't actually open
    // the device here, but remember that a print job is using the device.
    // this is important so we can prevent calls to PM_OUT_SENDATA
    // and PM_OUT_SEND_TEXT. Some devices may choose to allow
    // raw text and data to be send while a print job is going. Ours doesn't.
    return output->setJob( pJob );
}
case PM_OUT_CLOSE:
{
    // the Omnis job is closing. We simply clear the job.
    return output->clearJob();
}
case PM_OUT_OPENDEVICE:
{
    // we have been requested to open our device
    // lParam1 contains a pointer to the destination parameters
    return output->openDevice( (PRIdestParmStruct*)lParam1 );
}
```

```
case PM_OUT_CLOSEDEVICE:
{
   // we have been requested to close our device
   return output->closeDevice();
}


case PM_OUT_ISDEVICEOPEN:
{
   // return true if the device is open. lParam1 points to a qbool
   qbool* isOpen = (qbool*)lParam1;
   isOpen = output->isDeviceOpen();
   return PRI_ERR_NONE;
}


case PM_OUT_GETEOL:
{
   // return end of line characters so super device can format the page data
   // lParam1 = strxxx*
   strxxx* eol = (strxxx*)lParam1;
   *eol = str15("<BR>");
   return PRI_ERR_NONE;
}


case PM_OUT_SENDTEXT:
{
   // request to send text directly to device
   // lParam1 = pointer to text
   // lParam2 = text length
   // lParam3 = HIWORD = line feed, LOWORD = form feed
   return output->sendText( (qchar*)lParam1, (qlong)lParam2,
              (qbool)HIWORD(lParam3), (qbool)LOWORD(lParam3) );
}
```

```
        case PM_OUT_SENDDATA:
        {
            // request to send data directly to device
            // lParam1 = pointer to data
            // lParam2 = data length
            return output->sendData( (qbyte*)lParam1, (qlong)lParam2 );
        }

        case PM_OUT_SENDPAGE:
        {
            // our super device has formatted a complete page which we can
            // write to our device
            // lParam1 = PRIpageStruct*
            // lParam2 = qfldval containing the page data

            // we will write the data directly to the device
            return output->writeDevice( (qfldval)lParam2 );
        }

        case PM_OUT_JOBSETUP: // v3.0 only
        {
            // send to custom devices overloading default printer device when
            // PRIopenJobSetupDialog is called
            // You may call PRIopenJobSetupDialog from here
            // lParam1 = PRIjob
            // lParam2 = PRIpageSetup*
            // lParam3 = qbool*
            return PRIopenJobSetupDialog( (PRIjob)lParam1,
    (qbool*)lParam2 );
        }
    }
    return PRIdefOutputProc( pJob, pOutput, pMessage,
                             lParam1, lParam2, lParam3 );
}
```

```
// ***** the GenericWndProc *****
extern "C" qlong OMNISWNDPROC
GenericWndProc(HWND hwnd, LPARAM Msg, WPARAM wParam, LPARAM lParam,
                EXTCompInfo* eci)
{
   // Initialize callback tables - THIS MUST BE DONE
   ECOsetupCallbacks(hwnd, eci);
   switch (Msg)
   {
      case ECM_CONNECT:
      {
         // register the device
         PRIdeviceInfoStruct info(qnil);
         info.mBitmap = RESloadBitMap( gInstLib, DEV_BASE_ID  );
         info.mExtInfo = eci->mPrivate;

         // set our properties
         // we can be opened directly ($open() and $close())
         info.mCanOpenDirect = qtrue;
         // we can receive text and data directly ($sendtext(),$senddata())
         info.mCanSendText = info.mCanSendData = qtrue;
         // we can appear in the destination dialog
         info.mShowInDialog = qtrue;
         // set the device name
         RESloadString( gInstLib, DEV_NAME_ID, info.mName );

         // create message function pointer and remember it
         htmlOutputClass::smPriDeviceProc =
                   PRImakeCustomProc( DeviceFunc, gInstLib );
         // register
         qprierr err = PRIregisterOutput( &info, PRI_DEST_EXTFILE,
                                htmlOutputClass::smPriDeviceProc
   );
         // after registration we will have been given a unique id, remember it
         htmlOutputClass::smPriDeviceID = info.mID;
         // do default action for connect message
         qlong ret = WNDdefWindowProc( hwnd, Msg, wParam, lParam, eci
   );
         // tell the component that we must remain loaded, that we can always be used,
         // and that we are a device output component and return
         ret |= EXT_FLAG_REMAINLOADED | EXT_FLAG_ALWAYS_USABLE;
```

```
            ret |= EXT_FLAG_PRI_OUTPUT;
            return ret;
         }
         case ECM_DISCONNECT:
         {
            PRIunregisterOutput( htmlOutputClass::smPriDeviceID );
            PRIdisposeCustomProc( htmlOutputClass::smPriDeviceProc );
            return WNDdefWindowProc( hwnd, Msg, wParam, lParam, eci );
         }
         // implement any other messages required for an external library
         // i.e. ECM_GETCOMPLIBINFO
      }
      return WNDdefWindowProc( hwnd, Msg, wParam, lParam, eci );
   }


   // ***** the htmlOutputClass implementation*****

   // initialize static members
   FARPROC htmlOutputClass::smPriDeviceProc = NULL;
   qlong   htmlOutputClass::smPriDeviceID = 0;
   qfileptr   htmlOutputClass::smTheDevice = NULL;
   PRIjob     htmlOutputClass::smJob = NULL;


   // constructor
   htmlOutputClass::htmlOutputClass( htmlOutputClass* pOutput )
   {
      mDeviceIsMine = qfalse;
      if ( pOutput )
      {
         // if we had our own parameters we would copy their values
         // from the given instance
      }
   }


   // destructor
   htmlOutputClass::~htmlOutputClass()
   {
   }
```

```
// open device
qprierr htmlOutputClass::openDevice( PRIdestParmStruct* pDestParms )
{
   // first check if we are already open
   if ( htmlOutputClass::smTheDevice ) return
   PRI_ERR_ALREADY_OPEN_CLOSED;

   // delete existing file if it exists ( ignore error )
   FILEdelete( pDestParms->mTextFile );

   // now create the output file
   htmlOutputClass::smTheDevice = FILEcreateInst();
   if ( !htmlOutputClass::smTheDevice ) return PRI_ERR_MEMORY
   qret e = FILEcreate( htmlOutputClass::smTheDevice,
                        pDestParms->mTextFile, qtrue );
   if ( e != e_ok )
   {
      FILEdestroyInst( htmlOutputClass::smTheDevice );
      htmlOutputClass::smTheDevice = NULL;
      return PRI_ERR_OMSERROR + e;
   }
   mDeviceIsMine = qtrue;

   // write the HTML header
   str255 txt("<html><body>");
   return writeDevice( &txt[1], txt[0] );
}
```

```
// close device
qprierr htmlOutputClass::closeDevice()
{
   qprierr err = PRI_ERR_NONE;
   if ( mDeviceIsMine )
   {
      // first check if we are already closed
      if ( ! htmlOutputClass::smTheDevice )
                return PRI_ERR_ALREADY_OPEN_CLOSED;

      // write the HTML end
      str255 txt("</body></html>");
      err = writeDevice( &txt[1], txt[0] );

      // close the device
      FILEclose( htmlOutputClass::smTheDevice );
      FILEdestroyInst( htmlOutputClass::smTheDevice );
      mDeviceIsMine = qfalse;
      htmlOutputClass::smTheDevice = NULL;
   }
   return err;
}
```

```
// write byte data to device
qprierr htmlOutputClass::writeDevice( qbyte* pData, qlong pDataLen,
                                      qbool pLineFeed );
{
   // first check if we are open
   if ( ! htmlOutputClass::smTheDevice ) return
   PRI_ERR_ALREADY_OPEN_CLOSED;

   // write the data
   qlong pos = FILEgetPosition( htmlOutputClass::smTheDevice );
   qret e = FILEwrite( htmlOutputClass::smTheDevice, pData, pos,
   pDataLen );
   if ( e != e_ok ) return PRI_ERR_OMSERROR + e;

   // write the line feed
   if ( pLineFeed )
   {
      static qbyte eol[2] = { 13, 10 };
      pos = FILEgetPosition( htmlOutputClass::smTheDevice );
      e = FILEwrite( htmlOutputClass::smTheDevice, &eol[0], pos, 2 );
      if ( e != e_ok ) return PRI_ERR_OMSERROR + e;
   }
   return PRI_ERR_NONE;
}

// write data from a qfldval to device
qprierr htmlOutputClass::writeDevice( qfldval pData )
{
   // construct a EXTfldval from the data
   EXTfldval fval( pData );

   // get a pointer of the data without making a copy of the data
   qHandle han = fval.getHandle( qfalse );
   qHandlePtr hp( han );

   // write data to device
   return writeDevice( &hp[0], hp.dataLen(), qtrue );
}
```

```
// send text direct to device
qprierr htmlOutputClass::sendText( qchar* pText, qlong pTextLen,
                                   qbool pLineFeed, qbool pFormFeed );
{
   // keep a static to remember if we need to start a new paragraph
   static qbool paraStarted = qfalse;

   // start new paragraph if we need to
   qprierr err = PRI_ERR_NONE;
   if ( ! paraStarted )
   {
      str15 para("<p>");
      err = writeDevice( &para[1], para[0], qfalse );
      if ( !err ) paraStarted = qtrue;
   }

   // write text to device
   if ( !err ) err = writeDevice( pText, pTextLen, qfalse );

   // end the paragraph if we have a line feed
   if ( !err && pLineFeed )
   {
      str15 paraEnd("</p>");
      err = writeDevice( &paraEnd[1], paraEnd[0], qtrue );
   }

   return err;
}


// send data to device
qprierr htmlOutputClass::sendData( qbyte* pData, qlong pDataLen )
{
   // we write the data as is
   return writeDevice( pData, pDataLen, qfalse );
}
```

Internal Output Devices

Omnis Studio ships with a number of fully functional output devices. These are devices which the user or developer can print to. In addition, there are three devices that exist purely to provide common functionality to internal and external output devices. All in all there are twelve internal devices from which an external device can inherit from. The following text lists all of these devices and explains the functionality these devices supply.

PRI_DEST_EXTBASE

This is the most basic device. All other devices inherit this device. It implements the following messages:

PM_OUT_DRAWPAGE	When this message is received by the device, it will generate PM_OUT_ADJPOS and PM_OUT_DRAWOBJECT messages for each object of the page. Objects which do NOT intersect the clipping area after the PM_OUT_ADJPOS call will NOT generate a PM_OUT_DRAWOBJECT message.
PM_OUT_GETEOL	Returns 0D for Macintosh, returns 0D and 0A for Windows.

PRI_DEST_EXTHDC

This device inherits from PRI_DEST_EXTBASE and implements functionality to paint all supported object types to a DC. The HDC must be supplied by the device which inherits this device. It implements the following messages:

PM_OUT_DRAWOBJECT	When this message is received, the device will draw the object to the HDC which must be set prior to this call.
PM_OUT_SET_HDC	This message can be sent to the device to set the HDC for drawing.

PRI_DEST_EXTTEXT

This device inherits from PRI_DEST_EXTBASE and implements functionality to format the text of a print job into pages of raw text. The text is positioned correctly by inserting spaces where necessary. This device generates a PM_OUT_SENDPAGE message, once a page is ready to be written to the device. All objects other then text are ignored by this device. It implements the following messages:

PM_OUT_ADDPAGE	Prepares a page buffer, then generates PM_OUT_DRAWPAGE and PM_OUT_SENDPAGE messages.

PM_OUT_ADJPOS	It alters the horizontal clipping for global objects, so all objects of the vertical page are included in the first horizontal page.
PM_OUT_DRAWOBJECT	When this message is received, the device will only add text objects to the current page of characters.

PRI_DEST_EXTPRINTER

This device inherits from PRI_DEST_EXTHDC and implements functionality to print to the printer. It implements the following messages:

PM_OUT_OPEN	Will open the device if not already open.
PM_OUT_CLOSE	Closes the device if it was opened by this instance.
PM_OUT_OPENDEVICE	Opens the printer document.
PM_OUT_CLOSEDEVICE	Closes the printer document.
PM_OUT_ISDEVICEOPEN	Returns 0 or 1.
PM_OUT_ADDPAGE	Opens a printer page, generates PM_OUT_DRAWPAGE and closes the printer page.
PM_OUT_SENDTEXT	Draws text to printer.

PRI_DEST_EXTPREVIEW

This device inherits from PRI_DEST_EXTHDC and implements functionality to display a page preview window on screen. It implements the following messages:

PM_OUT_OPEN	Opens a preview window instance.
PM_OUT_CLOSE	Closes a preview window instance.
PM_OUT_ADDPAGE	Adds to the scroll range of the preview window.

Note: This device generates PM_OUT_DRAWPAGE messages when receiving paint messages for its HWNDs. This device may be opened many times by one or more print jobs. Each instance will open a new window on screen.

PRI_DEST_EXTSCREEN

Same as PRI_DEST_EXTPREVIEW, except display is not paged. Additionally it implements the following message.

PM_OUT_ADJPOS	It alters the horizontal clipping for global objects, so all objects of the vertical page are included in the first horizontal page. It also manipulates the left and top of the object according to the scroll positions of the window.

PRI_DEST_EXTDISK

This device inherits from PRI_DEST_EXTHDC and implements functionality to save a report to a disk file. It implements the following messages:

PM_OUT_OPEN	Opens the destination file
PM_OUT_CLOSE	Closes the destination file.
PM_OUT_ADDPAGE	Prepares a page buffer, then generates a PM_OUT_DRAWPAGE and writes buffered page to disk.
PM_OUT_DRAWOBJECT	Adds object to current page buffer. All external objects and picture objects are converted to color shared pictures.
PM_OUT_BROWSE	Opens a pick file dialog.

PRI_DEST_EXTMEM

Same as PRI_DEST_EXTDISK. Job is saved to memory instead.

PRI_DEST_EXTCLIPBOARD

This device inherits from PRI_DEST_EXTTEXT. It implements the following messages:

PM_OUT_OPEN	Opens the device if not open.
PM_OUT_CLOSE	Closes the device if open.
PM_OUT_OPENDEVICE	Prepares a memory handle for buffering clipboard data.
PM_OUT_CLOSEDEVICE	Writes buffered data to clipboard.
PM_OUT_ISDEVICEOPEN	Returns 0 or 1.
PM_OUT_SENDPAGE	Sends the page to the clipboard.
PM_OUT_SENDTEXT	Buffers text in memory.

PRI_DEST_EXTPORT

This device inherits from PRI_DEST_EXTTEXT. All output is send to the destination port as specified by the device parameters. It implements the following messages:

PM_OUT_OPEN	Opens the device if not open.
PM_OUT_CLOSE	Closes the device if open.
PM_OUT_OPENDEVICE	Opens the port.
PM_OUT_CLOSEDEVICE	Closes the port.
PM_OUT_FLUSHDEVICE	Flushes the port.

PM_OUT_ISDEVICEOPEN	Returns 0 or 1.
PM_OUT_SENDPAGE	Sends the page to the port.
PM_OUT_SENDTEXT	Sends text to the port.
PM_OUT_SENDDATA	Sends data to the port.
PM_OUT_GETEOL	Returns 0D,0A for all platforms.

PRI_DEST_EXTFILE

This device inherits from PRI_DEST_EXTTEXT. All output is sent to the destination file as specified by the device parameters. It implements the following messages:

PM_OUT_OPEN	Opens the device if not open.
PM_OUT_CLOSE	Closes the device if open.
PM_OUT_OPENDEVICE	Opens the destination file.
PM_OUT_CLOSEDEVICE	Closes the destination file.
PM_OUT_FLUSHDEVICE	Flushes the file.
PM_OUT_ISDEVICEOPEN	Returns 0 or 1.
PM_OUT_SENDPAGE	Writes the page to the file.
PM_OUT_SENDTEXT	Writes text to the file.
PM_OUT_SENDDATA	Writes data to the file.
PM_OUT_BROWSE	Opens a pick file dialog.

PRI_DEST_EXTDDE_PUB (MAC)

This device inherits from PRI_DEST_EXTBASE. It implements the following messages:

PM_OUT_OPEN	Opens the device and publisher file if not open.
PM_OUT_CLOSE	Closes the device and publisher file if open.
PM_OUT_ADDPAGE	Generates a PM_OUT_DRAWPAGE.
PM_OUT_DRAWOBJECT	When this message is received, the device will write the text of text objects to the publisher file.

Structures, Data types and Defines

ePRIpos

This is the enumeration of the report position mode of the qpripos structure. It can be one of the following values:

ePosGlobal the position is global to the print job, relative to the top-left of the local area of the first page.

ePosPaper the position is relative to the top-left of the paper edge of the page specified by mVertPage and mHorzPage.

ePosPrintable the position is relative to the top-left of the printable area of the page specified by mVertPage and mHorzPage.

ePosLocal the position is relative to the top-left of the local area of the page specified by mVertPage and mHorzPage.

ePosSection the position is relative to the top-left of the section specified by mSectionId.

ePosHeader the position is relative to the top-left of the header area of the page specified by mVertPage and mHorzPage.

ePosFooter the position is relative to the top-left of the footer area of the page specified by mVertPage and mHorzPage.

In addition, the following enumerators can be used with the PRIconvPos function to return the co-ordinates of an area on the page specified by mVertPage and mHorzPage.

eBndsGlobal returns ePosGlobal co-ordinates. The top, left, width, and height are calculated to global coordinates of the local area of the page.

eBndsPaper returns ePosPaper coordinates. The top and left are zero, and the height and width are calculated to the height and width of the paper of the page.

eBndsPrintable returns ePosPrintable coordinates. The top and left are zero, and the height and width are calculated to the height and width of the printable area of the page.

eBndsLocal returns ePosLocal coordinates. The top and left are zero, and the height and width are calculated to the height and width of the local area of the page.

eBndsHeader returns ePosHeader coordinates. The top and left are zero, and the height and width are calculated to the height and width of the header area of the page.

eBndsFooter returns ePosFooter coordinates. The top and left are zero, and the height and width are calculated to the height and width of the footer area of the page.

PRI_ERR_xxx

These are the print manager defined error codes. Most print manager functions have an error return value called qprierr. The errors are divided into two types. Fatal and non-fatal errors. When fatal errors occur during a print job function call, the error is additionally stored with the print job. Any subsequent calls to print job related functions will return without any further action once a fatal error has occurred. It is possible to clear the error condition of a print job by calling PRIsetError with PRI_ERR_NONE.

The errors listed next are internal non-fatal errors.

PRI_ERR_NONE no error

PRI_ERR_INVALID_JOB the specified PRIjob is not a valid job (it may have been deleted or NULL was specified)

PRI_ERR_INVALID_DEST the specified report destination (output device) does not exist

PRI_ERR_INVALID_PROCINST no PRIprocClass pointer specified for PRIstartJob

PRI_ERR_INVALID_REPDATA the specified report data passed to PRIloadJob or report data destination passed to PRIredirectJob is not valid

PRI_ERR_INVALID_PARM one of the parameters passed to a function or as part of a message is not valid

PRI_ERR_INVALID_DRVINFO the given PRIpageSetup structure does not contain valid driver data or the specified flattened driver data is not valid

PRI_ERR_INSUFFICIENT_BUFFER the destination buffer passed to PRIflattenDriverInfo is not large enough

PRI_ERR_INVALID_POS the specified report position is not valid (page has been ejected or page/position is out of range)

PRI_ERR_INVALID_SECTION the specified section does not exist

PRI_ERR_DUP_SECTION attempt to add a section with an id which is already used by an existing section

PRI_ERR_SECTION_NOT_FOUND specified section does not exist

PRI_ERR_NOT_IMPLEMENTED	feature has not been implemented
PRI_ERR_PAGE_INIT	attempt to change a print jobs page setup after the current page has been initialized
PRI_ERR_ALREADY_OPEN_CLOSED	attempt to open an already open, or close an already closed output device
PRI_ERR_TOMANY_OUTPUTS	attempt to register too many outputs (maximum is 32 including internal devices)
PRI_ERR_PAGE_CLOSED	attempt to set page information (PRIsetPageInfo) for a page which has already been closed

The errors listed next are internal fatal errors.

PRI_FATAL_START	first fatal error code
PRI_FATAL_END	last fatal error code
PRI_ERR_MANAGER_CLOSED	returned when calling a print manager function and the print manager has not been initialized by calling PRIopen
PRI_ERR_MEMORY	there was insufficient memory to complete the current operation
PRI_ERR_ABORT	the user has aborted the print job
PRI_ERR_BUFFER_READ	reported when an error occurred during page buffering reads
PRI_ERR_BUFFER_ WRITE	reported when an error occurred during page buffering writes

The next set of error defines are special return values and additional error flags allowing additional ranges of errors to be reported.

PRI_ERR_IGNORE	this error can be returned when custom devices receive the PM_OUT_SETDATA message to prevent any further action on return
PRI_ERR_SYSERROR	if this bit of an error code is set, the low 24 bits contain a system error code
PRI_ERR_OMSERROR	if this bit of an error code is set, the low 24 bits contain an Omnis error code which was returned to the print manager by another part of Omnis outside the print manager

PRI_ERR_CUSTOM	if this bit of an error code is set, the low 16 bits contain a non fatal custom device error, the low byte of the high word contains the custom device id
PRI_ERR_CUSTOM_FATAL	if this bit of an error code is set, the low 16 bits contain a fatal custom device error, the low byte of the high word contains the custom device id
PRI_ERR_SYSMASK	mask for retrieving system and Omnis error codes from a qprierr
PRI_ERR_NEGATIVE	mask for retrieving the negative sign of a system or Omnis error code from a qprierr
PRI_ERR_CUSTOM_MASK	mask for retrieving the custom device error code from a qprierr
PRI_ERR_CUSTOM_IDMASK	mask for retrieving the custom device id from a qprierr

PRI_xxx

These are predefined measurements to aid with conversions of measurements.

PRI_1_8INCH	Number of qpridims per one eighth of an inch. (3175)
PRI_1_4INCH	Number of qpridims per one quarter of an inch. (6350)
PRI_1_2INCH	Number of qpridims per one half of an inch. (12700)
PRI_INCH	Number of qpridims per one inch. (25400)
PRI_POINT	Number of qpridims per point (1/72 inch). (352.77 approx.)
PRI_MM_PER_INCH	Number of millimeters per inch. (25.400)
PRI_INCH_PER_MM	Number of inches per millimeter. (0.03937 approx.)

PRIdestParmStruct

The PRIdestParmStruct structure contains the destination parameters for the output devices.

```
struct PRIdestParmStruct
{
   qlong      mDest;  // the destination, one of the PRI_DEST_xxx
   defines
   qlong      mReserved1;  // reserved
   PRIpageSetup*   mPageSetup;  // the page setup for the print job
   HWND       mHwnd;  // hwnd for PRI_DEST_SCREEN and _PREVIEW
   qrect      mWRect; // size of window for screen or preview
   str255     mRepFile;  // file name for PRI_DEST_DISK
   str255     mTextFile; // file name for PRI_DEST_FILE
   str255     mEdFile;     // edition file name for PRI_DEST_DDE_PUB
   str255     mPages;    // pages to be printed
   qfldval    mRepData;  // destination for report data for
   PRI_DEST_MEM
   qpridim    mCharWidth;  // character width for text devices
   qpridim    mLineHeight;// line height for for text devices
   qfldval    mExtParms; // output parameters for custom devices
   PRIportParmStruct    mPortParms;      // port parameters
   qshort     mLinesPerPage;     // lines per page for text devices
   qshort     mCharsPerLine;     // characters per line for text
   devices
   qshort     mRtimeout;      // Port Timeout in seconds.
   qshort     mReserved3;     // reserved
   qbool      mGeneratePages:1;  // generate page headers and footers
   qbool      mSendFormFeed:1;   // send form feed (text devices)
   qbool      mRestrictPageWidth:1;      // text devices only
   qbool      mAppendFile:1;             // append file
   (PRI_DEST_FILE only)
   qbool      mIsText:1;   // only print text
   qbool      mStack:1;    // stack preview or screen report window
   qbool      mCenter:1;   // open screen or preview in center
   qbool      mShowBounds:1;  // show page bounderies (screen
   reports)
   qbool      mOpenModal:1;// open screen or preview modally
   qbool      mHide:1;        // hide screen or preview until
   complete
   qbool      mReserved4:1;// reserved
   qbool      mReserved5:1;// reserved
   qbool      mReserved6:1;// reserved
```

```
    qbool      mReserved7:1;// reserved
    qbool      mReserved8:1;// reserved
    qbool      mReserved9:1;// reserved
    PRIdestParmStruct() {}
    PRIdestParmStruct( qniltype qnil );
    ~PRIdestParmStruct() {}
};
```

mDest specifies the destination device. It can be one of the following:

PRI_DEST_PRINTER	Report is printed to the printer.
PRI_DEST_PREVIEW	Report is printed to the page preview. Device parameters are mHwnd, mWRect, mStack, mCenter, mOpenModal, mHide.
PRI_DEST_SCREEN	Report is printed to the screen. Device parameters are mHwnd, mWRect, mStack, mCenter, mOpenModal, mHide.
PRI_DEST_DISK	Report is saved to a file on disk, so it can be loaded and printed later by calling PRIloadJob. Device parameters are mRepFile.
PRI_DEST_MEM	Same as PRI_DEST_DISK except that it is saved to a memory variable. Device parameters are mRepData.
PRI_DEST_CLIPBOARD	Report is printed to the clipboard. Only text is sent and the report is NOT paged. Device parameters are mCharWidth, mLineHeight.
PRI_DEST_PORT	Report is printed to the port. Device parameters are mPortParms, mCharWidth, mLineHeight, mLinesPerPage, mCharsPerLine, mGeneratePages, mSendFormFeed, mRestrictPageWidth.
PRI_DEST_FILE	Report is printed to a text file. Device parameters are mCharWidth, mLineHeight, mLinesPerPage, mCharsPerLine, mGeneratePages, mSendFormFeed, mRestrictPageWidth, mAppendFile.
PRI_DEST_DDE_PUB	Report is printed to publisher on Macintosh and DDE on windows. Device parameter is mEdFile on Macintosh only.

Additionally there may be custom devices which have been registered with the print manager, starting at PRI_DEST_CUSTOM_FST and continuing up to PRI_DEST_CUSTOM_LST.

mPageSetup points to the page setup information for the print job. If specified, the print manager will make a copy so the given page setup info can be safely deleted. If it is NULL, the print manager will use its own page setup information.

mHwnd specifies an alternative window for the screen report field or page preview field to appear. The device will take over this HWND while it is active. The WndProc method of the HWND will receive a WM_PRI_INSTALL (WM_USER+29) message when the device constructs, and a WM_PRI_REMOVE (WM_USER+30) when the device destructs.

mWRect if this rectangle is NOT empty it specifies the position and size of the preview or screen report window if mHwnd is NULL. Use GDIsetRectEmpty to clear this member.

mRepFile specifies the destination path and file name when mDest is PRI_DEST_DISK. If it is left empty, the user will be prompted when PRIstartJob is called.

mTextFile specifies the destination path and file name when mDest is PRI_DEST_FILE. If it is left empty, the user will be prompted when PRIstartJob is called.

mEdFile specifies the destination path and file name when mDest is PRI_DEST_DDE_PUB and the platform is Macintosh. If it is left empty, the user will be prompted when PRIstartJob is called.

mPages specifies the pages or ranges of pages to send to the device. The formatting manager will still build all pages in order to correctly format each page, but it will only eject the specified pages to the device. It does mean however that the formatting manager does not eject pages until the print job is complete.

Example ranges:

"1,3,5,2,10-20,o30-40,e40-30"

The 'o' stands for odd pages and 'e' stands for even pages the '-' specifies a range of pages.

mRepData specifies the storage for receiving the report data when mDest is PRI_DEST_MEM. If it is not set, an error will be returned.

mCharWidth specifies the width of a character in qpridims for all text-based devices.

mLineHeight specifies the height of a text line in qpridims for all text-based devices.

mExtParms contains the parameters for all custom devices. Do NOT manipulate this data from C++. There is currently no support for modifying these parameters safely outside the Omnis notation and the Destination dialog.

mPortParms contains the parameters for the PRI_DEST_PORT device.

This structure is defined as follows:

```
struct PRIportParmStruct
{
   qlong   mPort;       // port number
   qulong  mSpeed;      // port speed
   qulong  mHandShake:2;// 0 = No hand shake, 1 = xon/xoff, 2 =
   Hardware
   qulong  mParity:2;   // 0 = No parity, 1 = odd, 2 = even
   qulong  mDataBits:1; // 0 = 7 data bits, 1 = 8 data bits
   qulong  mStopBits:1; // 0 = 1 stop bit, 1 = 2 stop bits
   qulong     mReserved1;  // Reserved for future use.
   qulong     mReserved2;  // Reserved for future use.
   str255     mPortName;   // Port Name.
   str255  mPortProfile;// Port Profile Name.
};
```

mLinesPerPage is used by text-based print jobs when mGeneratePages is true. It specifies the number of lines of text which fit on a single page.

mCharsPerLine is used by text-based print jobs when mGeneratePages and mRestrictPageWidth are both true. It specifies the maximum number of characters which fit on a line.

mRtimeout is used by the PRI_DEST_PORT device. It is a value which represents the duration in seconds that Omnis should wait before aborting the current port operation. Setting this value to zero will switch off timeouts.

mGeneratePages if true the formatting manager will generate page headers and footers for each page, otherwise only one page header for the first page is generated.

mSendFormFeed is used by some text-based devices. A form feed character is generated by these devices at the end of every page. mGeneratePages must be true.

mRestrictPageWidth is used by some text-based devices. If true and mGeneratePages is true, the width of a line is restricted by the number of mCharsPerLine characters.

mAppendFile is used by the PRI_DEST_FILE. If true the file specified by mTextFile is always appended to, regardless of whether the device is open or not. If it is false and the device is closed, the file is replaced.

mIsText if true forces the print manager to generate a text-based report. All the text based page formatting applies.

mStack is used by the PRI_DEST_PREVIEW and PRI_DEST_SCREEN devices. If true the window when opened will be stacked.

mCenter is used by the PRI_DEST_PREVIEW and PRI_DEST_SCREEN devices. If true the window when opened will be centered on screen.

mShowBounds is used by the PRI_DEST_SCREEN device. If true the window when opened will show page boundaries.

mOpenModal is used by the PRI_DEST_PREVIEW and PRI_DEST_SCREEN devices. If true the window when opened will be modal (execution stops until the window is closed).

mHide is used by the PRI_DEST_PREVIEW and PRI_DEST_SCREEN devices. If true the window will remain hidden until the print job is complete.

PRIdeviceInfoStruct

The device info structure describes internal and custom devices. It is used to register and change various properties of a device.

```
struct PRIdeviceInfoStruct
{
   // read only properties for PRIgetDeviceInfo (except on registration)
   qlong   mID;       // ← unique ID (PRI_DEST_FST to PRI_DEST_LST)
                      //    if non-zero on registration, the standard
                      //    device is replaced by custom device
   HBITMAP mBitmap;     // → bitmap displayed in dialog (custom
   devices)
   void*   mExtInfo;  // → info provided by custom devices
   qlong   mExtCtrlID;  // → info provided by custom devices
   qbool   mIsOpen:1; // ← device is open
   qbool   mIsText:1; // → its a text based device
   qbool   mCanOpenDirect:1;  // → device can be opened via
   PRIopenDevice
   qbool   mCanKeepOpen:1; // → if true device is opened on
   selection
   qbool   mCanSendText:1; // → if true it supports
   PRIsendTextToDevice
   qbool   mCanSendData:1; // → if true it supports
   PRIsendDataToDevice
   qbool   mCanPage:1;        // → if false does not support paged
   reports
   qbool   mKeepPages:1;   // → if true pages are buffered until
   close
   // read/write properties for PRIsetDeviceInfo
   str31   mName;          // → name shown in dialog
   qlong   mIconID;           // → if non-zero shows the icon in
   dialog
   qbool   mShowInDialog:1;   // → will appear in destination dialog
};
```

mID is a unique identifier in the range PRI_DEST_FST to PRI_DEST_LST. It is decided by the print manager when a device is registered. It is simply the order of registration. Internal devices are always registered in the same order, so their id is guaranteed. The id of a custom device may change if more custom devices are added.

mBitmap is provided by custom devices as the icon to be displayed in the destination dialog.

mExtInfo must be provided by custom devices when registering. Use

```
deviceInfo.mExtInfo = eci->mPrivate;
```

to supply this information.

mExtCtrlID must be provided by custom devices when registering. It is currently not used and must be set to zero.

mIsOpen if it is true, the device is currently open. This information is provided by the device manager on a call to PRIgetDeviceInfo only. It is ignored on registration.

mIsText if true tells the device manager that this device is a text only device.

mCanOpenDirect if true the device supports calls to PRIopenDevice.

mCanKeepOpen if true tells us that the device can be opened by Omnis automatically when picked via the destination dialog. It is recommended that custom devices always specify qfalse. It has only been provided for backward compatibility with Omnis Classic.

mCanSendText if true the device supports calls to PRIsendTextToDevice.

mCanSendData if true the device supports calls to PRIsendDataToDevice.

mCanPage if false the device does not support paged reports. This means that only one page header message is generated for the first page of the print job.

mKeepPages if true, the print manager will buffer all pages until the print job is complete and the device is closed. If false, as each page is ejected to the device, it is destroyed. Typically the device will then be closed by the print manager when the print job has been closed and the last page has been ejected.

mName on registration specifies the internal name of the device, and the name to be displayed in the destination dialog. Once a device is registered it is only used to refer to the name shown in the destination dialog.

mIconID if zero, the bitmap specified by mBitmap is shown in the destination dialog. If non-zero the icon specified by the id is shown instead.

mShowInDialog if true, the device will appear in the destination dialog.

PRIobjectStruct

The PRIobjectStruct structure specifies the properties of an object.

```
struct PRIobjectStruct
{
   // general properties
   qlong      mIdent;    // → user identifier
   qlong      mType;     // → the objects type (PRI_OBJ_xxx)
   qlong      mUnique;     // ← unique id generate by print manager
   qpripos    mPos;      // ←→ report position of object
   qfldval    mData;     // → objects data

   // image properties
   qdim       mHorzDPI;  // → the images horizontal dots per inch
   qdim       mVertDPI;  // → the images vertical dots per inch

   // fill properties
   qpat       mFillPat;  // → fill pattern
   qcol       mBackFillColor; // → background fill color
   qcol       mForeFillColor; // → foreground fill color

   // border and line properties
   WNDborderStruct mBorder;   // → border style

   // text properties
   qshort     mStyleIndex; // → index into Omnis style table
   qshort     mFontIndex;     // → index into Omnis font table
   GDItextSpecStruct* mTextSpec; // → pointer to text style
```

```
    // other
    qbool      mHorzSlide:1;   // → horizontal sliding
    qbool      mHorzExtend:1;     // → grows horizontally to fit text
    qbool      mVertExtend:1;     // → grows vertically to fit text
    qbool      mFloatRight:1;     // → right edge can float
    qbool      mFloatBottom:1; // → bottom edge can float
    qbool      mMultiLine:1;   // → paint as multi line text
    qbool      mScreenUnits:1; // → scale object to screen units
    qbool      mAddEllipsis:1; // → if text is too long ellipsis are
    added

    qbool      mFitVertPage:1; // → fit object on page vertically
    qbool      mGrowSection:1; // → grow section if object grows
    qbool      mZeroEmpty:1;   // → zero numbers display empty
    qbool      mJstText:1;        // → Omnis styled text

    qbool      mIsMultiLine:1; // ← multi line text
    qbool      mIsLastMultiLine:1; // ← last row of multiline object
    qbool      mLineHadCR:1;   // ← row had CR character
    qbool      mLineHadLF:1;   // ← row had LF character
    qbool      mLineWasWrap:1; // ← row was wrapped
};
```

mIdent is a identifier for your use.

mType is the object type. This can be one of the following.

PRI_OBJ_BITMAP	Paints a HBITMAP. mData must specify the HBITMAP. mHorzExtend if false will stretch the bitmap to the horizontal bounding rectangle of the object. mVertExtend if false will stretch the bitmap to the vertical bounding rectangle. mScreenUnits if true will scale the bitmap to screen units. Otherwise the bitmap is drawn in device units. If mHorzExtend and mVertExtend are false, there should be no need to print the bitmap in screen units since the bitmap will be stretched to fit the bounding rect.
PRI_OBJ_BORDER	Paints a border. See hwnd module for a full listing of border styles. mBorder must specify the border properties. mFillPat must specify the pattern to be used for the fill inside of the border. mBackFillColor must specify the clear pixel color for the fill. mForeFillColor must specify the set pixel color for the fill. mScreenUnits if true indicates that the pen size and pattern

	size is in screen units. Otherwise qpridim units are assumed. On the Macintosh the standard gray shade patterns will not be scaled to screen units and will always print in device units.
PRI_OBJ_EXTERNAL	External objects are not painted by the print manager. When an external object requires painting, a message is send to the message procedure. See PM_PAINT_OBJECT.
PRI_OBJ_LINE	Paints a line. The left/top coordinates specify the starting point, and the right/bottom coordinates specify the ending point. mBorder.mLineStyle must specify the pen to be used to draw the line. mScreenUnits if true indicates that the pen size is in screen units. Otherwise qpridim units are assumed.
PRI_OBJ_OVAL	Paints an oval shape. Properties are as for PRI_OBJ_RECT.
PRI_OBJ_PGCNT	Special object for printing things like Page x out of y. If this object is added to the print job, all page ejection is halted and the pages are buffered until the last page has been prepared. The text given to this object should contain the two token characters PRI_OBJ_PGCNT_CNT and PRI_OBJ_PGCNT_PAGE. PRI_OBJ_PGCNT_CNT is the place holder for the total number of pages, and PRI_OBJ_PGCNT_PAGE is the place holder for the current page.
PRI_OBJ_PICTURE	Paints a picture as stored in an Omnis picture field. Properties are as for PRI_OBJ_BITMAP. mData must contain the picture data.
PRI_OBJ_PIXMAP	Paints a HPIXMAP. Properties are as for PRI_OBJ_BITMAP. mData must specify the HPIXMAP.
PRI_OBJ_RECT	Paints a simple rectangle. mBorder.mLineStyle must specify the pen to be used to draw the rectangle outline. mFillPat must specify the pattern to be used for the fill inside of the rectangle. mBackFillColor must specify the unset pixel color for the fill. mForeFillColor must specify the set pixel color for the fill. mScreenUnits if true indicates that the pen size and pattern size is in screen units. Otherwise qpridim units are assumed. On the Macintosh the standard gray shade patterns will not be scaled to screen units and will always print in device units.
PRI_OBJ_ROUNDRECT	Paints a rectangle with rounded edges. Properties are as for PRI_OBJ_RECT.
PRI_OBJ_TEXT	Paints a run of text. mData must contain character data. mFnt or mFontIndex or mStyleName must specify the font to be used. mJst must contain the text justification. mTextColor must

	contain the text color. mHorzSlide must be set to qtrue if horizontal sliding is required. mHorzExtend must be set to qtrue if the text is NOT to be clipped horizontally to the object's bounding rectangle. The bounding rectangle is grown to make the text fit horizontally. This will also grow the section it belongs to and has an effect on objects with floating properties. mVertExtend must be set to qtrue if the text is NOT to be clipped vertically to the object's bounding rectangle. The bounding rectangle is grown to make the text fit vertically. This will also grow the section it belongs to and has an effect on objects with floating properties. mMultiLine must be set to qtrue if the object is to draw the text on several lines. If the text is to wrap inside the bounding rectangle, mHorzExtend must be set to qfalse.
PRI_OBJ_COMMENT	This object has no appearance, and no special formatting will take place when added. It is a mechanism to insert comments for output devices. Currently none of the internal devices support comments, but some custom devices may do. The comment data must be of type text and the first word must be the device internal name followed by a device-specific comment identifier. The device name and identifier should be connected via an underscore. Following the identifier should be the actual comment or information. Example: "HTML_OBJ http://www.omnis-software.com/"

mPos specifies the object's report position. If the object can extend horizontally or vertically or horizontally slide, etc., mPos is updated by the print manager prior to returning from PRIaddObject.

mData is dependent on the object type. Use EXTfldval::getFldVal() to set this member.

mHorzDPI specifies the horizontal dots per inch of a picture, bitmap or pixmap object. If set to zero, the print manager will assume screen resolution. This value is used, when the object can horizontally extend, to calculate the new width of the object based on the images horizontal size.

mVertDPI specifies the vertical dots per inch of a picture, bitmap or pixmap object. If set to zero, the print manager will assume screen resolution. This value is used, when the object can vertically extend, to calculate the new height of the object based on the images vertical size.

mFillPat is the background fill pattern. Not used for text objects. External objects may use this property.

mBackFillColor is the color in which all unset pixels of the fill pattern are drawn. Not used for text objects. External objects may use this property.

mForeFillColor is the color in which all set pixels of the fill pattern are drawn. Not used for text objects. External objects may use this property.

mBorder specifies the border properties and line style for background objects.

mStyleIndex is the index into the Omnis style table. If this property is NOT zero, it overrides the mFontIndex and mTextSpec properties. The print manager will store the style data for all platforms with the report so that a saved report can be printed from other platforms. External objects may use this property.

mFontIndex is the index into the report font table. If this property is NOT zero, it overrides the font specified by mTextSpec. The print manager stores the font information for all platforms at that index so that a saved report can be printed from other platforms. External objects may use this property.

mTextSpec specifies the text font, size, style, justification, and color.

mHorzSlide specifies the horizontal sliding property for text objects. Text objects will slide horizontally, if previous text objects with the same top coordinate have been horizontally sized to fit their text. The object is moved by the same amount the previous object(s) have been sized. Objects can be sized in both directions and therefore sliding can occur in either direction. (PRI_OBJ_TEXT only)

mHorzExtend specifies whether the object can extend horizontally to fit its text or image. If it is false, text is clipped and images are scaled.

mVertExtend specifies whether the object can extend vertically to fit its text or image. If it is false, text is clipped and images are scaled.

mFloatRight specifies whether an objects right edge will move when the section it belongs to grows horizontally.

mFloatBottom specifies whether an objects bottom edge will move when the section it belongs to grows vertically.

mMultiLine specifies whether the text objects contains more then one line of text (contains carriage return characters). If mHorzExtend is false, the text is also wrapped to fit the objects horizontal boundaries. (PRI_OBJ_TEXT only)

mScreenUnits specifies whether the object is to be drawn in device units, or if true in screen units.

mAddEllipsis if true and the object is a single line text object and mHorzExtend is false and the text does not fit within the specified boundaries, the text is cut short and ellipsis are appended. (PRI_OBJ_TEXT only)

mFitVertPage if true and the objects boundaries are global and do not fit entirely on the current page, the objects boundaries are moved so the object fits at the top of the global area of the next page.

mGrowSection if true and the object is inserted into a section, the section is grown if the object boundaries would appear outside the sections boundaries. This action will grow any objects whose mFloatRight or mFloatBottom properties are true.

mZeroEmpty if true zero number values will be drawn empty. (PRI_OBJ_TEXT only)

mJstText if true text may contain style characters. The print manager will use GDIdrawTextJst to draw the text.

mIsMultiLine this flag may be set by the formatting manager when it sends an object to an output device. When multi line text (mMultiLine) is added to a print job, the formatting manager separates the multi line object into one or more single line text objects. It does, however, store certain multi line details with the object so that output devices can re-assemble the multi line object if they require to do so. If mIsMultiLine is true, this indicates to an output device that this object is part of a serious of single row objects which originated from one multi line object.

mIsLastMultiLine this flag is set by the formatting manager if mIsMultiLine is true and it is the last of a serious of single line objects which originated from the same multi line object.

mLineHadCR is true if the original multi line text terminated this line with a CR character.

mLineHadLF is true if the original multi line text terminated this line with a LF character.

mLineWasWrap is true if the original multi line text terminated this line because of word wrapping.

PRIpageSetup

The PRIpageSetup structure then page formatting properties.

```
struct PRIpageSetup
{
   qshort     mFields;        // ←→ specifies set properties
   qshort     mOrientation;// ←→ paper orientation
   qshort     mPaperSize;     // ←→ paper size (i.e. PRI_PAPER_A4)
   qpridim    mPaperLength;// ←→ paper length in qpridims
   qpridim    mPaperWidth; // ←→ paper width in qpridims
   qshort     mHorzScale;     // ←→ horizontal scale in percent
   qshort     mVertScale;     // ←→ vertical scale in percent
   qshort     mCopies;        // ←→ number of copies to print
   PRIdrvInfo mDriverInfo; // ← driver information
};
```

mFields specifies which of the properties are set. It can be a combination of the following values. Use the and operator '&' to test the values and the or operator '|' to set these values.

```
PRI_PS_ORIENT   mOrientation is set
PRI_PS_PAPER    mPaperSize is set
PRI_PS_PAPERL   mPaperLength is set
PRI_PS_PAPERW   mPaperWidth is set
PRI_PS_HSCALE   mHorzScale is set
PRI_PS_VSCALE   mVertScale is set
PRI_PS_COPIES   mCopies is set
```

mOrientation specifies the paper orientation. It can be one of the following:

```
PRI_OR_PORTRAIT    portrait orientation
PRI_OR_LANDSCAPE     landscape orientation
```

mPaperSize specifies the paper size. It can be one of the following:

```
PRI_PA_LETTER           Letter, 8 1/2 by 11 inches
PRI_PA_LEGAL            Legal, 8 1/2 by 14 inches
PRI_PA_A4               A4 Sheet 210 by 297 mm
PRI_PA_CSHEET           C Sheet, 17 by 22 inches
PRI_PA_DSHEET           D Sheet, 22 by 34 inches
PRI_PA_ESHEET           E Sheet, 34 by 44 inches
PRI_PA_LETTERSMALL      Letter small, 8 1/2 by 11 inches
PRI_PA_TABLOID             Tabloid, 11 by 17 inches
PRI_PA_LEDGER           Ledger, 17 by 11 inches
PRI_PA_STATEMENT           Statement, 5 1/2 by 8 1/2 inches
PRI_PA_EXECUTIVE           Executive 7 1/4 by 10 1/2 inches
PRI_PA_A3               A3 sheet, 297 by 420 mm
PRI_PA_A4SMALL             A4 small sheet, 210 by 297 mm
PRI_PA_A5               A5 sheet, 148 by 210 mm
PRI_PA_B4               B4 sheet, 250 by 354 mm
PRI_PA_B5               B5 sheet, 182 by 257 mm
PRI_PA_FOLIO            Folio, 8 1/2 by 13 inches
PRI_PA_QUARTO           Quarto, 215 by 275 mm
PRI_PA_10X14            10 by 14 inch sheet
PRI_PA_11X17            11 by 17 inch sheet
PRI_PA_NOTE                Note, 8 1/2 by 11 inches
PRI_PA_ENV_9            #9 Envelope, 3 7/8 by 8 7/8 inches
PRI_PA_ENV_10           #10 Envelope, 4 1/8 by 9 1/2 inches
PRI_PA_ENV_11           #11 Envelope, 4 1/2 by 10 3/8 inches
```

```
PRI_PA_ENV_12           #12 Envelope, 4 3/4 by 11 inches
PRI_PA_ENV_14           #14 Envelope, 5 by 11 1/2 inches
PRI_PA_ENV_DL           DL Envelope, 110 by 220 mm
PRI_PA_ENV_C5           C5 Envelope, 162 by 229 mm
PRI_PA_ENV_C3           C3 Envelope, 324 by 458 mm
PRI_PA_ENV_C4           C4 Envelope, 229 by 324 mm
PRI_PA_ENV_C6           C6 Envelope, 114 by 162 mm
PRI_PA_ENV_C65             C65 Envelope, 114 by 229 mm
PRI_PA_ENV_B4           B4 Envelope, 250 by 353 mm
PRI_PA_ENV_B5           B5 Envelope, 176 by 250 mm
PRI_PA_ENV_B6           B6 Envelope, 176 by 125 mm
PRI_PA_ENV_ITALY           Italy Envelope, 110 by 230 mm
PRI_PA_ENV_MONARCH      Monarch Envelope, 3 7/8 by 7 1/2 inches
PRI_PA_ENV_PERSONAL        6 3/4 Envelope, 3 5/8 by 6 1/2 inches
PRI_PA_FANFOLD_US          US Std Fanfold, 14 7/8 by 11 inches
PRI_PA_FANFOLD_STD_GER     German Std Fanfold, 8 1/2 by 12 inches
PRI_PA_FANFOLD_LGL_GER     German Legal Fanfold, 8 1/2 by 13
inches
PRI_PA_ISO_B4           B4 (ISO) 250 x 353 mm
PRI_PA_JAPANESE_POSTCARD  Japanese Postcard 100 x 148 mm
PRI_PA_9x11                9 x 11 inches
PRI_PA_10x11            10 x 11 inches
PRI_PA_15x11            15 x 11 inches
PRI_PA_ENV_INVITE          Envelope Invite 220 x 220 mm
PRI_PA_LETTER_EXTRA        Letter extra 9 \275 x 12 inches
PRI_PA_LEGAL_EXTRA      Legal Extra 9 \275 x 15 inches
PRI_PA_TABLOID_EXTRA       Tabloid Extra 11.69 x 18 inches
PRI_PA_A4_EXTRA         A4 Extra 9.27 x 12.69 inches
PRI_PA_LETTER_TRANSVERSE  Letter Transverse 8 \275 x 11 inches
PRI_PA_A4_TRANSVERSE       A4 Transverse 210 x 297 mm
PRI_PA_LETTER_EXTRA_TRANSVERSE        Let. Ex. Transv. 9 \275 x 12
inches
PRI_PA_A_PLUS           SuperA/A4 227 x 356 mm
PRI_PA_B_PLUS           SuperB/A3 305 x 487 mm
```

```
PRI_PA_LETTER_PLUS      8.5 x 12.69 inches
PRI_PA_A4_PLUS             A4 Plus 210 x 330 mm
PRI_PA_A5_TRANSVERSE       A5 Transverse 148 x 210 mm
PRI_PA_B5_TRANSVERSE       B5 (JIS) Transverse 182 x 257 mm
PRI_PA_A3_EXTRA         A3 Extra 322 x 445 mm
PRI_PA_A5_EXTRA         A5 Extra 174 x 235 mm
PRI_PA_B5_EXTRA         B5 (ISO) Extra 201 x 276 mm
PRI_PA_A2               A2 420 x 594 mm
PRI_PA_A3_TRANSVERSE       A3 Transverse 297 x 420 mm
PRI_PA_A3_EXTRA_TRANSVERSE   A3 Extra Transverse 322 x 445 mm
PRI_PA_IW_COMPUTER      ImageWriter Computer Paper 356 x 279 mm
PRI_PA_IW_INTER_FANFOLD   ImageWriter International Fanfold 210 x
305 mm
PRI_PA_CUSTOM           Custom paper
```

mPaperLength specifies the length of the paper specified by mPaperSize. Length is in qpridims.

mPaperWidth specifies the width of the paper specified by mPaperSize. Width is in qpridims.

mHorzScale specifies the factor by which the printed output is scaled horizontally. The value is in percent. A value of 100 means no scaling. The value can be in the range 25 (PRI_MIN_SCALE) to 400 (PRI_MAX_SCALE).

Note: In the current implementation, horizontal scaling and vertical scaling cannot be set to different values.

mVertScale specifies the factor by which the printed output is scaled vertically. The value is in percent. A value of 100 means no scaling. The value can be in the range 25 (PRI_MIN_SCALE) to 400 (PRI_MAX_SCALE).

Note: In the current implementation, horizontal scaling and vertical scaling cannot be set to different values.

mCopies specifies the number of copies to be printed.

mDriverInfo contains the complete driver information (platform specific).

Note: You must NOT manipulate the members of this structure directly, but always use the supported functions to change this information.

```
struct PRIdrvInfo
{
   qulong  mSigniture;  // printer driver type one of the
   PRI_DRV_xxx
   void*   mData;     // printer data
   qlong   mHRes;     // printers horizontal Dots per inch
   qlong   mVRes;     // printers vertical Dots per inch
};
```

on Mac OSX the **mData** member has been replaced with

```
PMPageFormat    mPageFormat;    // page format information
PMPrintSettings mPrintSettings; // job setup information
```

PRIpageStruct

The PRIpageStruct structure is used to set properties of a page. When a new page is generated, a message is sent to the message procedure requesting this structure to be filled in.

```
struct PRIpageStruct
{
   qlong   mIdent;         // ← unique identifier of page
   qpripage   mPage;          // ← current page
   qprirect   mGlobalBounds;     // ← mLocalBounds in global
   coordinates
   qprirect   mPaperBounds;   // ← paper size
   qprirect   mPrintBounds;   // ← printable area local to paper
   qprirect   mLocalBounds;   // ←→ global arae for the page local
   to paper
   qprirect   mHeaderBounds;     // ←→ page header bounderies local
   to paper
   qprirect   mFooterBounds;     // ←→ page footer bounderies local
   to paper
};
```

mIdent contains the unique identifier of the page. This will usually be identical to mPage.mVert.

mPage specifies the vertical and horizontal page number.

mGlobalBounds specifies the mLocalBounds in global coordinates (local to the top and left of the mLocalBounds of the first page of the print job).

mPaperBounds specifies the paper size in qpridims. The top and left are always zero.

mPrintBounds specifies the printable area local to the paper edge.

mLocalBounds specifies the global area of the page in coordinates local to the paper edge. By default this is equal to mPrintBounds.

mHeaderBounds specifies the boundaries of the page header local to the paper edge. The default is empty (see qprirect::isEmpty()).

mFooterBounds specifies the boundaries of the page footer local to the paper edge. The default is empty (see qprirect::isEmpty()).

PRIparmStruct

The PRIparmStruct structure is used to pass information to and receive information from the print manager when calling PRIstartJob.

```
struct PRIparmStruct
{
   qulong       mVersion;  // ← The version of the print manager
   PRIjob       mJob;      // ← the print job
   qapp         mApp;      // → app used for style and font tables
   PRIdestParmStruct* mDestParms; // → the destination info (can be
   null)
   str255*         mDocName;  // → document name
   PRIprocClass*   mProc;     // → pointer to message proc instance
   qbool        mHorzPages:1;// → generate horizontal pages
   qbool        mHorzHeaders:1;// → individual horizontal headers
   qbool        mHorzFooters:1;// → individual horizontal footers
   qbool        mAutoEject:1;// → automaticcaly sends pages to
   device
};
```

mVersion is returned by PRIstartJob and contains the version number of the print manager. The high word contains the major version and the low word contains the minor version.

mJob is returned by PRIstartJob and contains the current print job information. It is used to pass to the numerous other print manager functions.

mApp specifies the Omnis application/library to be used for retrieving style and font information. Use ECOgetApp() to get the app for your external component.

mDestParms contains the parameters for the output devices including the destination device.

mDocName specifies the document's name. The name will appear as the title in screen report and preview windows.

mProc must specify an instance to the PRIprocClass which is to receive the various print job messages.

mHorzPages if true enables horizontal pages. Horizontal pages will be generated when a global object crosses the right boundary of the global area of a page.

mHorzHeaders if true and mHorzPages is true, the print manager will generate header messages for each horizontal page. If false, only horizontal page 1 will generate a header message. In this case header objects can cross the right boundary of the page header and extend into subsequent horizontal pages.

mHorzFooters if true and mHorzPages is true, the print manager will generate footer messages for each horizontal page. If false, only horizontal page 1 will generate a footer message. In this case footer objects can cross the right boundary of the page footer and extend into subsequent horizontal pages.

mAutoEject if true will send completed pages to the device of the given destination. This means that once a new page has been generated, no more objects can be added to the previous page. If false, all pages are buffered by the print manager until PRIejectPage is called, or the print job is closed.

PRIprocClass

The PRIprocClass class is the class which must be sub classed in order to receive print manager messages.

```
class PRIprocClass
{
   public:
      virtual qlong PriProc( PRIjob pJob, UINT pMessage,
                             WPARAM wParam, LPARAM lParam )=0;
};
```

PRIsectionStruct

The PRIsectionStruct structure specifies the properties of a new section and is used when calling PRIcreateSection.

```
struct PRIsectionStruct
{
   qlong      mIdent;         // ➔ user identifier
   qpripos    mPos;           // ➔ sections position
   qbool      mFloatRight:1;    // ➔ right edge floating
   qbool      mFloatBottom:1; // ➔ bottom edge floating
};
```

mIdent is an identifier for your use. It gives you a mechanism by which you can identify a section once it has been created.

Note: The id must be unique.

mPos specifies the sections position.

mFloatRight if true it allows the section to size its right boundary when objects added to the section cross its right boundary.

mFloatBottom if true it allows the section to size its bottom boundary when objects added to the section cross its bottom boundary.

qpridim

The qpridim is the basic coordinate unit of the print manager. One qpridim is equal to 1/1000th of a millimeter.

```
typedef qlong qpridim;
```

qprierr

The print manager error type.

```
typedef qulong qprierr;
```

qpripage

The qpripage is a simple structure combining horizontal and vertical page numbers.

```
struct qpripage
{
   qshort     mHorz; // horizontal page number
   qshort     mVert; // vertical page number

   // For a full declaration of the class please refer to the source file PRI.HE
};
```

qpripos

The qpripos is the main coordinate class. The structure combines qprirect and qpripage with additional members to store a section id and coordinate mode.

```
struct qpripos: public qprirect, qpripage
{
   qlong      mSectID; // section id if mMOde is ePosSection
   ePRIpos    mMode;  // the position mode (coordinate space)

   // For a full declaration of the class please refer to the source file PRI.HE
};
```

qprirect

The qprirect is a simple structure storing the left, top, right and bottom coordinates of a rectangular area. The coordinates are in units of a qpridim.

```
struct qprirect
{
   qpridim    top;
   qpridim    left;
   qpridim    bottom;
   qpridim    right;

   // For a full declaration of the class please refer to the source file PRI.HE
};
```

Messages (Printing)

The following messages may be sent to PRIprocClass::PriProc during a print job.

PM_ADD_FOOTER_OBJECTS

This message is generated when it is time to add objects to the page footer of the current page. It is sent prior to the PM_INIT_PAGE message of the next page or the end of the print job.

Parameters:

- **pageInfo** - lParam points to a PRIpageStruct with details of the current page.

Example:

```
qprierr myPRIprocClass::PriProc( PRIjob pJob, UINT pMessage,
                                 WPARAM wParam, LPARAM lParam )
{
   switch ( pMessage )
   {
      case PM_ADD_HEADER_OBJECTS:
      {
         PRIpageStruct* pageInfo = (PRIpageStruct*)lParam;
         // add your footer objects to ePosFooter
         return PRI_ERR_NONE;
      }
   }
}
```

PM_ADD_HEADER_OBJECTS

This message is generated when it is time to add objects to the page header of the current page. It is sent immediately after the PM_INIT_PAGE.

Parameters:

- **pageInfo** - lParam points to a PRIpageStruct with details of the current page.

Example:

```
qprierr myPRIprocClass::PriProc( PRIjob pJob, UINT pMessage,
                                 WPARAM wParam, LPARAM lParam )
{
   switch ( pMessage )
   {
      case PM_ADD_HEADER_OBJECTS:
      {
         PRIpageStruct* pageInfo = (PRIpageStruct*)lParam;
         // add your header objects to ePosHeader
         return PRI_ERR_NONE;
      }
   }
}
```

PM_CLOSE

This message is generated when the print job is being destroyed. You may now delete the PRIprocClass instance you have created for this job.

Example:

```
qprierr myPRIprocClass::PriProc( PRIjob pJob, UINT pMessage,
                                 WPARAM wParam, LPARAM lParam )
{
   switch ( pMessage )
   {
      case PM_CLOSE:
      {
         delete this;
         return PRI_ERR_NONE;
      }
   }
}
```

PM_INIT_PAGE

This message is generated when the print manager generates a new page. It allows you to decide on the position and sizes of page headers, footers, and the global area of the page. By default page headers and footers are set to empty (no headers or footers), and the global area is initialized to the printable area of the page. Once you have set the required information for the first page of your print job, all subsequent pages will inherit these settings. You will however receive a message for each vertical and horizontal page as they are generated.

You may change the mLocalBounds (global area), mHeaderBounds and the mFooterBounds of the PRIpageStruct.

Parameters:

- **pageInfo** - lParam points to a PRIpageStruct.
- **isPaged** - wParam specifies whether we are dealing with a paged or unpaged report (mGeneratePages).

Example:

```
qprierr myPRIprocClass::PriProc( PRIjob pJob, UINT pMessage,
                                 WPARAM wParam, LPARAM lParam )
{
   switch ( pMessage )
   {
      case PM_INIT_PAGE:
      {
         PRIpageStruct* pageInfo = (PRIpageStruct*)lParam;
         qbool isPaged = (qbool)wParam;
         if ( pageInfo->mPage.mVert == 1 &&
              pageInfo->mPage.mHorz == 1 )
         {
            // calculate page header area
            // Note: mLocalBounds by default is set to mPrintBounds
            pageInfo->mHeaderBounds = pageInfo->mLocalBounds;
            pageInfo->mHeaderBounds.bottom =
                    pageInfo->mHeaderBounds.top + PRI_INCH - 1;
            // subtract header from local area
            pageInfo->mLocalBounds.top += PRI_INCH;
            if ( isPaged )
            {
               // calculate page footer area
               pageInfo->mFooterBounds = pageInfo->mPrintBounds;
```

```
                pageInfo->mFooterBounds.top =
                      pageInfo->mFooterBounds.bottom - PRI_INCH + 1;
                // subtract footer from local area
                pageInfo->mLocalBounds.bottom -= PRI_INCH;
             }
          }
          else if ( !isPaged )
          {
             // set header to empty and size local area accordingly
             pageInfo->mHeaderBounds.setEmpty();
             pageInfo->mLocalBounds = pageInfo->mPrintBounds;
          }
          return PRI_ERR_NONE;
       }
    }
}
```

PM_OUT_PAGE

This message is generated when the user clicks on the print page button of the screen report or preview window.

Parameters:

- **page** - lParam specifies the vertical page number of the current visible page.

Usually you should simply call the default print manager procedure PRIdefOutputProc, unless you have a good reason to change the default behavior of this action.

See PM_OUT_PRINTER for example.

PM_OUT_PREVIEW

This message is generated when the user clicks on the preview button of the screen report window.

Parameters:

- **page** - lParam specifies the vertical page number of the current visible page in the screen report.

Usually you should simply call the default print manager procedure PRIdefOutputProc, unless you have a good reason to change the default behavior of this action.

See PM_OUT_PRINTER for example.

PM_OUT_PRINTER

This message is generated when the user clicks on the print to printer button of the screen report or preview window.

Usually you should simply call the default print manager procedure PRIdefOutputProc, unless you have a good reason to change the default behavior of this action.

Example:

```
qprierr myPRIprocClass::PriProc( PRIjob pJob, UINT pMessage,
                                 WPARAM wParam, LPARAM lParam )
{
   switch ( pMessage )
   {
      case PM_OUT_PRINTER:
      case PM_OUT_PAGE:
      case PM_OUT_PREVIEW:
      case PM_OUT_DISK:
      {
         return PRIdefOutputProc( pJob, NULL, pMessage, lParam, 0, 0
   );
      }
   }
}
```

PM_OUT_SAVE

This message is generated when the user clicks on the save to disk button of the screen report or preview window.

Usually you should simply call the default print manager procedure PRIdefOutputProc, unless you have a good reason to change the default behavior of this action.

See PM_OUT_PRINTER for example.

PM_PAINT_OBJECT

This message is generated when an external object (PRI_OBJ_EXTERNAL) requires painting.

Parameters:

- **dc** - wParam specifies the HDC into which the object is to be painted.
- **objInfo** - lParam points to a PRIobjectStruct with details of the object.

Example:

```
qprierr myPRIprocClass::PriProc( PRIjob pJob, UINT pMessage,
                                 WPARAM wParam, LPARAM lParam )
{
   switch ( pMessage )
   {
      case PM_PAINT_OBJECT:
      {
         HDC theHdc = (HDC)wParam;
         PRIobjectStruct* objInfo = (PRIobjectStruct*)lParam;
         // paint your custom object
         return PRI_ERR_NONE;
      }
   }
}
```

Any of the normal GDI calls can be used to paint the object.

If the external object had a font style or font table index specified when it was added, the mFnt member of the objInfo will contain the qfnt to be used for painting text.

Messages (Custom devices)

The following messages are send to the message function of a custom device. The code examples given for each message, assume the following code surrounding the message example:

```
qprierr OMNISPRIPROC DeviceFunc( PRIjob pJob, void* pOutput,
               qulong pData, UINT pMessage,
               LPARAM lParam1, LPARAM lParam2, LPARAM lParam3 );
{
   myOutputClass* myOutput = (myOutputClass*)pData;
   switch ( pMessage )
   {
      // message example
   }
   // all messages not dealt with must be send on to PRIdefOutputProc
   return PRIdefOutputProc( pJob, pOutput, pMessage,
                            lParam1, lParam2, lParam3 );
}
```

PM_OUT_ADDPAGE

This message is sent when the print job ejects a page. Your action will largely depend on the type of device you are. For example. A device which sends the output would now generate a PM_OUT_DRAWPAGE message. A screen report device would simple increment the scroll range of the display window and invalidate any relevant area. When the screen report device receives an update it then would generate the appropriate PM_OUT_DRAWPAGE message.

Further more you will need to decide if you want to draw horizontal pages as individual pages, or if you want to only draw on a vertical page basis. If you want to draw all horizontal pages as one page, you must only generate a PM_OUT_DRAWPAGE when the horizontal page number is one. You must also adjust the clipping rectangles right edge when receiving a PM_OUT_ADJPOS message so all horizontal pages are included in the paint.

Parameters:

- **page** - lParam1 points to the page number (qpripage).

Example:

```
case PM_OUT_ADDPAGE
{
   qpripage* page = (qpripage*)lParam1;
   if ( page->mHorz == 1 )
   {
      return PRIdefOutputProc( pJob, pOutput, PM_OUT_DRAWPAGE,
                               lParam1, lParam2, lParam3 );
   }
   return PRI_ERR_NONE;
}
```

PM_OUT_ADJPOS

This message is generated prior to the PRI_OUT_DRAWOBJECT message. It gives the device a last chance to manipulate the objects position and clipping prior to drawing. If the objects position does not intersect the clipping, the PM_OUT_DRAWOBJECT message is not generated.

As mentioned for the PM_OUT_ADDPAGE message, if the device draws all horizontal pages in one PM_DRAW_PAGE message, the clippings right edge must be altered to enclose all horizontal pages.

Parameters:

- **pageInfo** - lParam1 points to the PRIpageStruct.
- **objectPos** - lParam2 points to the qpripos of the object.

- **clipRect** - lParam3 points to the clipping (qprirect)

Example:

```
case PM_OUT_ADJPOS
{
   PRIpageStruct* pageInfo = (PRIpageStruct*)lParam1;
   qpripos* objectPos = (qpripos*)lParam2;
   qprirect* clipRect = (qprirect*)lParam3;

   // first we call the PRIdefOutputProc. This will convert the objects
   // position to the printable area (ePosPrintable). It also sets the
   // clipping to the bounding rectangle of the original coordinate space
   // the object belonged to. Both positions will be local to the printable area
   // on return.
   qprierr err = PRIdefOutputProc( pJob, pOutput, PM_OUT_ADJPOS,
                                   lParam1, lParam2, lParam3 );
   if ( !err )
   {
      // now we change the width of the clipping area to enclose all
      // horizontal pages
      cliprect->width( clipRect->width() * PRI_MAX_HORZ_PAGES );
   }
   return err;
}
```

PM_OUT_AFTER

This message is generated by the destination dialog when a custom control loses the focus. The custom device should update the parameter data from the data of the control.

Parameters:

- **ctrlID** - lParam1 specifies the controls id.
- **ctrlFldval** - lParam2 specifies the qfldval with the controls data.

Example:

```
case PM_OUT_AFTER
{
   qshort ctrlID = (qshort)lParam1;
   EXTfldval ctrlFldval( (qfldval)lParam2 );

   qprierr err = myOutput->setParmValue( ctrlID, ctrlFldval );
   return err;
}
```

PM_OUT_BROWSE

This message is generated when Omnis requires the device to let the user pick a destination file, etc. Custom devices only receive this message when a job is being redirected, or the device inherits from an internal device which itself implements the PM_OUT_BROWSE message. Custom devices which derive from such internal devices can simply send the message to the PRIdefOutputProc. Otherwise they should implement their own browse function if appropriate.

Parameters:

- **title** - points to string with the title of the dialog (may be NULL).
- **mask** - points to a string specifying one or more file masks (may be NULL).

Mostly for custom devices the title and mask parameters will be NULL. You may override the default title and mask by passing your own to the super device.

Example:

```
case PM_OUT_BROWSE
{
   str255 title("Please select the destination file.")
   return PRIdefOutputProc( pJob, pOutput, PM_OUT_BROWSE,
                            (LPARAM)&title, lParam2, lParam3 );
}
```

PM_OUT_CLICK

This message is generated by the destination dialog when a custom control has been clicked.

Parameters:

- **ctrlID** - lParam1 specifies the controls id.
- **ctrlFldval** - lParam2 specifies the qfldval with the controls data.

Example:

```
case PM_OUT_CLICK:
{
   #define PARM1_ID               1
   #define CTRL_PARM1_RADIO_0     100
   #define CTRL_PARM1_RADIO_1     101
   #define CTRL_PARM1_RADIO_2     102
   #define CTRL_BROWSE_BUTT       1000

   qshort ctrlID = (qshort)lParam1;
   EXTfldval ctrlFldval( (qfldval)lParam2 );
   switch ( ctrlID )
   {
      case CTRL_PARM1_RADIO_0:
      case CTRL_PARM1_RADIO_1:
      case CTRL_PARM1_RADIO_2:
      {
         return myOutput->setParmValue( PARM1_ID, ctrlFldval );
      }
      case CTRL_BROWSE_BUTT:
      {
         return myOutput->browseDevice();
      }
   }
   return PRI_ERR_NONE;
}
```

PM_OUT_CLOSE

The print job which owns this device is closing it. This message will usually be received after a PM_OUT_CLOSEDEVICE, and it will be followed by a PM_OUT_DESTRUCT message.

Example:

```
case PM_OUT_CLOSE
{
   myOutput->mJob = NULL; // clear the job which opened us
   return PRI_ERR_NONE;
}
```

PM_OUT_CLOSEDEVICE

Request to close the device which was opened by the PM_OUT_OPENDEVICE message.

Example:

```
case PM_OUT_CLOSEDEVICE
{
   qprierr err = myOutput->closeTheDevice();
   return PRI_ERR_NONE;
}
```

PM_OUT_CONSTRUCT

Sent when the custom device is to construct an instance of the device. The device manager will always construct one instance on registration. More instances will be constructed when print jobs require them. If a second or subsequent instance is created, the pData parameter will point to the first instance from which various settings can be inherited. When the first instance is constructed, pData will be NULL.

Parameters:

- **instPtr** - lParam1 points to a qulong pointer for storing the instance pointer of the custom device.

Example:

```
case PM_OUT_CONSTRUCT:
{
   qulong* instPtr = (qulong*)lParam1;
   *instPtr = (qulong) new myOutputClass( myOutput );
   return ( *instPtr == NULL ? PRI_ERR_MEMORY : PRI_ERR_NONE );
}
```

PM_OUT_DCLICK

This message is generated by the destination dialog when a custom control has been double clicked.

Parameters:

- **ctrlID** - lParam1 specifies the controls id.
- **ctrlFldval** - lParam2 specifies the qfldval with the controls data.

PM_OUT_DESTRUCT

Sent when the custom device is to destroy an instance of the device.

Parameters:

- **instPtr** - lParam1 points to a qulong pointer containing the instance pointer of the custom device.

Example:

```
case PM_OUT_DESTRUCT
{
   qulong* instPtr = (qulong*)lParam1;
   if ( *instPtr ) delete ((myOutputClass*)*instPtr);
   return PRI_ERR_NONE;
}
```

PM_OUT_DRAWOBJECT

This message is generated for every object of a page by the basic internal device when it receives a PM_OUT_DRAWPAGE message. Prior to generating this message, it will also generate a PM_OUT_ADJPOS message, to give the destination device a chance to do some final adjustments to the position and clipping of the object. By default the internal device will NOT generate this message if the objects position does not intersect the clipping area.

When receiving this message, the device should paint the object or send the objects data to the output, etc. Some internal devices have default implementations for this message. To use the default behavior simply pass the message to the PRIdefOutputProc.

Parameters:

- **object** - lParam1 points to the PRIobjectStruct.
- **clipRect** - lParam2 points to the clipping (qprirect).

Example:

```
case PM_OUT_DRAWOBJECT
{
   PRIobjectStruct* object = (PRIobjectStruct*)lParam1;
   qprirect* clipRect = (qprirect*)lParam2;
   return myOutput->drawObject( object, clipRect );
}
```

PM_OUT_DRAWPAGE

This message is only generated by output devices. A custom device will only receive this message if it is derived from an internal device which generates this message. In order to receive PM_OUT_DRAWOBJECT messages for all the objects of the page to be drawn, this message must be send on to PRIdefOutputProc.

Parameters:

- **page** - lParam1 points to the page number (qpripage).

Example:

```
case PM_OUT_DRAWPAGE
{
   qpripage* page = (qpripage*)lParam1;
   return PRIdefOutputProc( pJob, pOutput, PM_OUT_DRAWPAGE,
                            lParam1, lParam2, lParam3 );
}
```

PM_OUT_FLUSHDEVICE

Request to flush the device. This is important to some devices like disk file devices where a certain amount of buffering may be occurring.

Example:

```
case PM_OUT_FLUSHDEVICE
{
   qprierr err = myOutput->flushTheDevice();
   return err;
}
```

PM_OUT_GETDLGIDS

This message must be implemented to tell the print manager whether you want to display your own parameters in the destination dialog panes, inherit the parameters of the super device, or disable the panes.

Parameters:

- **parmPane** - lParam1 points to a rstrno for returning the mode of the parameters pane of the destination dialog.
- **pageSizePane** - lParam2 points to a rstrno for returning the mode of the page size pane of the destination dialog.

The return values for both parameters can be one of the following:

PRI_DLG_NONE	disable the pane.
PRI_DLG_CUSTOM	display your own controls. The device must implement the PM_OUT_GETPARMDLG or PM_OUT_GETPAGEDLG messages and return a valid dialog resource.
PRI_DLG_INHERIT	inherit the pane from the super device.

Example:

```
case PM_OUT_GETDLGIDS
{
   rstrno* parmPane = (rstrno*)lParam1;
   rstrno* pageSizePane = (rstrno*)lParam2;
   *parmPane = PRI_DLG_CUSTOM;
   *pageSizePane = PRI_DLG_NONE;
   return PRI_ERR_NONE;
}
```

PM_OUT_GETEOL

This message is generated by the print manager or super device if it requires the correct end of line characters for the device. This message can be sent on to the super device if the inherited EOL characters are sufficient.

Parameters:

- **eolStr**- lParam1 points to a strxxx* which is to receive the EOL characters .

Example:

```
case PM_OUT_GETEOL
{
   strxxx* eolStr = (strxxx*)lParam1;
   eolStr[0] = 2;
   eolStr[1] = 13;
   eolStr[2] = 10;
   return PRI_ERR_NONE;
}
```

PM_OUT_GETERRTEXT

This message is generated when the custom device has returned a custom error code (see PRI_ERR_CUSTOM), and the print manager requires the error text of the custom error.

Parameters:

- **errorCode** - lParam1 the custom error code.
- **errorText** - lParam2 points to the str255 which is to receive the error text.

Example:

```
case PM_OUT_GETERRTEXT
{
   #define ERR_BASE_ID     1000
   qshort errorCode = (qshort)lParam1;
   str255* errorText = (str255*)lParam2;

   RESloadString( gInstLib, ERR_BASE_ID + errorCode, *errorText );
   return PRI_ERR_NONE;
}
```

PM_OUT_GETPAGEDLG

The custom device will receive this message if it shows its own parameters on the page size pane of the destination dialog. In order to do this the custom device must have a valid dialog resource and returned PRI_DLG_CUSTOM for the page size pane when it received the PM_OUT_GETDLGIDS message.

The device must return the dialog resource to be used.

Parameters:

- **dlgFldval** - lParam1 points to the qfldval for returning the dialog resource.

Example:

```
case PM_OUT_GETPAGEDLG
{
   EXTfldval dlgFldval( (qfldval)lParam1 );
   qHandle han = RESloadDialog( gInstLib, PAGE_DIALOG_ID );
   dlgFldval.setHandle( fftBinary, han, qfalse );
   // no need to free the handle. We told setHandle to take over the memory.
}
```

PM_OUT_GETPARM

Request to return the value of the specified device parameter. It may be called from Omnis notation or the destination dialog. The custom device should register constants for its device parameters for use with the Omnis notation $getparam. See ECM_GETCONSTNAME for more details on registering constants. If the request is sent by the destination dialog, the control ID will be specified. If you wish to distinguish between calls from notation and the destination dialog, you can give the dialog control a different id to the constant name, although both may refer to the same parameter.

Parameters:

- **parmID** - lParam1 specifies the parameter number or control id of the control linked to the parameter.
- **parmFldval** - lParam2 specifies the qfldval in which to return the parameters value.
- **pickListFldval** - lParam3 specifies the qfldval for returning a pick list text string for the parameters control, if the control is a list, combo box or drop list. The string should be a comma separated list of text.

Example:

```
case PM_OUT_GETPARM
{
   qshort parmID = (qshort)lParam1;
   EXTfldval parmFldval( (qfldval)lParam2 );

   qprierr err = myOutput->getParmValue( parmID, parmFldval );
   if ( !err && lParam3 )
   {
      EXTfldval pickListFldval( (qfldval)lParam3 );
      err = myOutput->getParmPickList( parmID, pickListFldval );
   }
   return err;
}
```

When this message is sent for the controls of your custom dialog pane, for any control which is not displaying parameter data you must return PRI_ERR_IGNORE. Otherwise the print manager will assume that you have specified data for the control. For example, your dialog resource may contain a push button for browsing which has received its text from the resource. If you do NOT return PRI_ERR_IGNORE, the button text will be replaced with the data in parmFldval.

PM_OUT_GETPARMDLG

The custom device will receive this message if it shows its own parameters on the parameters pane of the destination dialog. In order to do this the custom device must have a valid dialog resource and returned PRI_DLG_CUSTOM for the parameters pane when it received the PM_OUT_GETDLGIDS message.

The device must return the dialog resource to be used.

Parameters:

- **dlgFldval** - lParam1 points to the qfldval for returning the dialog resource.

Example:

```
case PM_OUT_GETPARMDLG
{
   EXTfldval dlgFldval( (qfldval)lParam1 );
   qHandle han = RESloadDialog( gInstLib, PARM_DIALOG_ID );
   dlgFldval.setHandle( fftBinary, han, qfalse );
   // no need to free the handle. We told setHandle to take over the memory.
}
```

PM_OUT_ISDEVICEOPEN

Return the open status of the device.

Parameters:

- **isOpen** - lParam1 points to a qbool for the return value.

Example:

```
case PM_OUT_ISDEVICEOPEN
{
   qbool*  isOpen = (qbool*)lParam1;
   *isOpen = myOutput->isTheDeviceOpen();
   return PRI_ERR_NONE;
}
```

PM_OUT_KILL

This message can be sent to the PRIdefOutputProc, to tell the device manager to close the device, and destroy the device instance if it was instanciated by a print job.

PM_OUT_LOADPARMS

This message is sent when you are required to load your parameter class data from an Omnis data collection (CRB). This message is generated when:

- one or more parameters are being set or requested by the notation $getparam and $setparam.
- the device is about to be opened by the notation $open or by a print job.
- the destination dialog is about to display your custom pane.
- the parameters require validation (A PM_OUT_VALIDATEPARMS and PM_OUT_SAVEPARMS message will follow).
- the Destination dialog requires the device to browse (a PM_OUT_BROWSE message will follow).

Parameters:

- **parms** - lParam1 points to the Omnis data collection.

Example:

```
case PM_OUT_LOADPARMS
{
   #define CUR_VERSION       1
   #define PARM_VERSION_XN   1
   #define PARM_FIRST_XN     2
   #define PARM_LAST_XN      5
   EXTcrb crb( (qcrb)lParam1 );
   if ( crb.getLong( PARM_VERSION_XN ) == CUR_VERSION )
   {
      for ( qcrbindex parm = PARM_FIRST_XN ; parm <= PARM_LAST_XN ;
   parm++ )
      {
         myOutput->setParm( parm, crb.getDataRef( parm ) );
      }
   }
   else
   {
      // set parameters to default values
   }
   return PRI_ERR_NONE;
}
```

Note: It is always good practice to store a version number together with your parameters in the data collection. The data collection will be stored in the Omnis config file between sessions.

PM_OUT_OPEN

Sent when a print job has instanciated the device. This message will usually be received after a PM_OUT_CONSTRUCT message. And it will be followed by a PM_OUT_OPENDEVICE message. The device should remember that it was opened by a print job, and NOT allow calls to PM_OUT_SENDTEXT and PM_OUT_SENDDATA.

Parameters:

- **destParms** - lParam1 points to the destination parameters.

Example:

```
case PM_OUT_OPEN
{
   PRIdestParmStruct* destParms = (PRIdestParmStruct*)lParam1;
   myOutput->mJob = pJob; // remember the job which opened us
   return PRI_ERR_NONE;
}
```

PM_OUT_OPENDEVICE

Request to open the actual device. For different output devices it will mean different things. A device that writes to a file or port should open the file or port. A device that prints to a window on screen should open this window.

Parameters:

- **destParms** - lParam1 points to the destination parameters.

Example:

```
case PM_OUT_OPENDEVICE
{
   PRIdestParmStruct* destParms = (PRIdestParmStruct*)lParam1;
   qprierr err = myOutput->openTheDevice( destParms );
   return err;
}
```

PM_OUT_SAVEPARMS

This message is sent when you are required to store you parameter class data in an Omnis data collection (CRB).

Parameters:

- **parms** - lParam1 points to the Omnis data collection.

Example:

```
case PM_OUT_SAVEPARMS
{
   #define CUR_VERSION       1
   #define PARM_VERSION_XN   1
   #define PARM_FIRST_XN     2
   #define PARM_LAST_XN      5
   EXTcrb crb( (qcrb)lParam1 );

   // store version number with parameters
   crb.setLong( PARM_VERSION_XN, CUR_VERSION );
   for ( qcrbindex parm = PARM_FIRST_XN ; parm <= PARM_LAST_XN ;
   parm++ )
   {
      // call getDataRef with qtrue as the second parameter
      // this tells the collection that we are altering the data
      myOutput->getParm( parm, crb.getDataRef( parm, qtrue ) );
   }
   return PRI_ERR_NONE;
}
```

Note: It is always good practice to store a version number together with your parameters in the data collection. The data collection will be stored in the Omnis config file between sessions.

PM_OUT_SENDDATA

Send the given data to the device. This may be binary data of any sort. It is left to the developer or user whether the data is compatible with the device.

Parameters:

- **dataPtr** - lParam1 points to the data.
- **dataLen** - lParam2 specifies the data length in bytes.

Example:

```
case PM_OUT_SENDDATA
{
   qbyte*  dataPtr = (qchar*)lParam1;
   qlong   dataLen = (qlong)lParam2;
   qprierr err = PRI_ERR_NONE;
   if ( dataLen )
   {
      err = myOutput->sendDataToDevice( dataPtr, dataLen );
   }
   return err;
}
```

PM_OUT_SENDPAGE

This message is generated by the PRI_DEST_EXTTEXT and all other internal devices which derive from this device. The PRI_DEST_EXTTEXT device buffers the text of a complete page into one block of data. The text is positioned correctly by inserting spaces or extra return characters where there are gaps between objects. Once a page is complete, it generates this message so the text data can be written to the device.

Parameters:

- **pageInfo** - lParam1 points to the PRIpageStruct.
- **textFldval** - lParam2 points to the qfldval with the text.

Example:

```
case PM_OUT_SENDPAGE
{
   PRIpageStruct* pageInfo = (PRIpageStruct*)lParam1;
   EXTfldval textFldval( (qfldval)lParam2 );
   return myOutput->sendPage( pageInfo, textFldval );
}
```

PM_OUT_SENDTEXT

Send the given text to the device. All normal character conversion has already been applied to the text.

Parameters:

- **textPtr** - lParam1 points to the text.
- **textLen** - lParam2 specifies the text length.

- **newLine** - HIWORD(lParam3) specifies if a line feed is to occur.
- **formFeed** - LOWORD(lParam3) specifies if a form feed is to occur.

Example:

```
case PM_OUT_SENDTEXT
{
   qchar*  textPtr = (qchar*)lParam1;
   qlong   textLen = (qlong)lParam2;
   qbool   newLine = (qbool)HIWORD(lParam3);
   qbool   formFeed = (qbool)LOWORD(lParam3);
   qprierr err = PRI_ERR_NONE;
   if ( textLen )
   {
      err = myOutput->sendTextToDevice( textPtr, textLen );
   }
   if ( newLine && !err )
   {
      err = myOutput->sendLineFeedToDevice();
   }
   if ( formFeed && !err )
   {
      err = myOutput->sendFormFeedToDevice();
   }
   return err;
}
```

PM_OUT_SETDATA

This message can be sent to the PRIdefOutputProc by the custom device to change the data of a custom control on the destination dialog.

Parameters:

- **ctrlID** - lParam1 specifies the controls id.
- **ctrlFldval** - lParam2 specifies the qfldval with the controls data.

Example:

```
qshort     ctrlID = 1
EXTfldval  ctrlFldval;
ctrlFldval.setLong(1);
return PRIdefOutputProc( pJob, pOutput, PM_OUT_SETDATA,
             (LPARAM)ctrlID, (LPARAM)ctrlFldval.getFldval(), 0 );
```

PM_OUT_SETPARM

This message is sent only by the notation $setparam. You should validate the data and return the error PRI_ERR_INVALID_PARM if the parameter is not valid.

Parameters:

- **parmID** - lParam1 specifies the parameter number.
- **parmFldval** - lParam2 specifies the qfldval specifying the new value for the parameter.

Example:

```
case PM_OUT_SETPARM
{
   qshort parmID = (qshort)lParam1;
   EXTfldval parmFldval( (qfldval)lParam2 );

   qprierr err = myOutput->setParmValue( parmID, parmFldval );
   return err;
}
```

PM_OUT_SET_HDC

This message can be sent to the PRI_DEST_EXTHDC super device of a custom device to set the drawing DC prior to calling the super device to draw.

Parameters:

- **theHDC**- lParam1 specifies the HDC for drawing.

Example:

```
// Our components WndProc has received a WM_PAINT message for our visual output device.
// first calculate the page we need to draw based on scroll position
// for simplicity of this example we assume it is page 1.
qpripage pg( 1, 1 );
qprierr err = PRI_ERR_NONE;

WNDpaintStruct paintStruct;
WNDbeginPaint( hwnd, &paintStruct );
   err = PRIdefOutputProc( pJob, pOutput, PM_OUT_SET_HDC,
                (LPARAM)paintStruct.hdc, 0, 0 );
   if ( !err ) err = PRIdefOutputProc( pJob, pOutput,
                PM_OUT_DRAWPAGE, (LPARAM)&pg, 0, 0 );
WNDendPaint( hwnd, &paintStruct );
```

PM_OUT_VALIDATEPARMS

This message is sent when you are required to validate the device parameters. You would have been sent a PM_OUT_LOADPARMS message prior to this call, so your class members which store the parameters should contain the correct values for validation. You should consider whether you need to prompt the user for one or more of your parameters if they are empty or invalid. For example, the internal File device and the custom Html device both put up a put file dialog if their file name parameter is empty.

You must also consider if you need to change any of the members of the PRIdestParmStruct which lParam1 points to. For example, the custom Html device always assigns qfalse to mGeneratePages. It does not support paged reports.

Parameters:

- **destParms** - lParam1 points to the PRIdestParmStruct.

Example:

```
case PM_OUT_VALIDATEPARMS
{
   PRIdestParmStruct* destParms = (PRIdestParmStruct*)lParam1;

   qprierr err = myOutput->validateParms( destParms );
   return err;
}
```

PM_OUT_ZOOM

This message can be sent to the PRI_DEST_EXTPREVIEW super device to toggle the zoom state on or off.

Parameters:

- **zoomOn** - lParam1 specifies if the zoom is to be turned on or off.

Example:

```
// turn zoom on
qprierr err = PRIdefOutputProc( pJob, pOutput, PM_OUT_ZOOM, 1, 0, 0
   );
// turn zoom off
qprierr err = PRIdefOutputProc( pJob, pOutput, PM_OUT_ZOOM, 0, 0, 0
   );
```

Functions

PRIaddObject

qprierr PRIaddObject(PRIjob pJob, PRIobjectStruct* pObject)

Adds an object to the specified print job.

Parameters:

- **pJob** - points to the print job.
- **pObject** - points to the PRIobjectStruct specifying the properties for the object. If the object has been moved or sized by the formatting manager, the mPos member will contain the updated position when the function returns.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
PRIobjectStruct obj(qnil);
obj.mType = PRI_OBJ_RECT;
obj.mBorder.set( WND_BORD_BEVEL, 3, 3, 3 );
obj.mFillPat = patFill;
obj.mForeFillColor = GDI_COLOR_3DFACE;
obj.mScreenUnits = obj.mFloatBottom = qtrue;
qprierr err = PRIaddObject( theJob, &obj );
```

See also PRIcreateSection

PRIbrowseOutput

qbool PRIbrowseOutput(PRIdestParmStruct* pDestParms,

strxxx* pTitle = NULL, strxxx* pMask = NULL)

Generates PM_OUT_BROWSE message for the output device specified by pDestParms->mDest. Only some devices like PRI_DEST_FILE support this message and will open a put file dialog.

Parameters:

- **pDestParms** - The destination parameters. You can use the return value of ECOgetDeviceParms() for this parameter to specify the Omnis global device parameters.
- **pTitle** - if specified will display the text as the title of the put file dialog.
- **pMask** - is specified will use the given mask(s) in the put file dialog.

- **return** - returns qtrue if the user has clicked ok.

Example:

```
qbool ok = PRIbrowseOutput( ECOgetDeviceParms( eci->mInstLocp ),
                            NULL, NULL );
```

See also PRIopenDestinationDialog

PRIbuildPrinterList (Windows only)

qlong PRIbuildPrinterList(qfldval pList, qbool pShowPort)

Builds a list of installed printers and returns the row number of the current printer in the list.

Parameters:

- **pList** - destination qfldval which is to receive the list of printers.
- **pShowPort** - if true the port name through which the printer is installed is shown as part of the printers name.

Example:

```
EXTfldval fval; EXTqlist* lst;
qlong curPrinter = PRIbuildPrinterList( fval.getFldVal(), qfalse );
lst = fval.getList( qfalse );
// do something with the list
delete lst;
```

See also PRIopenChangePrinterDialog

PRIchangeJobPageSetup

qprierr PRIchangeJobPageSetup(PRIjob pJob, PRIpageSetup* pPageSetup,

PRIpageStruct* pPageInfo)

This function must be called during the PM_INIT_PAGE message. It will change the page setup information for the current page and all subsequent pages. It allows you to print to different paper sizes or orientations or scaling etc, within the same print job. On return, pPageInfo will have been updated to reflect the new page setup information.

Parameters:

- **pJob** - specifies the active job.
- **pPageSetup** - specifies the new page setup information.
- **pPageInfo** - points to the page information of the current page. This information will be updated prior to the function returning.

Example:

```
case PM_INIT_PAGE:
{
   PRIpageStruct* pgInfo = (PRIpageStruct*)lParam1;
   if ( pgInfo->mPage.mVert == 2 )
   {
      // change page 2 onwards to landscape
      PRIpageSetup* pgSetup = NULL;
      qprierr err = PRIgetPageSetup( pJob, pgSetup );
      if ( !err )
      {
         if (
   PRIsetPageSetupItem(pgSetup,PRI_PS_ORIENT,PRI_OR_LANDSCAPE) )
         {
            err = PRIchangeJobPageSetup( pJob, pgSetup, pgInfo );
         }
         PRIdestroyPageSetup( pgSetup );
      }
   }
   // initialize the page info
   return PRI_ERR_NONE;
}
```

See also PRIgetPageSetup, PRIsetPageSetup, PRIcopyPageSetup, PRIdestroyPageSetup

PRIclose

qprierr PRIclose()

Closes the print manager and destroys all print manager data, if the user count decrements to zero. See PRIopen for a full description on its usage.

Parameters:

- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qprierr err = PRIopen();
if ( !err )
{
   // use the print manager
   PRIclose();
}
```

See also PRIopen

PRIcloseDevice

qprierr PRIcloseDevice(qlong pDest)

You call PRIcloseDevice to close a device which you previously opened by calling PRIopenDevice.

Parameters:

- **pDest** - id of the device to be closed.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qprierr err = PRIopenDevice( PRI_DEST_PRINTER );
if ( !err )
{
   // send some text or data to device
   err = PRIcloseDevice( PRI_DEST_PRINTER );
}
```

See also PRIopenDevice, PRIsendTextToDevice, PRIsendDataToDevice, PRIflushDevice, PRIisDeviceOpen

PRIconvFromCM

qpridim PRIconvFromCM(qlong pCms, qlong pFraction)

Converts centimeters to qpridims.

Parameters:

- **pCms** - specifies the number of centimeters or fractions thereof.
- **pFraction** - specifies the fraction size of pCms. A value of 1 means that pCms specifies complete centimeters. A value of 1000 means that pCms specifies 1000th of a centimeter.
- **return** - returns the number of qpridims.

Example:

```
qpridim centiMeter = PRIconvFromCM( 1, 1 );
qpridim milliMeter = PRIconvFromCM( 1, 10 );
// centiMeter will be 10000 (1 cm), milliMeter will be 1000 (1 mm)
```

See also PRIconvToCM

PRIconvFromCMorINCH

void PRIconvFromCMorINCH(const qreal& pReal, qpridim& pPridim)

Converts the given value to qpridims. The given value is assumed to be centimeters if the Omnis preference $usecms is true. Otherwise the given value is assumed to be in inches.

Parameters:

- **pReal** - specifies the centimeters or inches.
- **pPridim** - the qpridims are returned in this parameter.

Example:

```
qpridim    theResult;
qreal      theValue = 1;
PRIconvFromCMorINCH( theValue, &theResult );
// if $usecms is true, theResult will be 10000 (1cm)
// if $usecms is false, theResult will be 25400 (1 inch)
```

See also PRIconvToCMorINCH

PRIconvFromDC

qpridim PRIconvFromDC(HDC pHdc, qdim pUnits, qbool pVert)

Converts device units of the given device to qpridims.

Parameters:

- **pHdc** - specifies the device
- **pUnits** - specifies the number of device units
- **pVert** - specifies if the given units are vertical or horizontal units
- **return** - returns the number of qpridims

Example:

```
qrect   theDeviceRect( 0, 0, 15, 15 );
qpridim thePriWidth = PRIconvFromDC( theDC, theDeviceRect.width(),
   qfalse );
```

See also PRIconvToDC

PRIconvFromIN

qpridim PRIconvFromIN(qlong pInches, qlong pFraction)

Converts inches to qpridims.

Parameters:

- **pInches** - specifies the number of inches or fractions thereof.
- **pFraction** - specifies the fraction size of pInches. A value of 1 means that pInches specifies inches. A value of 1000 means that pInches specifies 1000th of an inch.
- **return** - returns the number of qpridims.

Example:

```
qlong   theInches = 500;
qlong   inFractionsOf = 1000;
qpridim theResult = PRIconvFromIN( theInches, inFractionsOf );
// theResult will be 12700 (1/2 inch)
```

See also PRIconvToIN

PRIconvFromScreen

qpridim PRIconvFromScreen(qdim pUnits, qbool pVert)

Converts screen units to qpridims.

Parameters:

- **pUnits** - specifies the number of screen units.
- **pVert** - specifies if the given units are vertical or horizontal units.
- **return** - returns the number of qpridims.

Example:

```
qrect   theScreenRect( 0, 0, 15, 15 );
qpridim thePriWidth = PRIconvFromScreen( theScreenRect.width(),
   qfalse );
```

See also PRIconvToScreen

PRIconvPos

qprierr PRIvonvPos(PRIjob pJob, qpripos* pPos, ePRIpos pTo)

Converts the given report position from its current coordinate space to the coordinate space specified by pTo.

Parameters:

- **pJob** - specifies the job to be used in the conversion.
- **pPos** - points to the qpripos to be converted.
- **pTo** - specifies the new coordinate space for pPos. If pTo specifies ePosSection, the mIdent member of the pPos must specify the section id.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qprirect   theRect( PRI_INCH, PRI_INCH, PRI_INCH * 3, PRI_MM * 5 );
qpripos    thePos( ePosPaper, 1, 5, theRect ); // hpage 1, vpage 5
qprierr    err = PRIconvPos( theJob, &thePos, ePosPrintable );
```

See also qpripos, ePRIpos

PRIconvRectFromDC

void PRIconvRectFromDC(HDC pHdc, qrect* pDeviceRect, qprirect* pPriRect)

Converts a device rectangle to a qprirect.

Parameters:

- **pHdc** - specifies the device.
- **pDeviceRect** - points to the device rectangle.
- **pPriRect** - points to the qprirect to receive the converted coordinates.

Example:

```
qrect      theDeviceRect( 0, 0, 15, 15 );
qprirect   thePriRect;
PRIconvRectFromDC( theDC, &theDeviceRect, &thePriRect );
```

See also PRIconvRectToDC

PRIconvRectFromScreen

void PRIconvRectFromScreen(qrect* pScreenRect, qprirect* pPriRect)

Converts a screen rectangle to a qprirect.

Parameters:

- **pScreenRect** - points to the screen rectangle.
- **pPriRect** - points to the qprirect to receive the converted coordinates.

Example:

```
qrect      theScreenRect( 0, 0, 15, 15 );
qprirect   thePriRect;
PRIconvRectFromScreen( &theScreenRect, &thePriRect );
```

See also PRIconvRectToScreen

PRIconvRectToDC

void PRIconvRectToDC(HDC pHdc, qprirect* pPriRect, qrect* pDeviceRect)

Converts a qprirect to a device rectangle.

Parameters:

- **pHdc** - specifies the device.
- **pPriRect** - points to the qprirect.
- **pDeviceRect** - points to the qrect to receive the converted coordinates.

Example:

```
qprirect   thePriRect( 0, 0, PRI_INCH*3, PRI_MM*5 );
qrect      theDeviceRect;
PRIconvRectToDC( theDC, &thePriRect, &theDeviceRect );
```

See also PRIconvRectFromDC

PRIconvRectToScreen

void PRIconvRectToScreen(qprirect* pPriRect, qrect* pScreenRect)

Converts a qprirect to a screen rect.

Parameters:

- **pPriRect** - points to the qprirect.
- **pScreenRect** - points to the qrect to receive the converted coordinates.

Example:

```
qprirect   thePriRect( 0, 0, PRI_INCH*3, PRI_MM*5 );
qrect      theScreenRect;
PRIconvRectToScreen( &thePriRect, &theDeviceRect );
```

See also PRIconvRectFromScreen

PRIconvToCM

qlong PRIconvToCM(qpridim pUnits, qlong pRetFraction)

Converts qpridims to centimeters or fractions thereof.

Parameters:

- **pUnits** - specifies the number of qpridims to convert.
- **pRetFraction** - specifies the fraction size to be returned. A value of 1 means return centimeters. A value of 1000 means return 1000th of a centimeter.
- **return** - returns centimeters or fractions thereof.

Example:

```
qpridim    thePriDims = 100000; // = 10cms
qlong      theResult = PRIconvToCM( thePriDims, 10 );
// the result will be 100
```

See also PRIconvFromCM

PRIconvToCMorINCH

void PRIconvToCMorINCH(qpridim pPridim, qreal& pReal)

Converts the given qpridims to centimeters or inches. If the Omnis preference $usecms is true, the qpridims are converted to centimeters, otherwise they are converted to inches.

Parameters:

- **pPridim** - specifies the qpridims to be converted.
- **pReal** - the centimeters or inches are returned in this parameter.

Example:

```
qpridim thePriDims = 100000; // 10cms
qreal   theResult;
PRIconvToCMorINCH( thePriDims, theResult );
// if $usecms is true, theResult will be 10
// if $usecms is false, theResult will be 3.93700
```

See also PRIconvFromCMorINCH

PRIconvToDC

qdim PRIconvToDC(HDC pHdc, qpridim pUnits, qbool pVert)

Converts qpridims to device units of the given device.

Parameters:

- **pHdc** - specifies the device.
- **pUnits** - specifies the number of qpridims.
- **pVert** - specifies if the given units are vertical or horizontal units.
- **return** - returns the number of device units.

Example:

```
qpridim thePriDims = 25400; // 1 inch
qdim    theResult = PRIconvToDC( theDC, thePriDims, qfalse );
// if the DC is a 600 dpi printer dc, theResult will be 600
```

See also PRIconvFromDC

PRIconvToIN

qlong PRIconvToIN(qpridim pUnits, qlong pRetFraction)

Converts qpridims to inches or fractions thereof.

Parameters:

- **pUnits** - specifies the number of qpridims to convert.
- **pRetFraction** - specifies the fraction size to be returned. A value of 1 means return inches. A value of 1000 means return 1000th of an inch.
- **return** - returns inches or fractions thereof.

Example:

```
qpridim thePriDims = 25400; // 1 inch
qlong   theResult = PRIconvToIN( thePriDims, 1000 );
// theResult will be 1000 ( in 1000th of an inch )
```

See also PRIconvFromIN

PRIconvToScreen

qdim PRIconvToScreen(qpridim pUnits, qbool pVert)

Converts qpridims to screen units.

Parameters:

- **pUnits** - specifies the number of qpridims.
- **pVert** - specifies if the given units are vertical or horizontal units.
- **return** - returns screen units.

Example:

```
qpridim thePriDims = 25400; // 1 inch
qdim    theResult = PRIconvToScreen( thePriDims, qtrue );
// if the vertical screen units are 96 dpi, theResult will be 96
```

See also PRIconvFromScreen

PRIcopyPageSetup

qprierr PRIcopyPageSetup(PRIpageSetup* pSrcPageSetup, PRIpageSetup*& pDestPageSetup)

Creates a copy of the page setup information of the given page setup.

IMPORTANT: PRIcopyPageSetup allocates memory for the page setup information. PRIdestroyPageSetup must be called when the page setup information is no longer required.

Parameters:

- **pSrcPageSetup** - points to the source page setup information which is to be copied.
- **pDestPageSetup** - reference of a page setup pointer which is to receive the pointer to the page setup copy.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
PRIpageSetup* pageSetup, copyOfPageSetup;
qprierr err = PRIgetPageSetup( NULL, pageSetup );
if ( !err )
{
   err = PRIcopyPageSetup( pageSetup, copyOfPageSetup );
   if ( !err )
   {
      // delete once finished with
      PRIdestroyPageSetup( copyOfPageSetup );
   }
   // delete once finished with
   PRIdestroyPageSetup( pageSetup );
}
```

See also PRIgetPageSetup, PRIsetPageSetup, PRIdestroyPageSetup, PRIopenPageSetupDialog, PRIchangeJobPageSetup

PRIcreateSection

qprierr PRIcreateSection(PRIjob pJob, PRIsectionStruct* pSection)

Creates a new section. Objects can be added local to the section by specifying ePosSection as the position mode of the object. The section id must be specified in the objects position. The coordinates of objects added to a section, will be local to the sections position. Once you have finished with a section, you must call PRIdeleteSection to free the memory occupied by the section. The section is only used while adding objects to the section. Once all objects have been added to a section, the section is no longer required.

If a section is resized and you require the new position of the section, you can call PRIgetSectionInfo prior to deleting the section.

When a section is deleted, all objects belonging to the section will be floated if their floating properties are enabled, and their position is normalized, in other words they are converted to the coordinate space of the section, rather than being local to the section.

Parameters:

- **pJob** - points to the print job.
- **pSection** - points to the PRIsectionStruct specifying the properties for the new section.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
PRIsectionStruct secInfo(qnil);
secInfo.mIdent = 1001;
secInfo.mPos = qpripos(PRI_INCH,PRI_INCH,PRI_INCH*3,PRI_INCH*2);
secInfo.mFloatBottom = qtrue;
qprierr err = PRIcreateSection( theJob, &secInfo );
if ( !err )
{
   // add objects to section
   err = PRIdeleteSection( theJob, 1001 );
}
```

See also PRIaddObject, PRIdeleteSection, PRIgetSectionInfo, PRIsetSectionInfo, PRIgrowSection

PRIdefOutputProc

qprierr PRIdefOutputProc(PRIjob pJob, void* pOut, UINT pMessage,

LPARAM lParam1, LPARAM lParam2, LPARAM lParam3)

This function can be called from the custom output message function or the PriProc function of the PRIprocClass to execute the build in or inherited functionality of some messages. See the section on messages for full details.

PRIdeleteSection

qprierr PRIdeleteSection(PRIjob, pJob, qlong pSectionID)

Deletes the specified section and frees the memory it occupies. For a full description of using sections see PRIcreateSection.

Parameters:

- **pJob** - points to the print job.
- **pSectionID** - specifies the ID of the section to be deleted.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

See PRIcreateSection

See also PRIcreateSection, PRIgetSectionInfo, PRIsetSectionInfo, PRIgrowSection

PRIdestroyPageSetup

qprierr PRIdestroyPageSetup(PRIpageSetup* pPageSetup)

Frees the memory occupied by the given page setup information.

WARNING: Any further reference to the page setup information will result in a crash.

Parameters:

- **pPageSetup** - points to the page setup information to be destroyed.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

See PRIcopyPageSetup

See also PRIgetPageSetup, PRIsetPageSetup, PRIcopyPageSetup, PRIopenPageSetupDialog, PRIchangeJobPageSetup

PRIdisposeCustomProc

void PRIdisposeCustomProc(FARPROC pProc)

This function should be called to free the memory occupied by the FARPROC which was created when calling PRImakeCustomProc. This function must only be called when the custom message function is no longer required by the output manager (typically after the custom device has been unregistered).

Example:

See section 'A simple external output device'

See also PRImakeCustomProc, PRIregisterOutput, PRIunregisterOutput

PRIejectPage

qprierr PRIejectPage(PRIjob pJob, qlong pPage)

Ejects the specified page and all pages prior to pPage which have not been ejected. The page or pages are sent to the output device of the print job.

Once a page has been ejected, no more objects can be added to that page.

Note: PRIendpage is called for every page for which it hasn't been called already. PRIejectPage only needs to be called if automatic page ejection is disabled.

Parameters:

- **pJob** - points to the print job.
- **pPage** - specifies the page to be ejected. If it is zero, all pages are ejected.

- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qprierr err = PRIejectPage( theJob, 0 );
// will eject all pages
```

See also PRIparmStruct.mAutoEject

PRIendJob

qprierr PRIendJob(PRIjob pJob)

Closes the given print job, and once no more output devices are active, the print job will be destroyed. PRIendJob always calls PRIendPage and PRIejectPage to eject all pages before closing the print job.

Parameters:

- **pJob** - points to the print job to be closed. WARNING: Any further reference to this print job after calling this function may result in a crash.
- **return** - returns one of the PRI_ERR_xxx error constants. If a fatal error occurred while printing, this error will be returned by PRIendJob.

Example:

```
qprierr err = PRIendJob( theJob );
```

See also PRIstartJob, PRIkillJob

PRIendPage

qprierr PRIendPage(PRIjob pJob)

Closes the current page and ejects it if auto ejection is enabled.

The format manager will do the following:

1. send a print footer message for the current page.
2. check if any of the pages objects have crossed the page boundary. If one or more have, a new page is generated, and both print header and footer messages are sent for this page.

Parameters:

- **pJob** - points to the print job.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qprierr err = PRIendPage( theJob );
```

See also PRIstartPage, PRIgetPageInfo, PRIsetPageInfo

PRIextended

qbool PRIextended()

On the MAC OS it returns true if extended printing is available LaserWriter 8.4.1 or later.

On the Windows platform it always returns true.

PRIflattenDriverInfo

qprierr PRIflattenDriverInfo(PRIpageSetup* pPageSetup, qfldval pData)

Flattens the driver info specified by pPageSetup so it is suitable for storing on disk.

Parameters:

- **pPageSetup** - points to the page setup structure which contains the driver info.
- **pData** - qfldval which is to receive the data.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
PRIpageSetup* pageSetup;
qprierr err = PRIgetPageSetup( NULL, pageSetup );
if ( !err )
{
   EXTfldval fval;
   err = PRIflattenDriverInfo( pageSetup, fval.getFldVal() );
   if ( !err )
   {
      // store driver info
   }
   PRIdestroyPageSetup( pageSetup );
}
```

See also PRIgetDriverSigniture, PRIgetFlattDriverInfoSize, PRIunflattenDriverInfo

PRIflushDevice

qprierr PRIflushDevice(qlong pDest)

Some devices may buffer the text or data transmitted to them. To make sure it has been sent, this function can be called.

Parameters:

- **pDest** - specifies the device.

Example:

```
qprierr err = PRIflushDevice( PRI_DEST_FILE );
```

See also PRIopenDevice, PRIcloseDevice, PRIsendTextToDevice, PRIsendDataToDevice, PRIisDeviceOpen

PRIgetDeviceEOLchars

qprierr PRIgetDeviceEOLchars(qlong pDest, str15* pEOL)

Returns the end of line characters for the specified device. Different devices may encode an end of line with a different set of characters.

Parameters:

- **pDest** - specifies the device.
- **pEOL** - points to the str15 which is to receive the EOL chars.

Example:

```
str15 eol;
qprierr err = PRIgetDeviceEOLchars( PRI_DEST_FILE, &eol );
```

PRIgetDeviceInfo

qprierr PRIgetDeviceInfo(qlong pDest, PRIdeviceInfoStruct* pInfo)

Fetches information about the specified device.

Parameters:

- **pDest** - specifies the device.
- **pInfo** - point to the PRIdeviceInfoStruct which is to receive the device's information.

Example:

```
PRIdeviceInfoStruct devInfo;
qprierr err = PRIgetDeviceInfo( PRI_DEST_PRINTER, &devInfo );
```

See also PRIdeviceInfoStruct, PRIsetDeviceInfo, PRIgetDeviceName

PRIgetDeviceName

qprierr PRIgetDeviceName(qlong pDest, str255* pName)

Returns the internal name of the specified device. The internal name is the name with which the device registered itself. The internal name can NOT be changed and must be unique.

Parameters:

- **pDest** - specifies the device.

- **pName** - points to the str255 which is to receive the device name.

Example:

```
qlong findHtml()
{
   str255 html( "Html" );
   str255 theName;
   for ( qlong cnt = PRI_DEST_CUSTOM_FST ;
           cnt <= PRI_DEST_CUSTOM_LST ;
           cnt++ );
   {
      qprierr err = PRIgetDeviceName( cnt, &theName );
      if ( !err && theName == html ) return cnt;
   }
   return 0;
}
```

See also PRIgetDeviceInfo, PRIsetDeviceInfo

PRIgetDriverSignature

qprierr PRIgetDriverSignature(PRIpageSetup* pPageSetup, qlong* pSignature)

Returns the signature of the driver info in pPageSetup. If pPageSetup is NULL, the print manager returns the signature for the driver info which is compatible with the current operating system.

When storing flattened driver information with a document on disk, you should also store the driver signature. Your document should be able to store multiple driver information (one for each signature).

Parameters:

- **pPageSetup** - points to the page setup for which to return the driver signature. If it is NULL the print manager returns the expected driver signature.
- **pSignature** - points to the qlong in which the signature is returned. It will be one of the following.

PRI_DRV_MAC	MAC classic printing
PRI_DRV_MACE	MAC classic printing with extended print record.
PRI_DRV_CARBON	MAC OSX printing
PRI_DRV_WIN16	WIN 16 platform
PRI_DRV_WIN32	WIN 32 platform

- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
PRIpageSetup* pageSetup;
qprierr err = PRIgetPageSetup( NULL, pageSetup );
if ( !err )
{
   qlong signature;
   err = PRIgetDriverSignature( pageSetup, &signature );
   if ( !err && signature == PRI_DRV_MACE )
   {
      // do something
   }
   PRIdestroyPageSetup( pageSetup );
}
```

See also PRIgetFlattDriverInfoSize, PRIflattenDriverInfo, PRIunflattenDriverInfo

PRIgetError

qprierr PRIgetError(PRIjob pJob)

Returns the last fatal error for the given print job.

Parameters:

- **pJob** - points to the print job.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qprierr err = PRIgetError( theJob );
if ( err ) PRIshowError( err );
```

See also PRIsetError, PRIshowError, PRIgetSysError, PRIgetErrorText

PRIgetErrorText

qret PRIgetErrorText(qprierr pErr, str255* pText)

Returns the error text and standard Omnis error code of the given print manager error.

Parameters:

- **pErr** - specifies the print manager error code.
- **pText** - points to the str255 which is to receive the error text.
- **return** - returns a standard Omnis error code.

Example:

```
qprierr err = PRIgetError( theJob );
if ( err )
{
   str255  errText;
   qret e = PRIgetErrorText( err, &errText );
}
```

See also PRIgetError, PRIsetError, PRIshowError, PRIgetSysError

PRIgetFlattDriverInfoSize

qprierr PRIgetFlattDriverInfoSize(PRIpageSetup* pPageSetup, qlong* pSize)

Returns the size of the driver info stored in pPageSetup once it is converted to a flat format which is suitable for storing on disk. This function should be called before calling PRIflattenDriverInfo so a buffer of the correct size can be allocated.

Parameters:

- **pPageSetup** - points to the page setup structure which contains the driver info.
- **pSize** - points to the qlong which receives the required buffer size.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

See PRIflattenDriverInfo

See also PRIgetDriverSigniture, PRIflattenDriverInfo, PRIunflattenDriverInfo

PRIgetPageInfo

qprierr PRIgetPageInfo(PRIjob pJob, PRIpageStruct* pPage)

Fetches information about the specified or current page.

Parameters:

- **pJob** - points to the print job.
- **pPage** - points to the PRIpageStruct which is to receive the information. The mPage member must specify the vertical and horizontal page for which to retrieve the page information. If both are specified as zero, the default job page information is retrieved. If the specified page does not exist, the information of the last page is retrieved.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
PRIpageStruct pageInfo;
qprierr err = PRIgetPageInfo( theJob, &pageInfo );
if ( !err )
{
   // use info
}
```

See also PRIsetPageInfo

PRIgetPageSetup

qprierr PRIgetPageSetup(PRIjob pJob, PRIpageSetup*& pPageSetup)

Fetches a copy of the page setup information of the given print job, or the default printer if pJob is null.

Note: PRIgetPageSetup allocates memory for the page setup information. PRIdestroyPageSetup must be called when the page setup information is no longer required.

Parameters:

- **pJob** - points to the print job.
- **pPageSetup** - points to the pointer of a PRIpageSetup structure which is to receive the page setup information.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
PRIpageSetup* pageSetup;
qprierr err = PRIgetPageSetup( theJob, pageSetup );
if ( !err )
{
   // use page setup
   PRIdestroyPageSetup( pageSetup );
}
```

See also PRIsetPageSetup, PRIcopyPageSetup, PRIdestroyPageSetup, PRIopenPageSetupDialog, PRIchangeJobPageSetup

PRIgetPageSetupItem

qlong PRIgetPageSetupItem(PRIpageSetup*, qlong pItem)

qlong PRIgetPageSetupItem(qcrb pCrb, qlong pItem)

Returns the value of the specified page setup item from the page setup data or data collection.

Parameters:

- **pPageSetup** - points to the page setup data.

  OR

- **pCrb** - points to the Omnis data collection storing the page setup data.
- **pItem** - specifies the item to be returned. This is one of the PRI_PS_xxx defines. See PRIpageSetup structure for full details.
- **return** - returns the value of the item.

Example:

```
qlong copies = PRIgetPageSetupItem( theCrb, PRI_PS_COPIES );
```

See also PRIsetPageSetupItem, PRIpageSetupToCRB, PRIpageSetupFromCRB

PRIgetPaperDimensions

qprierr PRIgetPaperDimensions(PRIjob pJob, const qpripage* pPage,
qprirect* pPaperBounds, qprirect* pPrintBounds)

qprierr PRIgetPaperDimensions(PRIpageSetup* pPageSetup,
qprirect* pPaperBounds, qprirect* pPrintBounds)

Fetches the paper boundaries of the given print job and page number, or the given page setup.

Parameters:

- **pJob** or **pPageSetup** - points to the print job or page setup from which to retrieve the paper dimensions.
- **pPage** - specifies the page for which to retrieve the paper dimensions.
- **pPaperBounds** - points to the qprirect structure which is to receive the paper coordinates. The top and left is always zero.
- **pPrintBounds** - points to the qprirect structure which is to receive the coordinates of the printable area local to pPaperBounds.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qprirect paperBounds, printBounds;
qpripage page(1,1);
qprierr err = PRIgetPaperDimensions( theJob, &page, &paperBounds,
   &printBounds );
```

See also PRIgetPageSetup

PRIgetParmStruct (v4.2)

PRIparmStruct* PRIgetParmStruct(PRIjob pJob)

Returns the parameter structure associated with a print job. The user process should not free the memory returned by this call. struct PRIparmStruct is defined in PRI.HE

- **pJob** - points to the print job.

PRIgetSectionInfo

qprierr PRIgetSectionInfo(PRIjob pJob, PRIsectionStruct* pSection)

Fetches information about the specified section.

Parameters:

- **pJob** - points to the print job.
- **pSection** - points to the PRIsectionStruct which is to receive the information. mIdent must specify the id of the section for which the info is to be fetched.
- **return** - returns one of the PRI_ERR_xxx error constants. If PRI_ERR_INVALID_SECTION is returned, the section was not found.

Example:

```
PRIsectionStruct sectInfo;
sectInfo.mIdent = 1001;
qprierr err = PRIgetSectionInfo( theJob, &sectInfo );
```

See also PRIcreateSection, PRIdeleteSection, PRIsetSectionInfo, PRIgrowSection

PRIgetSysError

qlong PRIgetSysError(qprierr pError)

Returns the system error code which is embedded in the pError code if pError has the PRI_ERR_SYSERROR bit set. This function can be used to return the system error code when a system error has occurred.

Parameters:

- **pError** - specifies the print manager error value.
- **return** - returns the system error code.

Example:

```
if ( err & PRI_ERR_SYSERROR )
{
   qlong sysErr = PRIgetSysError( err );
}
```

See also PRIgetError, PRIsetError, PRIshowError, PRIgetErrorText

PRIgrowSection

qprierr PRIgrowSection(PRIjob pJob, qlong pSectionID, qpridim pHorz, qpridim pVert)

Grows the specified section by the specified amounts. Any objects belonging to the section who's floating properties are enabled will be effected by the growth of the section.

Parameters:

- **pJob** - points to the print job.
- **pSectionID** - identifies the section to be grown.
- **pHorz** - specifies the horizontal amount by which the section is to grow.
- **pVert** - specifies the vertical amount by which the section is to grow.

Example:

```
qprierr err = PRIgrowSection( theJob, 1001, 0, PRI_CM );
```

See also PRIcreateSection, PRIdeleteSection, PRIgetSectionInfo, PRIsetSectionInfo

PRIinitDestinationParms

void PRIinitDestinationParms(PRIdestParmStruct* pDestParms)

Initializes the destination parameters to default values.

Parameters:

- **pDestParms** - the destination parameters to be initialized.

Example:

```
PRIdestParmStruct destParms;
PRIinitDestinationParms( &destParms );
```

See also PRIvalidateDest

PRIisDeviceOpen

qbool PRIisDeviceOpen(qlong pDest)

Returns true if the specified device has been opened by PRIopenDevice.

Parameters:

- **pDest** - specifies the device.

Example:

```
if ( PRIisDeviceOpen( PRI_DEST_PRINTER ) )
{
   qprierr err = PRIcloseDevice( PRI_DEST_PRINTER );
}
```

See also PRIopenDevice, PRIcloseDevice, PRIsendTextToDevice, PRIsendDataToDevice, PRIflushDevice

PRIkillJob

qprierr PRIkillJob(PRIjob pJob)

Closes the given print job, all active output devices, and destroys the print job.

Parameters:

- **pJob** - points to the print job to be closed. WARNING: Any further reference to this print job after calling this function may result in a crash.
- **return** - returns one of the PRI_ERR_xxx error constants. If a fatal error occurred while printing, this error will be returned by PRIkillJob.

Example:

```
qprierr err = PRIgetError( theJob );
if ( err )
{
   PRIshowError( err );
   PRIkillJob( theJob );
}
```

See also PRIstartJob, PRIendJob

PRIloadJob

qprierr PRIloadJob(PRIparmStruct* pParms, strxxx* pFile)

qprierr PRIloadJob(PRIparmStruct* pParms, qHandle pRepData)

Loads a report from file or memory, which was previously printed to disk or a memory handle and sends it to the destination specified by pParms.

Parameters:

- **pParms** - points to the parameter structure which specifies the print job properties. For PRIloadJob, only the destination and destination related information needs to be set.
- **pFile** - specifies the full path and name of the file.

OR

- **pRepData** - the handle which holds the report data.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qprierr err = PRIopen();
if ( !err )
{
   PRIparmStruct parms(qnil);
   parms.mDestParms = ECOgetDeviceParms( eci->mInstLocp );
   qlong savedDest = parms.mDestParms->mDest;
   parms.mDestParms->mDest = PRI_DEST_PRINTER;
   err = PRIloadJob( &parms, fileName );
   PRIclose();
   parms.mDestParms->mDest = savedDest;
}
```

See also PRIparmStruct , PRIstartJob

PRImakeCustomProc

FARPROC PRImakeCustomProc(PRIcustomFunc pPRIcustomFunc,

HINSTANCE pInstance)

This function is called to create a FARPROC of your custom output device message function. When registering a custom output device the device manager must be given a FARPROC pointer to your custom device message function.

Example:

See section ‘A simple external output device’

See also PRIdisposeCustomProc, PRIregisterOutput

PRInormPos

qprierr PRInormPos(PRIjob pJob, qpripos* pPos)

If the given position is local to a section, it converts the report position to the coordinate space of the section.

Parameters:

- **pJob** - specifies the print job.
- **pPos** - specifies the position to be normalized.

Example:

```
qprirect   theRect( 10000, 0, 50000, 8000 );
qpripos    thePos( 1001, theRect ); // 1001 = section ident
qprierr err = PRInormPos( theJob, &thePos );
```

See also PRIcreateSection

PRIopen

qprierr PRIopen()

Opens and initializes the print manager, if it isn’t open already. You must always call PRIopen() before and PRIclose() after calls to the print manager. A good rule of thumb is to call PRIopen and PRIclose on a per function basis, that is any function which uses the print manager calls PRIopen on entry, and PRIclose on exit. Failing to do so may cause crashes.

Parameters:

- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qprierr myFunction()
{
   qprierr err = PRIopen();
   if ( !err )
   {
      // use the print manager
      PRIclose();
   }
   return err;
}
```

See also PRIclose

PRIopenChangePrinterDialog (Windows only)

qbool PRIopenChangePrinterDialog()

Opens the Omnis change printer dialog.

Parameters:

- **return** - returns true if the user has changed the printer.

Example:

```
if ( PRIopenChangePrinterDialog() )
{
   // print
}
```

See also PRIbuildPrinterList, PRIopenPageSetupDialog, PRIopenJobSetupDialog

PRIopenDestinationDialog

qprierr PRIopenDestinationDialog(PRIdestParmStruct* pDestParms,
qbool pShowParms, qbool* pChanged)

Opens the standard Omnis destination dialog.

Parameters:

- **pDestParms** - points to the device parameters to be used. You should call ECOgetDeviceParms to retrieve the standard global set of device parameters used by Omnis as the value for this parameter.
- **pShowParms** - if true, the parameters pane is shown when the dialog opens.

- **pChanged** - points to the Boolean which is to receive the result of the dialog. It will be set to qtrue if the user changed the destination or parameters.

Example:

```
qbool changed;
PRIdestParmStruct* destParms = ECOgetDeviceParms( eci->mInstLocp );
qprierr err = PRIopenDestinationDialog(destParms,qfalse,&changed);
if ( changed )
{
   // do something
}
```

See also PRIopenPageSetupDialog , PRIopenChangePrinterDialog

PRIopenDevice

qprierr PRIopenDevice(PRIdestParmStruct* pDestParms)

Opens the device with the device parameters specified by pDestParms. Once a device has been opened, PRIsendTextToDevice and PRIsendDataToDevice can be used to transmit text or data to the device. Not all output devices can be opened in this way, and can only be opened by a print job. When finished with the device, you MUST call PRIcloseDevice.

Parameters:

- **pDestParms** - specifies the device and the parameters of the device to be opened.

Example:

```
qprierr myPrint()
{
   PRIdestParmStruct* destParms = ECOgetDeviceParms(eci->mInstLocp);
   destParms->mDest = PRI_DEST_PRINTER;
   qprierr err1 = PRIopenDevice( destParms );
   qprierr err2 = PRI_ERR_NONE;
   if ( !err1 )
   {
      // print 1 or more jobs, or send text to device
      err2 = PRIcloseDevice( PRI_DEST_PRINTER );
   }
   return err1 ? err1 : err2;
}
```

See also PRIcloseDevice, PRIsendTextToDevice, PRIsendDataToDevice, PRIflushDevice, PRIisDeviceOpen

PRIopenGetFileDialog

qbool PRIopenGetFileDialog(str255* pName)

This function opens the standard get file dialog for saved report files (reports printed to the PRI_DEST_DISK destination).

Parameters:

- **pName** - points to the str255 which is to receive the full path and file name of the file picked by the user.
- **return** - returns qtrue if the user has clicked ok.

Example:

```
qprierr err = PRIopen();
if ( !err )
{
   PRIdestParmStruct* destParms = ECOgetDeviceParms(eci->mInstLocp);
   str255 fname;
   if ( PRIopenGetFileDialog( fname ) )
   {
      destParms->mDest = PRI_DEST_PREVIEW;
      err = PRIloadJob( destParms, fname );
   }
   PRIclose();
}
if ( err ) PRIshowError( err );
```

See also PRI_DEST_DISK

PRIopenJobSetupDialog

qprierr PRIopenJobSetupDialog(PRIjob pJob, qbool* pOk)

Opens the job setup dialog. This function can only be called for an active print job, and prior to the first page being generated. It should normally be called immediately after the call to PRIstartJob.

Parameters:

- **pJob** - specifies the active print job for which to open the job setup dialog.
- **pOk** - points to the Boolean which is to receive the result of the dialog. If the user clicked on Ok, it will be set to qtrue, otherwise it will be qfalse.

Example:

```
qbool ok;
qprierr err = PRIopenJobSetupDialog( theJob, &ok );
if ( ok )
{
   // print
}
```

See also PRIopenPageSetupDialog, PRIopenChangePrinterDialog

PRIopenPageSetupDialog

qprierr PRIopenPageSetupDialog(PRIpageSetup* pPageSetup, qbool* pChanged)

Opens the operating system page setup window.

Parameters:

- **pPageSetup** - points to the page setup information which is to be used with the dialog. If pPageSetup is NULL, the print managers global page setup is used with the dialog. PRIgetPageSetup can be called to fetch the global page setup.
- **pChanged** - points to the Boolean which is set to true if the user has changed the page setup.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qbool changed;
qprierr err = PRIopenPageSetupDialog( NULL, &changed );
if ( changed )
{
   // do something
}
```

See also PRIgetPageSetup, PRIsetPageSetup, PRIcopyPageSetup, PRIdestroyPageSetup, PRIopenChangePrinterDialog, PRIopenJobSetupDialog

PRIpageSetupFromCRB

qprierr PRIpageSetupFromCRB(qcrb pCrb, PRIpageSetup*& pPageSetup)

Retrieves the page setup for the running operating system from an Omnis data collection. If valid driver information for the current operating system cannot be found in the data collection, the function will create default driver info. When you have finished with the page setup, you must call PRIdestroyPageSetup to free the memory occupied by the page setup.

Parameters:

- **pCrb** - points to the data collection which may hold page setup information for various operating systems.
- **pPageSetup** - points to the page setup structure which is to receive the page setup info. You must set the signature member of the driver info. Usually you should specify PRI_DRV_BEST which will retrieve the driver information most suitable for the current operating system, but you may specify any signature compatible with the current operating system.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

See PRIpageSetupToCRB

See also PRIpageSetupToCRB, PRIdestroyPageSetup, EXTcrb class

PRIpageSetupToCRB

qprierr PRIpageSetupToCRB(qcrb pCrb, PRIpageSetup* pPageSetup)

Stores/adds the given page setup information to the given Omnis data collection.

Note: The same data collection can store page setup data from more then one platform.

Parameters:

- **pCrb** - points to the data collection to which the page setup information is to be added.
- **pPageSetup** - points to the page setup structure which specifies the page setup information to be stored.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
PRIpageSetup* pageSetup;
qprierr err = PRIgetPageSetup( NULL, pageSetup );
if ( !err )
{
   EXTcrb crb;
   err = PRIpageSetupToCRB( crb.crb(), pageSetup );
   if ( !err )
   {
      PRIdestroyPageSetup( pageSetup );

      qlong size = crb.getFlatSize();
      qchar* buffer = MEMmalloc( size );
      size = crb.flatten( buffer, size );
      // store flat page setup

      // read flat page setup
      if ( crb.unflatten( buffer, size ) )
      {
         err = PRIpageSetupFromCRB( crb.crb(), pageSetup );
         if ( !err )
         {
            // destroy when finished with page setup
            PRIdestroyPageSetup( pageSetup );
         }
      }
   }
   PRIdestroyPageSetup( pageSetup );
}
```

See also PRIpageSetupFromCRB, PRIdestroyPageSetup, EXTcrb class

PRIredirectJob

qprierr PRIredirectJob(PRIjob pJob, PRIdestParmStruct * pDestParms)

PRIredirectJob allows you to send an existing job to an alternative report destination.

Parameters:

- **pJob** - points to the print job.
- **pDestParms** - specifies the alternative destination and destination parameters.

Example:

```
// make a copy of the global device parameters (we don't want to effect the global
// parameters )
PRIdestParmStruct destParms = *ECOgetDeviceParms( eci->mLocLocp );
// print page one to printer
destParms.mDest = PRI_DEST_PRINTER;
destParms.mPages = str255("1");
qprierr err = PRIredirectJob( theJob, &destParms );
```

See also PRIdestParmStruct, PRIstartJob

PRIregisterOutput

qprierr PRIregisterOutput(PRIdeviceInfoStruct* pInfo, qlong pSuperClass,
FARPROC pProc)

This function registers the specified custom output device with the output manager.

Parameters:

- **pInfo** - Points to the custom device information. On return the mID member will be set to the runtime id of the registered device.
- **pSuperClass** - Specifies one of the PRI_DEST_EXTxxx defines. This is the internal device from which the custom device wishes to inherit from.
- **pProc** - Specifies the custom message function.

Example:

See section 'A simple external output device'

See also PRIdeviceInfoStruct, PRIunregisterOutput, PRImakeCustomProc, PRIdisposeCustomProc

PRIsendDataToDevice

qprierr PRIsendDataToDevice(qlong pDest, qbyte* pData, qlong pDataLen)

Sends raw data to the specified device. The device must have been opened by calling PRIopenDevice.

Parameters:

- **pDest** - id of the device.
- **pData** - points to the data to be transmitted.
- **pDataLen** - specifies the length of the data to be transmitted.

Example:

```
qprierr mySendDataToFile( EXTfldval& pData )
{
   qprierr err = PRIopen();
   if ( err ) return err;

   // open the printer device (copy device parameters so we don't alter them )
   PRIdestParmStruct destParms = *ECOgetDeviceParms( eci->mLocLocp
   );
   destParms.mDest = PRI_DEST_FILE;
   destParms.mTextFile = str255("C:\MYFILE.TXT");
   err = PRIopenDevice( &destParms );
   if ( !err )
   {
      qHandle han = pData.getHandle( qfalse );
      qHandlePtr hp(han,0);
      err = PRIsendDataToDevice( PRI_DEST_FILE, &hp[0], hp.dataLen()
   );

      qprierr err2 = PRIcloseDevice( PRI_DEST_FILE );
      if ( !err ) err = err2;
   }

   PRIclose();
   return err;
}
```

See also PRIopenDevice, PRIcloseDevice, PRIsendTextToDevice, PRIflushDevice, PRIisDeviceOpen

PRIsendTextToDevice

qprierr PRIsendTextToDevice(qlong pDest, qchar* pText, qlong pTextLen,

qbool pNewLine, qbool pFormFeed)

Sends the given text to the specified device. The device must have been opened by calling PRIopenDevice.

Parameters:

- **pDest** - id of the device.
- **pText** - points to the text to be transmitted.
- **pTextLen** - specifies the length of the text to be transmitted.

- **pNewLine** - if true, the device will transmit new line character or characters after the text.
- **pFormFeed** - if true, the device will transmit a form feed character.

Example:

```
qprierr mySendTextToPrinter( EXTfldval& pText )
{
   qprierr err = PRIopen();
   if ( err ) return err;

   // open the printer device (copy device parameters so we don't alter them )
   PRIdestParmStruct destParms = *ECOgetDeviceParms( eci->mLocLocp
   );
   destParms.mDest = PRI_DEST_PRINTER;
   err = PRIopenDevice( &destParms );
   if ( !err )
   {
      qHandle han = pText.getHandle( qfalse );
      qHandlePtr hp(han,0);
      err = PRIsendTextToDevice( PRI_DEST_PRINTER, &hp[0],
   hp.dataLen(),
                                 qfalse, qfalse );
      // Note: sending text does not check for line feed characters inside the data.
      // If the text contains these, the data must be separated and send line by line

      qprierr err2 = PRIcloseDevice( PRI_DEST_PRINTER );
      if ( !err ) err = err2;
   }

   PRIclose();
}
```

See also PRIopenDevice, PRIcloseDevice, PRIsendDataToDevice, PRIflushDevice, PRIisDeviceOpen

PRIsetDeviceInfo

qprierr PRIsetDeviceInfo(qlong pDest, PRIdeviceInfoStruct* pInfo)

Updates the display name, icon id and visibility of the device from the information specified by pInfo.

Parameters:

- **pDest** - specifies the device.
- **pInfo** - point to the PRIdeviceInfoStruct which specifies the new information.

Example:

```
PRIdeviceInfoStruct devInfo;
qprierr err = PRIgetDeviceInfo( PRI_DEST_PRINTER, &devInfo );
if ( !err )
{
   devInfo.mName = str31("Laser Writer");
   err = PRIsetDeviceInfo( PRI_DEST_PRINTER, &devInfo );
}
```

See also PRIdeviceInfoStruct, PRIgetDeviceInfo, PRIgetDeviceName

PRIsetError

void PRIsetError(PRIjob pJob, qprierr pErr)

Stores the specified error code in the given print job. If the error code is non-zero, any further calls to print manager functions for the given job will return without action. Once a print job has recorded an error the job can only be closed by calling PRIendJob or PRIkillJob. To clear an error in a print job you can specify PRI_ERR_NONE.

Parameters:

- **pJob** - points to the print job in which to store the error.
- **pErr** - specifies the error code to be stored.

Example:

```
qprierr err = PRIgetError( theJob );
if ( err )
{
   PRIshowError( err );
   PRIsetError( theJob, PRI_ERR_NONE );
}
```

See also PRIgetError, PRIgetSysError, PRIshowError, PRIgetErrorText

PRIsetPageInfo

qprierr PRIsetPageInfo(PRIjob pJob, PRIpageStruct* pPage)

Sets the page information for the specified page. This function can only be called while the specified page is the current page i.e. PRIendPage has not been called for the page, otherwise a page closed error will be returned.

Parameters:

- **pJob** - points to the print job.
- **pPage** - points to the PRIpageStruct which specifies the information. The mPage member must specify the vertical and horizontal page for which to set the page information. Only the local, header and footer boundaries can be changed using this function. On return the global bounds will have been updated to reflect the changed information.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
PRIpageStruct pageInfo;
pageInfo.mPage.mVert = currentPage;
pageInfo.mPage.mHorz = 1;
qprierr err = PRIgetPageInfo( theJob, &pageInfo );
if ( !err )
{
   pageInfo.mHeaderBounds.bottom += PRI_INCH;
   pageInfo.mLocalBounds.top += PRI_INCH;
   err = PRIsetPageInfo( theJob, &pageInfo );
}
```

See also PRIgetPageInfo

PRIsetPageSetup

qprierr PRIsetPageSetup(PRIpageSetup* pPageSetup)

Sets the page setup information of the default printer.

Parameters:

- **pPageSetup** - points to the PRIpageSetup structure containing the page setup information.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
// save the global page setup
PRIpageSetup *savedPageSetup, *newPageSetup;
PRIgetPageSetup( NULL, savedPageSetup );
// set the page setup from one stored with document
qprierr err = PRIpageSetupFromCRB( theCrb, newPageSetup );
if ( !err )
{
   PRIsetPageSetup( newPageSetup );
   PRIdestroyPageSetup( newPageSetup );
   // print
}
// restore saved page setup
if ( savedPageSetup )
{
   PRIsetPageSetup( savedPageSetup );
   PRIdestroyPageSetup( savedPageSetup );
}
```

See also PRIgetPageSetup, PRIcopyPageSetup, PRIdestroyPageSetup, PRIopenPageSetupDialog

PRIsetPageSetupItem

qbool PRIsetPageSetupItem(PRIpageSetup* pPageSetup, qlong pItem, qlong pLngValue)

qbool PRIsetPageSetupItem(qcrb pCrb, qlong pItem, qlong pLngValue)

Sets the specified page setup item to the given value in the page setup data or data collection. Changing one item may effect other items if they are related.

Parameters:

- **pPageSetup** - points to the page setup data.

  OR

- **pCrb** - points to the Omnis data collection storing the page setup data.
- **pItem** - specifies the item to be changed. This is one of the PRI_PS_xxx defines. See PRIpageSetup structure for full details.
- **pLngValue** - specifies the new value for the item.

Example:

```
if ( PRIsetPageSetupItem( myPageSetup, PRI_PS_PAPER, PRI_PA_A4 ) )
{
   qprirect paperBounds, printBounds;
   err = PRIgetPaperDimensions( myPageSetup, &paperBounds,
   &printBounds );
}
```

See also PRIpageSetup, PRIgetPageSetupItem

PRIsetSectionInfo

qprierr PRIsetSectionInfo(PRIjob pJob, PRIsectionStruct* pSectionStruct)

Sets information of the specified section.

Parameters:

- **pJob** - points to the print job.
- **pSection** - points to the PRIsectionStruct which contains the new section information. mIdent must specify the id of the section for which the info is to be altered.
- **return** - returns one of the PRI_ERR_xxx error constants. If PRI_ERR_INVALID_SECTION is returned, the section was not found.

Example:

```
PRIsectionStruct sectInfo;
sectInfo.mIdent = 1012;
qprierr err = PRIgetSectionInfo( theJob, &sectInfo );
if ( !err )
{
   sectInfo.mPos.offset( 0, PRI_INCH );
   err = PRIsetSectionInfo( theJob, &sectInfo );
}
```

See also PRIcreateSection, PRIdeleteSection, PRIgetSectionInfo, PRIgrowSection

PRIshowError

void PRIshowError(qprierr pErr)

Opens an error message box.

Parameters:

- **pErr** - specifies the error code for which to display an error message.

Example:

```
qprierr err = PRIgetError( theJob );
if ( err )
{
   PRIshowError( err );
   PRIsetError( theJob, PRI_ERR_NONE );
}
```

See also PRIgetErrorText, PRIgetError, PRIsetError, PRIgetSysError

PRIstartJob

qprierr PRIstartJob(PRIparmStruct* pParms)

Starts a new print job.

Parameters:

- **pParms** - points to a PRIparmStruct which specifies the print job properties. If successful , some information will be returned in this structure. See PRIparmStruct for more information.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

See section ‘A simple print job’

See also PRIparmStruct, PRIendJob, PRIkillJob, PRIloadJob, PRIredirectJob

PRIstartPage

qprierr PRIstartPage(PRIjob pJob)

Generates a new page. PRIstartPage will always call PRIendPage for the previous page before generating the new page. When a new page is generated the PM_INIT_PAGE and PM_ADD_HEADER_OBJECTS are generated.

Parameters:

- **pJob** - points to the print job.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
qprierr err = PRIstartPage( theJob );
```

See also PRIendPage, PRIejectPage

PRItextHeight

qpridim PRItextHeight(PRIjob pJob, qfnt* pFnt)

Returns the height of the given font. If the jobs output device is text based, the mLineHeight of the jobs destination parameters is returned.

Parameters:

- **pJob** - points to the print job.
- **pFnt** - specifies the font.

Example:

```
qfnt fnt = fntSystem;
qpridim height = PRItextHeight( theJob, &fnt );
```

See also PRItextWidth

PRItextWidth

qpridim PRItextWidth(PRIjob pJob, qchar* pAdd, qlong pLen,
GDItextSpecStruct* pTextSpec)

Returns the width of the given text. If the jobs output device is text based, the mCharWidth of the jobs destination parameters multiplied by pLen is returned.

Parameters:

- **pJob** - points to the print job.
- **pAdd** - points to the text data.
- **pLen** - specifies the text length.
- **pTextSpec** - specifies the text style information.

Example:

```
str255 text("Some text");
GDItextSpecStruct tspec( fntSystem, styBold );
qpridim width = PRItextWidth( theJob, &text[1], text[0], &tspec );
```

See also PRItextHeight

PRIunflattenDriverInfo

qprierr PRIunflattenDriverInfo(PRIpageSetup* pPageSetup, qfldval pData)

Expands the driver data stored in pData and applies it to pPageSetup.

Parameters:

- **pPageSetup** - points to the page setup structure which is to receive the expanded driver info.
- **pData** – contains the flattened driver data.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

```
EXTfldval fval;
// load the driver data into fval
qprierr err = PRIunflattenDriverInfo( myPageSetup, fval.getFldVal()
   );
// See also PRIflattenDriverInfo
```

See also PRIgetDriverSigniture, PRIgetFlattDriverInfoSize, PRIflattenDriverInfo

PRIunregisterOutput

qprierr PRIunregisterOutput(qlong pID)

Calling this function will remove the specified custom device from the list of installed output devices.

Parameters:

- **pID** - specifies the id of the custom device to be removed.
- **return** - returns one of the PRI_ERR_xxx error constants.

Example:

See section ‘A simple external output device’

See also PRIdeviceInfoStruct, PRIregisterOutput, PRImakeCustomProc, PRIdisposeCustomProc

PRIvalidateDest

qprierr PRIvalidateDest(PRIdestParmStruct* pDestParms)

Validates the destination and destination parameters.

Parameters:

- **pDestParms** - the destination parameters to be validated.

Example:

```
// get a copy of global device parameters
PRIdestParmStruct destParms = *ECOgetDeviceParms( eci->mLocLocp );
destParms.mDest = PRI_DEST_FILE;
qprierr err = PRIvalidateDest( &destParms );
// if the file path and name are empty, the device will prompt the user,
// otherwise it is left alone.
```

See also PRIinitDestinationParms

Appendix A—Porting External Components to Mach-O

This appendix provides a basic guide that can be used when porting Omnis Studio External Components to Mach-O. Readers should already be familiar with both Xcode and the Mach-O architecture. Further information on Xcode and Mach-O can be found via the following:

http://developer.apple.com/tools/xcode/xcodeprojects.html

Developers should also consult the following documentation on Universal Binaries:

http://developer.apple.com/documentation/MacOSX/Conceptual/universal_binary/

Hardware Requirements

The demands placed on hardware by Xcode are far greater than those of CodeWarrior. The minimum and recommended requirements for Omnis component development are:

- **Minimum**
  G4 processor, 512MB RAM.
- **Recommended**
  PowerMac G5 or Intel iMac, 1GB RAM.

Software Requirements

- **Mac OS X**
  Version 10.5.5 or later
- **Xcode 3.0** or later
  Available from www.apple.com/developer
- The **Mac OS X10.4.u** (or later) SDK
  This can be found on the xcode tools disk and must be installed manually

- **Omnisrc.app**
  You must have the latest Omnis Resource Compiler.
- **lower_files**
  This utility is useful for changing the case of filenames.

Setting Up

You need to install Xcode and the latest Mac OS X SDK available from Apple:

- Install Xcode 3.0 (or later)
- Install the Mac OS X 10.4.u SDK (or later)
- Copy the Mach-O resource compiler (Omnisrc.app) to your /Developer/Tools folder
- Copy the .lower_files. utility to your /usr/bin folder. (Note that you will need administrator privileges to do this)

Component Architecture

There are a number of architectural differences between CodeWarrior/CFM and Xcode/Mach-O when building external components. These differences are described in the following sections.

Universal Binaries

Omnis Studio is a Universal Binary application. As a result, all external components should be built as Universal Binaries to ensure that they will run on both Mac PPC and Mac Intel platforms. While the complib has been modified to deal with byte swapping issues between Mac PPC and Mac Intel, if you are using Mac specific code in your component, you should check to ensure that your data is being swapped correctly. For further information, consult the Apple Universal Binary Guidelines at:

http://developer.apple.com/documentation/MacOSX/Conceptual/universal_binary/

The Complib

The complib is implemented as a static framework. The u_complib.framework contains all the complib headers and is distributed as part of the Omnis Component SDK. It should be used when building Unicode targets.

Web Client Libraries

The Web Client libraries orfcstat, orfcgui and orfcmain are implemented as frameworks. These frameworks contain all of the headers that are required in order to build Web client components. Existing users should note that the “headers” folder has been removed from the Omnis Component SDK.

Components

Components are implemented as bundles instead of Code Fragments. As resource forks are no longer required, each component contains a data fork based “.rsrc” file called xcomp.rsrc. This file contains the resources that would normally be found in the components resource fork with the exception of strings. All Strings are built into Localized String Resource files. (For further information on resources, see the section entitled “Resources”).

Each component bundle contains an Info.plist file that identifies the component. DO NOT FORGET TO UPDATE THIS FILE WHEN CLONING COMPONENTS. In addition to this file, the InfoPlist.strings file in the English.lproj folder must also be updated. (For more information, see the section entitled “Creating an Xcode Project for your External Component”).

Naming Conventions

As it is standard for Bundles to have extension names under OS X, a set of extension names has been created for external components. These names are defined as follows:

Component type	Extension name
Unicode External	.u_external
Unicode Core	.u_xcomp
Unicode Web Design	.u_webdesign
Web client	.webclient

C++ Symbols

The example projects that are shipped with the SDK define all of the symbols that you will need when coding for Mach-O. If you wish to write Mach-O specific code for your component, ensure that you encapsulate it with #ifdef as follows:

```
#ifdef ismach_o
// do my Mach-O specific code
#endif
```

If your component has byte swapping issues on the Mac Intel platform, you can separate Mac PPC and Mac Intel code by using the following:

```
#ifdef isordermsb
// Do PPC code
#else
// Do Mac Intel code
#endif
```

Note that "isordermsb" is a cross platform symbol that is also used to resolve byte-swapping issues on Intel Linux and Solaris SPARC architectures.

In addition to the above, the other standard Mac symbols are defined as follows:

powerc	PPC code *
ismac	Mac OS9/OS X code *
ismacosx	Mac OS X specific code

* Indicates a legacy symbol. Mac OS 9 is no longer supported by TigerLogic.

Project Architecture

Virtually all Omnis Xcode projects contain the following folders:

src	All source files should be placed in this folder
English.lproj	The main .RC file for the project MUST BE placed in this folder. Any bitmap resources used by your project must also be placed in this folder.

Note 1: The Omnisrc.app compiler requires that ".rc" files have CR/LF style line feeds. If you intend to edit these files using Xcode, ensure that you set CR/LF to be your linefeed style in the Xcode preferences.

Note 2: It is recommended that you rename all of your source files to lower case. The lower_files utility can do this for you. Simply change to the directory containing your source code using an OS X command prompt and type lower_files at the prompt.

Note 3: Spaces in file and folder names are not recommended as these cause problems for Unix-style scripts used during the build process. Refer to "General Hints" in Chapter 1 for more details.

Initialization

Under the Mach-O architecture, component initialization takes place after a component has been loaded. As a result, if you have any static classes declared that make use of the APIs defined in the Complib framework, these classes will produce undefined results, since your class will be created before the Complib is initialized. To get around this problem, you

should ensure that any classes that make use of Complib APIs are created when your component receives an ECM_CONNECT message.

Creating an Xcode Project

The easiest way to port your component to Xcode is to copy one of the many existing projects from the Omnis Component SDK, such as the Calendar component. To create an Xcode project for your component, proceed as follows:

- Copy the following files and folders from the calendar component to your component project folder:

  ```
  calendar.xcodeproj
  English.lproj
  Info.plist
  ```

- Rename calendar.xcodeproj to <your_component_name.xcodeproj>
- Using the Property List Editor (this can be found in /Developer/Applications/Utilities), edit Info.plist and replace all references to calendar with <your_component_name>. Do the same for the InfoPlist.strings file that is located in the English.lproj folder.
- Open your newly renamed project using Xcode. You will notice that there are multiple targets defined. The targets are described as follows:

Target	Description
UnicodeCore	Used for building Unicode external components for Omnis Studio. Components built using this target are placed in the _OSXUnicode / _OSXUnicodeDbg folder
UnicodeWebDesign	Used for building Unicode external components for Omnis Studio. Components built using this target are placed in the _OSXUnicodeWebDesign / _OSXUnicodeWebDesignDbg folder
Webclient	Used for building Web Client components for Omnis Studio. Components built using this target are placed in the _OSXUnicodeWeb / _OSXUnicodeWebDbg folder

There are two configurations available for each of the above component targets, “Development” and “Deployment”. Select the “Development” configuration if you wish to build a component for the current native architecture that has full debug symbols. Select the “Deployment” configuration if you wish to build a Universal Binary without debug symbols.

- For each configuration within each target, replace all occurrences of “calendar” with “<your_component_name>”.

- Remove the calendar source files from the source and header groups and add your source files to these groups.
- Remove the calendar specific ".rc" file from the English.lproj folder and replace it with the ".rc" file for your component. Do the same for any ".bmp" files.

At this point, you should be ready to build your component.

- Select "Build Results" from the Xcode Build Menu. This will display the build results window. From this window, select "core" and "development" from the drop down lists to build a "core" component.
- Finally, hit the build button to start the build process.

Xcode will build the project and call the Omnis Resource Compiler to build the ".rc" file. Your component should now be available in the "_OSXUnicodeDbg" folder.

Once you have managed to build a "core" component, you can choose to build all targets by setting the selected target in the "build results" window to "Release". Selecting a "Release" target and a "Development" configuration will cause Xcode to build all of your targets with debug information. Selecting a "Release" target and a "Deployment" configuration will cause Xcode to build all of your targets as Universal Binaries.

Web Client Target Names

In some cases, you may decide that you want your Web Client component to be named differently from your core component. If you decide to take this approach, you should be aware that the name of the component in your "Info.plist" and "InfoPlist.strings" files **MUST** match the name of the component that you are building. At the time of writing, this has been achieved in the Omnis Component SDK by simply having two copies of the same project source, with each copy containing different versions of the plist files. For example, the calendar and formcal components contain exactly the same source code and Xcode projects. However, the formcal component contains plist files that use the name "formcal" while the calendar component contains plist files that use the name "calendar".

Resources

The following describes how resources are handled under Mach-O.

Under Mach-O, Omnis resources are split into the following components by the Mach-O resource compiler (Omnisrc.app):

Resource	Description
Strings	Localized String files
Dialog	Nib files
Other resources	.rsrc Data Fork based file

These are described in the following sections.

Localized String Files

Omnisrc.app uses the standard OS X Localized String format. Examples of this can be found in the English.lproj folder of any OS X Application.

Nib Files

These are the standard for defining dialogs under OS X. Omnisrc.app produces Interface Builder compliant Nibs. You should note that, for any given dialog, the layout of the controls in the interface builder might not match the layout of the controls in Omnis. This is because Omnis modifies the position of some dialog controls after a dialog is loaded.

Omnis Dialog Control Information

Omnisrc.app embeds a number of custom control data tags in each control. The definition for these tags is as follows:

```
OMTL - U String : Dialog Title.
OMST - UInt32   : Style flags.
OMFT - SInt32   : Omnis field type constant.
OMID - SInt32   : Omnis field ID.
OMIT - SInt32   : Dialog Item count
```

Note: Interface builder can be used to modify the above.

Data Fork Files (.rsrc)

Resource forks are not used in the Mach-O version of Omnis Studio, therefore all Omnis resources are converted into a separate resource file. This has been achieved for the core by merging Omnis(Gen) and Omnis(PPC) into a single Data Fork based resource file called omnis.rsrc. (This file can be found in the Omnisrc.app bundle.) During a core build,

Omnisrc.app copies this file to a target location. Omnisrc.app appends any resources not covered in the previous sections to this file. If your component contains any Mac specific ".r" resource files, these should be appended to the ".rsrc" file that is generated by Omnisrc.app. To do this, add the following to the Omnisrc build rule in your project:

```
/Developer/Tools/Rez $PROJECT_DIR/src/$PROJECT_NAME.r
-I /Developer/Headers/FlatCarbon -I $PROJECT_DIR/src -define
   ismacosx -define iscarbon -define ismach_o -define ismac -useDF -
   append
-o $TEMP_FILE_DIR/omnisrc/xcomp.rsrc
```

Manipulating Data Based Resources

Data Based .rsrc files cannot be manipulated directly. To manipulate a Data Based .rsrc file, proceed as follows:

- Copy the file to an OS X installation that is capable of running OS 9.
- Use the following command to convert the file data from the data fork to the resource fork:

```
/Developer/Tools/ResMerger -fileCreator Doug -fileType RSRC
-srcIs DF -dstIs RSRC omnis.rsrc -o output.rsrc
```

- Load output.rsrc into ResEdit to manipulate the resource.
- To convert the resource back into a datafork format, use the following:

```
/Developer/Tools/ResMerger -srcIs RSRC -dstIs DF output.rsrc
-o omnis.rsrc
```

Important Resource Compiler Information

Note: The Mach-O resource compiler expects ".RC" source files to have CR/LF line endings. When using Xcode to edit these files, you should ensure that you set the Text Editing Line Encoding options to CR/LF.