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# 4 The Interface Kit

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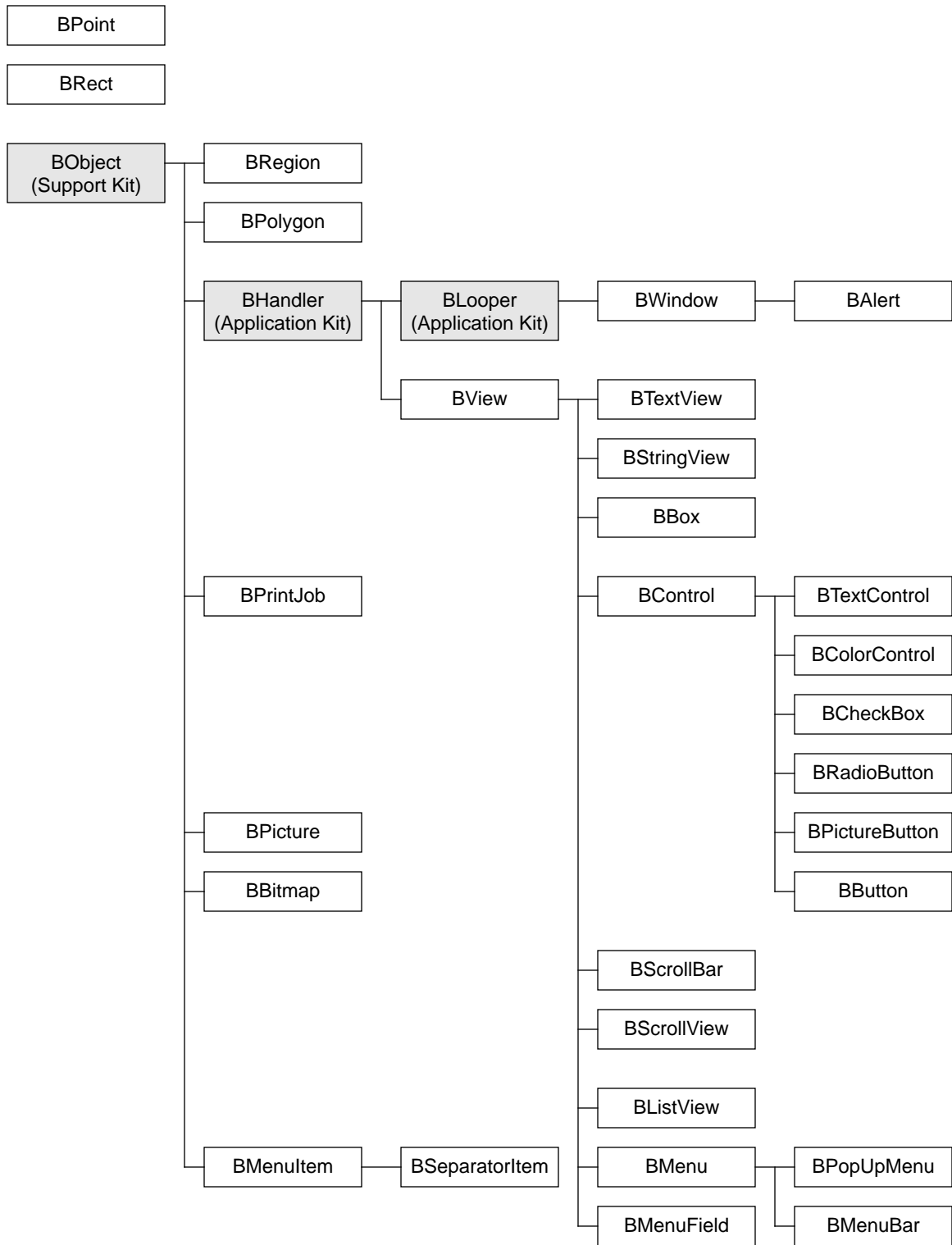
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# Interface Kit Inheritance Hierarchy







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# 4 The Interface Kit

Most Be applications have an interactive and graphical user interface. When they start up, they present themselves to the user on-screen in one or more windows. The windows display areas where the user can do something—there may be menus to open, buttons to click, text fields to type in, images to drag, and so on. Each user action on the keyboard or mouse is packaged as an *interface message* and reported to the application. The application responds to each message as it is received. At least part of the response is always a change in what the window displays—so that users can see the results of their work.

To run this kind of user interface, an application has to do three things. It must:

- Manage a set of windows,
- Draw within the windows, and
- Respond to interface messages.

The application, in effect, carries on a conversation with the user. It draws to present itself on-screen, the user does something with the keyboard or mouse, the event is reported to the application in a message, and the application draws in response, prompting more user actions and more messages.

The Interface Kit structures this interaction with the user. It defines a set of C++ classes that give applications the ability to manage windows, draw in them, and efficiently respond to the user's instructions. Taken together, these classes define a framework for interactive applications. By programming with the Kit, you'll be able to construct an application that effectively uses the capabilities of the BeBox.

This chapter first introduces the conceptual framework for the user interface, then describes all the classes, functions, types, and constants the Kit defines. The reference material that follows this introduction assumes the concepts and terminology presented here.

## Framework for the User Interface

A graphical user interface is organized around windows. Each window has a particular role to play in an application and is more or less independent of other windows. While

working on the computer, users think in terms of windows—what’s in them and what can be done with them—perhaps more than in terms of applications.

The design of the software mirrors the way the user interface works: it’s also organized around windows. Within an application, each window runs in its own thread and is represented by a separate `BWindow` object. The object is the application’s interface to the window the system provides; the thread is where all the work that’s centered on the window takes place.

Because every window has its own thread, the user can, for example, scroll the contents of one window while watching an animation in another, or start a time-consuming computation in an application and still be able to use the application’s other windows. A window won’t stop working when the user turns to another window.

Commands that the user gives to a particular window initiate activity within that window’s thread. When the user clicks a button within a window, for example, everything that happens in response to the click happens in the window thread (unless the application arranges for other threads to be involved). In its interaction with the user, each window acts on its own, independently of other windows.

## **Application Server Windows**

In a multitasking environment, any number of applications might be running at the same time, each with its own set of windows on-screen. The windows of all running applications must cooperate in a common interface. For example, there can be only one active window at a time—not one per application, but one per machine. A window that comes to the front must jump over every other window, not just those belonging to the same application. When the active window is closed, the window behind it must become active, even if it belongs to a different application.

Because it would be difficult for each application to manage the interaction of its windows with every other application, windows are assigned, at the lowest level, to a separate entity, the Application Server. The Server’s principal role in the user interface is to provide applications with the windows they require.

Everything a program or a user does is centered on the windows the Application Server provides. Users type into windows, click buttons in windows, drag images to windows, and so on; applications draw in windows to display the text users type, the buttons they can click, and the images they can drag.

The Application Server, therefore, is the conduit for an application’s message input and drawing output:

- It monitors the keyboard and mouse and sends messages reporting each user keystroke and mouse action to the application.
- It receives drawing instructions from the application and interprets them to render images within windows.

The Server relieves applications of much of the burden of basic user-interface work. The Interface Kit organizes and further simplifies an application's interaction with the Server.

## BWindow Objects

Every window in an application is represented by a separate BWindow object. Constructing the BWindow establishes a connection to the Application Server—one separate from, but initially dependent on, the connection previously established by the BApplication object. The Server creates a window for the new object and dedicates a separate thread to it.

The BWindow object is a kind of BLooper, so it spawns a thread for the window in the application's address space and begins running a message loop where it receives and responds to interface messages from the Server. The window thread in the application is directly connected to the dedicated thread in the Server.

The BWindow object, therefore, is in position to serve three crucial roles:

- It can act as the application's interface to a Server window. It has functions that the application can call to manipulate the window programmatically—move it, resize it, close it, and so on. It also declares the hook functions that the system calls to notify the application that the user manipulated the window.
- It can organize message-handling within the window thread. Since it runs the window's message loop, it gets to decide how each message should be handled. It's the focus and central distribution point for all messages that initiate activity in the thread.
- As the entity that holds rendered images, it can manage the objects that produce those images. (This is discussed under "BView Objects" below.)

All other Interface Kit objects play roles that depend on a BWindow. They draw in a window, respond to interface messages received by a window, or act in support of other objects that draw and respond to messages.

## BView Objects

For purposes of drawing and message-handling, a window can be divided up into smaller rectangular areas called *views*. Each view corresponds to one part of what the window displays—a scroll bar, a document, a list, a button, or some other more or less self-contained portion of the window's contents.

An application sets up a view by constructing a BView object and associating it with a particular BWindow. The BView object is responsible for drawing within the view rectangle, and for handling interface messages directed at that area.

## Drawing Agent

A window is a tablet that can retain and display rendered images, but it can't draw them; for that it needs a set of BViews. A BView is an agent for drawing, but it can't render the images it creates; for that it needs a BWindow. The two kinds of objects work hand in hand.

Each BView object is an autonomous graphics environment for drawing. Some aspects of the environment, such as the list of possible colors, are shared by all BViews and all applications. But within those broad limits, every BView maintains an independent graphics state. It has its own coordinate system, current colors, drawing mode, clipping region, pen position, and so on.

The BView class defines the functions that applications call to carry out elemental drawing tasks—such as stroking lines, filling shapes, drawing characters, and imaging bitmaps. These functions are typically used to implement another function—called `Draw()`—in a class derived from BView. This view-specific function draws the contents of the view rectangle.

The BWindow will call the BView's `Draw()` function whenever the window's contents (or at least the part that the BView has control over) need to be updated. A BWindow first asks its BViews to draw when the window is initially placed on-screen. Thereafter, they might be asked to refresh the contents of the window whenever the contents change or when they're revealed after being hidden or obscured. A BView might be called upon to draw at any time.

Because `Draw()` is called on the command of others, not the BView, it can be considered to draw *passively*. It presents the view as it currently appears. For example, the `Draw()` function of a BView that displays editable text would draw the characters that the user had inserted up to that point.

BViews also draw *actively* in response to messages reporting the user's actions. For example, text is highlighted as the user drags over it and is replaced as the user types. Each change is the result of a system message reported to the BView. For passive drawing, the BView implements a function (`Draw()`) that others may call. For active drawing, it calls the drawing functions itself (it may even call `Draw()`).

## Message Handler

The drawing that a BView does is often designed to prompt a user response of some kind—an empty text field with a blinking caret invites typed input, a menu item or a button invites a click, an icon looks like it can be dragged, and so on.

When the user acts, system messages that report the resulting events are sent to the BWindow object, which determines which BView elicited the user action and should respond to it. For example, a BView that draws typed text can expect to respond to messages reporting the user's keystrokes. A BView that draws a button gets to handle the messages that are generated when the button is clicked. The BView class derives from BHandler, so BView objects are eligible to handle messages dispatched by the BWindow.

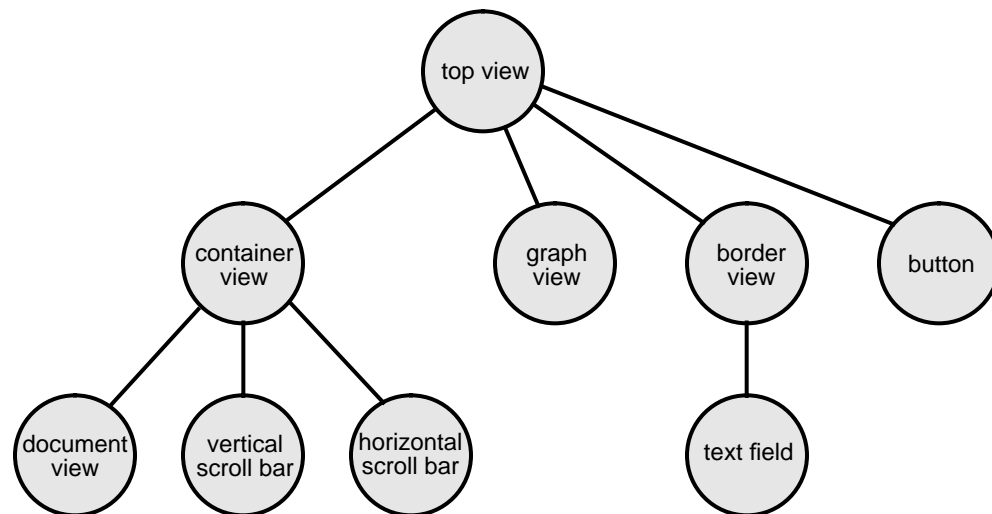
Just as classes derived from `BView` implement `Draw()` functions to draw within the view rectangle, they also implement the hook functions that respond to interface messages. These functions are discussed later, under “Hook Functions for Interface Messages” on page 44.

Largely because of its graphics role and its central role in handling interface messages, `BView` is the biggest and most diverse class in the Interface Kit. Most other Interface Kit classes are derived from it.

## The View Hierarchy

A window typically contains a number of different views—all arranged in a hierarchy beneath the *top view*, a view that’s exactly the same size as the content area of the window. The top view is a companion of the window; it’s created by the `BWindow` object when the `BWindow` is constructed. When the window is resized, the top view is resized to match. Unlike other views, the top view doesn’t draw or respond to messages; it serves merely to connect the window to the views that the application creates and places in the hierarchy.

As illustrated in the diagram below, the view hierarchy can be represented as a branching tree structure with the top view at its root. All views in the hierarchy (except the top view) have one, and only one, parent view. Each view (including the top view) can have any number of child views.



In this diagram, the top view has four children, the container view has three, and the border view one. Child views are located within their parents, so the hierarchy is one of overlapping rectangles. The container view, for example, takes up some of the top view’s area and divides its own area into a document view and two scroll bars.

When a new `BView` object is created, it isn’t attached to a window and it has no parent. It’s added to a window by making it a child of a view already in the view hierarchy. This is done with the `AddChild()` function. A view can be made a child of the window’s top view by calling `BWindow`’s version of `AddChild()`.

Until it's assigned to a window, a BView can't draw and won't receive reports of events. BViews know how to produce images, but it takes a window to display and retain the images they create.

### **Drawing and Message-Handling in the View Hierarchy**

The view hierarchy determines what's displayed where on-screen, and also how user actions are associated with the responsible BView object:

- When the views in a window are called upon to draw, parents draw before their children; children draw in front of their ancestors.
- Mouse events (like the mouse-down and mouse-up events that result from a click) are associated with the view where the cursor is located. Since the cursor points to the frontmost view at any given location, it's likely to be pointing at a view close to the bottom of the hierarchy. It's those views—the ones that have no children—that are responsible for most of the drawing and message-handling for the window. Views farther up the hierarchy tend to contain and organize those at the bottom.

### **Overlapping Siblings**

Although children wait for their parents when it comes time to draw and parents defer to their offspring when it comes to time to respond to interface messages, sibling views are not so well-behaved. Siblings don't draw in any predefined order. This doesn't matter, as long as the view rectangles of the siblings don't overlap. If they do overlap, it's indeterminate which view will draw last—that is, which one will draw on top of the other.

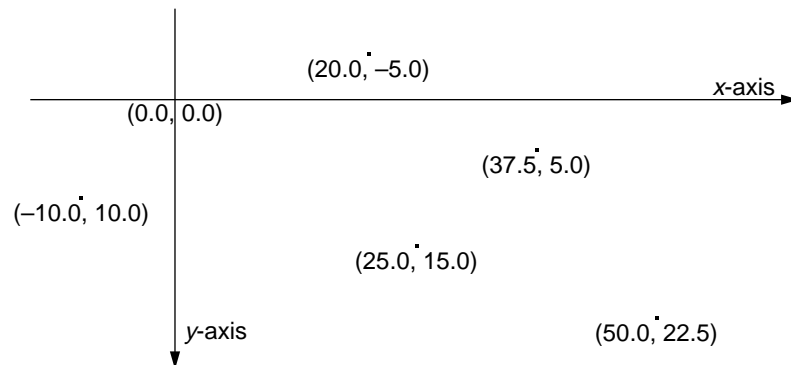
Similarly, it's indeterminate which view will be associated with mouse events in the area the siblings share. It may be one view or it may be the other, and it won't necessarily be the one that drew the image the user sees.

Therefore, it's strongly recommended that sibling views should be arranged so that they don't overlap.

### **The Coordinate Space**

To locate windows and views, draw in them, and report where the cursor is positioned over them, it's necessary to have some conventional way of talking about the display surface. The same conventions are used whether the display device is a monitor that shows images on a screen or a printer that puts them on a page.

In Be software, the display surface is described by a standard two-dimensional coordinate system where the  $y$ -axis extends downward and the  $x$ -axis extends to the right, as illustrated below:



$y$  coordinate values are greater towards the bottom of the display and smaller towards the top,  $x$  coordinate values are greater to the right and smaller to the left.

The axes define a continuous coordinate space where distances are measured by floating-point values (*floats*). All quantities in this space—including widths and heights,  $x$  and  $y$  coordinates, font sizes, angles, and the size of the pen—are floating point numbers.

Floating-point coordinates permit precisely stated measurements that can take advantage of display devices with higher resolutions than the screen. For example, a vertical line 0.4 units wide would be displayed using a single column of pixels on-screen, the same as a line 1.4 units wide. However, a 300 dpi printer would use two pixel columns to print the 0.4-unit line and six to print the 1.4-unit line.

A coordinate unit is  $1/72$  of an inch, roughly equal to a typographical point. However, all screens are considered to have a resolution of 72 pixels per inch (regardless of the actual dimension), so coordinate units count screen pixels. One unit is the distance between the centers of adjacent pixels on-screen.

## Coordinate Systems

Specific coordinate systems are associated with the screen, with windows, and with the views inside windows. They differ only in where the two axes are located:

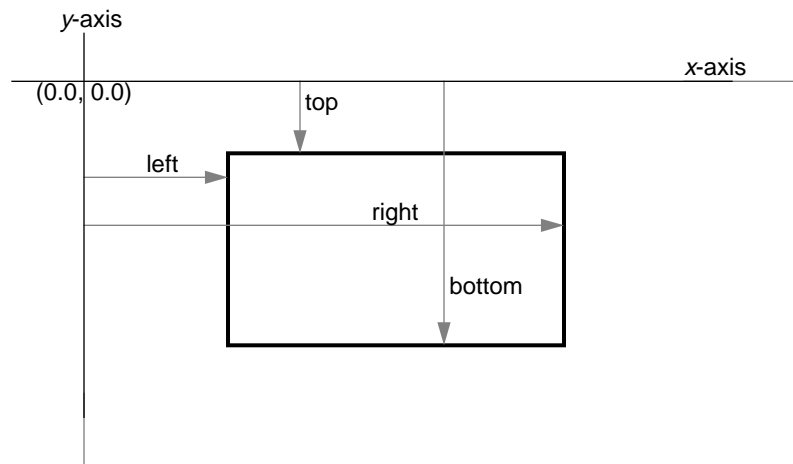
- The global or *screen coordinate system* has its origin, (0.0, 0.0), at the left top corner of the screen. It's used for positioning windows on-screen, < for arranging multiple screens connected to the same machine, > and for comparing coordinate values that weren't originally stated in a common coordinate system.
- A *window coordinate system* has its origin at the left top corner of the content area of a window. It's used principally for positioning views within the window. Each window has its own coordinate system so that locations within the window can be specified without regard to where the window happens to be on-screen.

- A *view coordinate system* has its default origin at the left top corner of the view rectangle. However, scrolling can shift view coordinates and move the origin. View-specific coordinates are used for all drawing operations and to report the cursor location in most system messages.

### Coordinate Geometry

The Interface Kit defines a handful of basic classes for locating points and areas within a coordinate system:

- A BPoint object is the simplest way to specify a coordinate location. Each object stores two values—an  $x$  coordinate and a  $y$  coordinate—that together locate a specific point,  $(x, y)$ , within a given coordinate system.
- A BRect object represents a rectangle; it's the simplest way to designate an area within a coordinate system. The BRect class defines a rectangle as a set of four coordinate values—corresponding to the rectangle's left, top, right, and bottom edges, as illustrated below:



The sides of the rectangle are therefore parallel to the coordinate axes. The left and right sides delimit the range of  $x$  coordinate values within the rectangle, and the top and bottom sides delimit the range of  $y$  coordinate values. For example, if a rectangle's left top corner is at  $(0.8, 2.7)$  and its right bottom corner is at  $(11.3, 49.5)$ , all points having  $x$  coordinates ranging from 0.8 through 11.3 and  $y$  coordinates from 2.7 through 49.5 lie inside the rectangle.

If the top of a rectangle is the same as its bottom, or its left the same as its right, the rectangle defines a straight line. If the top and bottom are the same and also the left and right, it collapses to a single point. Such rectangles are still valid—they specify real locations within a coordinate system. However, if the top is greater than the bottom or the left greater than the right, the rectangle is invalid; it has no meaning.



- A `BPolygon` object represents a polygon, a closed figure with an arbitrary number of sides. The polygon is defined as an ordered set of points. It encloses the area that would be outlined by connecting the points in order, then connecting the first and last points to close the figure. Each point is therefore a potential vertex of the polygon.
- A `BRegion` object defines a set of points. A region can be any shape and even include discontinuous areas.

### Mapping Coordinates to Pixels

The device-independent coordinate space described above must be mapped to the pixel grid of a particular display device—the screen, a printer, or some other piece of hardware that’s capable of rendering an image. For example, to display a rectangle, it’s necessary to find the pixel columns that correspond to its right and left sides and the pixel rows that correspond to its top and bottom.

This depends entirely on the resolution of the device. In essence, each device-independent coordinate value must be translated internally to a device-dependent value—an integer index to a particular column or row of pixels. In the coordinate space of the device, one unit equals one pixel.

This translation is easy for the screen, since, as mentioned above, there’s a one-to-one correspondence between coordinate units and pixels. It reduces to rounding floating-point coordinates to integers. For other devices, however, the translation means first scaling the coordinate value to a device-specific value, then rounding. For example, the point (12.3, 40.8) would translate to (12, 41) on the screen, but to (51, 170) on a 300 dpi printer.

### Screen Pixels

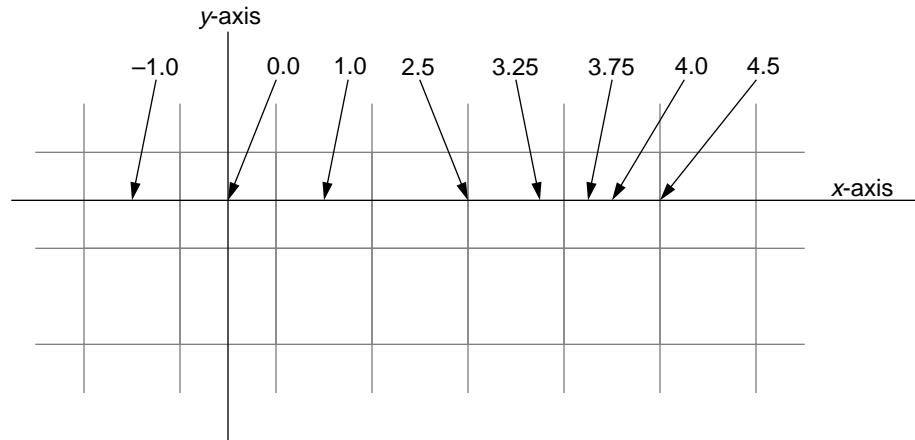
To map coordinate locations to device-specific pixels, you need to know only two things:

- The resolution of the device, and
- The location of the coordinate axes relative to pixel boundaries.

The axes are located in the same place for all devices: The  $x$ -axis runs left to right along the middle of a row of pixels and the  $y$ -axis runs down the middle of a pixel column. They meet at the very center of a pixel.

Because coordinate units match pixels on the screen, this means that all integral coordinate values (those without a fractional part) fall midway across a screen pixel. The

following illustration shows where various  $x$  coordinate values fall on the  $x$ -axis. The broken lines represent the division of the screen into a pixel grid:



As this illustration shows, it's possible to have coordinate values that lie on the boundary between two pixels. A later section, “Picking Pixels to Stroke and Fill” on page 34, describes how these values are mapped to one pixel or the other.

## Drawing

Drawing is done by `BView` objects. As discussed above, the views within a window are organized into a hierarchy—there can be views within views—but each view is an independent drawing agent and maintains a separate graphics environment. This section discusses the framework in which `BViews` draw, beginning with view coordinate systems. Detailed descriptions of the functions mentioned here can be found in the `BView` and `BWindow` class descriptions.

### View Coordinate Systems

As a convenience, each view is assigned a coordinate system of its own. By default, the coordinate origin—(0.0, 0.0)—is located at the left top corner of the view rectangle. (For an overview of the coordinate systems assumed by the Interface Kit, see “The Coordinate Space” on page 14 above.)

When a view is added as a child of another view, it's located within the coordinate system of its parent. A child is considered part of the contents of the parent view. If the parent moves, the child moves with it; if the parent view scrolls its contents, the child view is shifted along with everything else in the view.

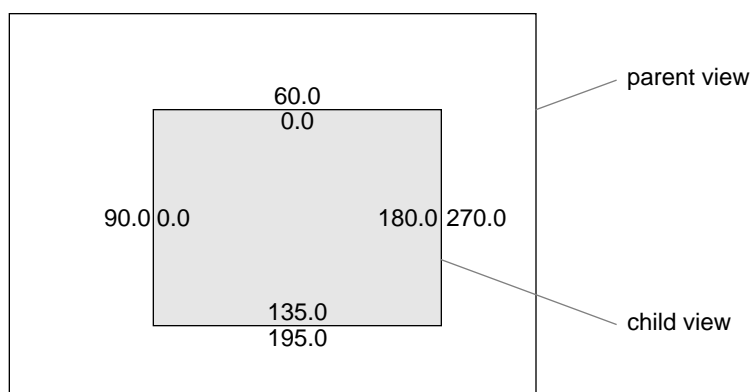
Since each view retains its own internal coordinate system no matter who its parent is, where it's located within the parent, or where the parent is located, a `BView`'s drawing and message-handling code doesn't need to be concerned about anything exterior to itself. To do its work, a `BView` need look no farther than the boundaries of its own view rectangle.

## Frame and Bounds Rectangles

Although a BView doesn't have to look outside its own boundaries, it does have to know where those boundaries are. It can get this information in two forms:

- Since a view is located within the coordinate system of its parent, the view rectangle is initially defined in terms of the parent's coordinates. This defining rectangle for a view is known as its *frame rectangle*. (See the BView constructor and the `Frame()` function.)
- When translated from the parent's coordinates to the internal coordinates of the view itself, the same rectangle is known as the *bounds rectangle*. (See the `Bounds()` function.)

The illustration below shows a child view 180.0 units wide and 135.0 units high. When viewed from the outside, from the perspective of its parent's coordinate system, it has a frame rectangle with left, top, right, and bottom coordinates at 90.0, 60.0, 270.0, and 195.0, respectively. But when viewed from the inside, in the view's own coordinate system, it has a bounds rectangle with coordinates at 0.0, 0.0, 180.0, and 135.0:



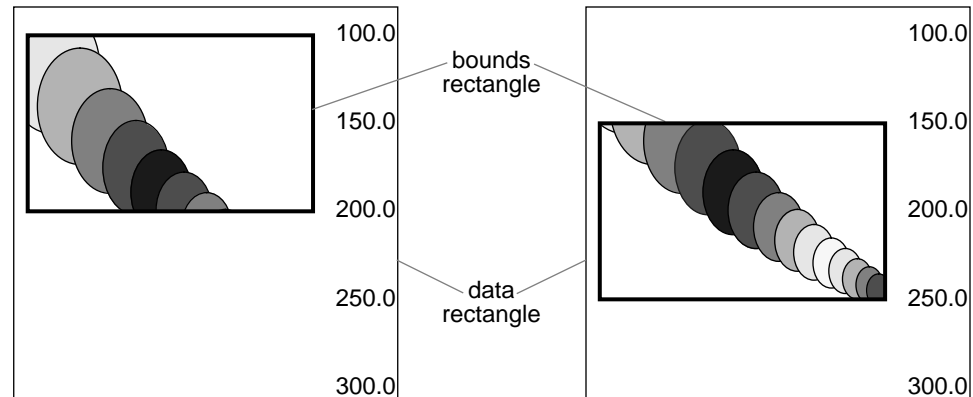
When a view moves to a new location in its parent, its frame rectangle changes but not its bounds rectangle. When a view scrolls its contents, its bounds rectangle changes, but not its frame. The frame rectangle positions the view in the world outside; the bounds rectangle positions the contents inside the view.

Since a BView does its work in its own coordinate system, it refers to the bounds rectangle more often than to the frame rectangle.

## Scrolling

A BView scrolls its contents by shifting coordinate values within the view rectangle—that is, by altering the bounds rectangle. If, for example, the top of a view's bounds rectangle is at 100.0 and its bottom is at 200.0, scrolling downward 50.0 units would put the top at 150.0 and the bottom at 250.0. Contents of the view with y coordinate values of 150.0 to 200.0, originally displayed in the bottom half of the view, would be shifted to the top half.

Contents with  $y$  coordinate values from 200.0 to 250.0, previously unseen, would become visible at the bottom of the view. This is illustrated below:



Scrolling doesn't move the view—it doesn't alter the frame rectangle—it moves only what's displayed inside the view. In the illustration above, a “data rectangle” encloses everything the BView is capable of drawing. For example, if the view is able to display an entire book, the data rectangle would be large enough to enclose all the lines and pages of the book laid end to end. However, since a BView can draw only within its bounds rectangle, everything in the data rectangle with coordinates that fall outside the bounds rectangle would be invisible. To make unseen data visible, the bounds rectangle must change the coordinates that it encompasses. Scrolling can be thought of as sliding the view's bounds rectangle to a new position on its data rectangle, as is shown in the illustration above. However, as it appears to the user, it's moving the data rectangle under the bounds rectangle. The view doesn't move; the data does.

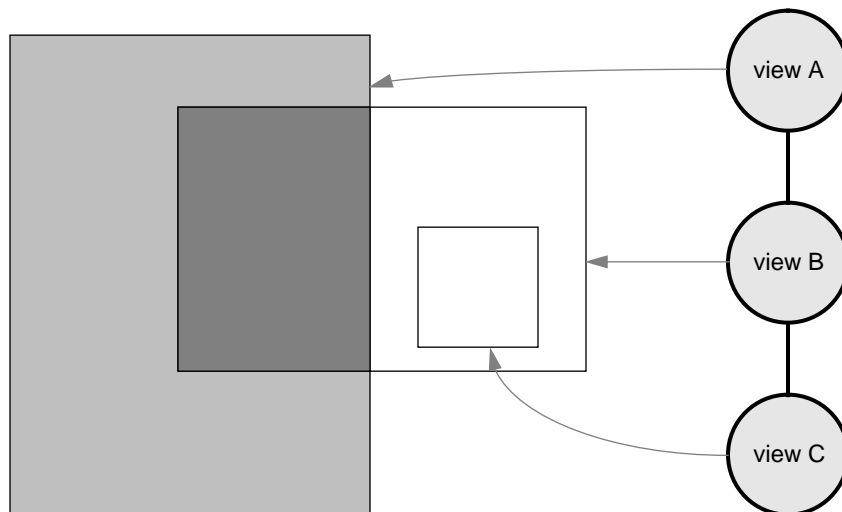
## The Clipping Region

The Application Server clips the images that a BView produces to the region where it's permitted to draw.

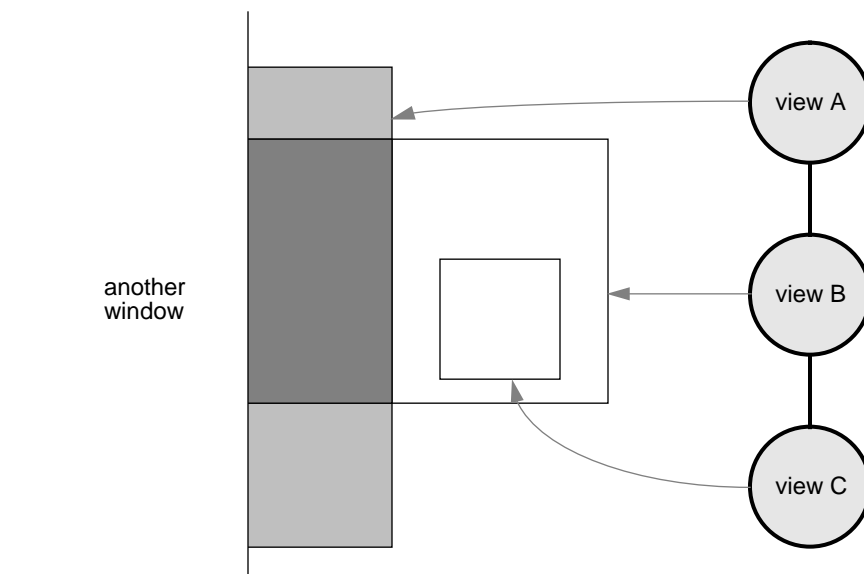
This region is never any larger than the view's bounds rectangle; a view cannot draw outside its bounds. Furthermore, since a child is considered part of its parent, a view can't draw outside the bounds rectangle of its parent either—or, for that matter, outside the bounds rectangle of any ancestor view. In addition, since child views draw after, and therefore logically in front of, their parents, a view concedes some of its territory to its children.

Thus, the *visible region* of a view is the part of its bounds rectangle that's inside the bounds rectangles of all its ancestors, minus the frame rectangles of its children. This is illustrated in the figure below. It shows a hierarchy of three views. The area filled with a crosshatch pattern is the visible region of view *A*; it omits the area occupied by its child, view *B*. The visible region of view *B* is colored dark gray; it omits the part of the view that

lies outside its parent. View C has no visible region, for it lies outside the bounds rectangle of its ancestor, view A:



The visible region of a view might be further restricted if its window is obscured by another window or if the window it's in lies partially off-screen. The visible region includes only those areas that are actually visible to the user. For example, if the three views in the illustration above were in a window that was partially blocked by another window, their visible regions might be considerably smaller. This is illustrated below:



Note that in this case, view A has a discontinuous visible region.

The Application Server clips the drawing that a view does to a region that's never any larger than the visible region. On occasion, it may be smaller. For the sake of efficiency, while a view is being automatically updated, the *clipping region* excludes portions of the visible region that don't need to be redrawn:

- When a view is scrolled, the Application Server may be able to shift some of its contents from one portion of the visible region to another. The clipping region excludes any part of the visible region that the Server was able to update on its own; it includes only the part where the BView must produce images that were not previously visible.
- If a view is resized larger, the clipping region may include only the new areas that were added to the visible region. (But see the *flags* argument for the BView constructor.)
- If only part of a view is invalidated (by the `Invalidate()` function), the clipping region is the intersection of the visible region and the invalid rectangle.

An application can also limit the clipping region for a view by passing a BRegion object to `ConstrainClippingRegion()`. The clipping region won't include any areas that aren't in the region passed. The Application Server calculates the clipping region as it normally would, but intersects it with the specified region.

You can obtain the current clipping region for a view by calling `GetClippingRegion()`. (See also the BRegion class description.)

## The View Color

Every view has a basic, underlying color. It's the color that fills the view rectangle before the BView does any drawing. The user may catch a glimpse of this color when the view is first shown on-screen, when it's resized larger, and when it's erased in preparation for an update. It will also be seen wherever the BView fails to draw in the visible region.

In a sense, the view color is the canvas on which the BView draws. It doesn't enter into any of the object's drawing operations except to provide a background. Although it's one of the BView's graphics parameters, it's not one that any drawing functions refer to.

By default, the view color is white. You can assign a different color to a view by calling BView's `SetViewColor()` function. If you set the color to `B_TRANSPARENT_32_BIT`, the Application Server won't erase the view's clipping region before an update. This is appropriate only if the view erases itself by touching every pixel in the clipping region when it draws.

## The Mechanics of Drawing

Views draw through a set of primitive functions such as:

- `DrawString()`, which draws a string of characters,
- `DrawBitmap()`, which produces an image from a bitmap,
- `DrawPicture()`, which executes a set of recorded drawing instructions,
- `StrokeLine()`, `StrokeArc()`, and other `Stroke...()` functions, which stroke lines along defined paths, and
- `FillEllipse()`, `FillRect()`, and other `Fill...()` functions, which fill closed shapes.

The way these functions work depends not only on the values that they're passed—the particular string, bitmap, arc, or ellipse that's to be drawn—but on previously set values in the `BView`'s graphics environment.

### Graphics Environment

Each `BView` object maintains its own graphics environment for drawing. The view color, coordinate system, and clipping region are fundamental parts of that environment, but not the only parts. It also includes a number of parameters that can be set and reset at will to affect the next image drawn. These parameters are:

- Font attributes that determine the appearance of text the `BView` draws. (See `SetFontName()` and its companion functions.)
- A symbol set that determines how character codes are mapped to visual symbols (glyphs). (See `SetSymbolSet()`.)
- Two pen parameters—a location and a size. The pen location determines where the next drawing will occur and the pen size determines the thickness of stroked lines. (See `MovePenBy()` and `SetPenSize()`.)
- Two current colors—a *high color* and a *low color*—that can be used either alone or in combination to form a pattern or halftone. The high color is used for most drawing. The low color is sometimes set to the underlying view color so that it can be used to erase other drawing or, because it matches the view background, make it appear that drawing has not touched certain pixels.

(The high and low colors roughly match what other systems call the fore and back, or foreground and background, colors. However, neither color truly represents the color of the foreground or background. The terminology “high” and “low” is meant to keep the sense of two opposing colors and to match how they're defined in a pattern. A pattern bit is turned on for the high color and turned off for the low color. See the `SetHighColor()` and `SetLowColor()` functions and the “Patterns” section below.)

- A drawing mode that determines how the next image is to be rendered. (See the “Drawing Modes” section below and the `SetDrawingMode()` function.)

By default, a `BView`’s graphics parameters are set to the following values:

Font	Kate (a 9-point bitmap font, no rotation, 90° shear)
Symbol Set	Macintosh
Pen position	(0.0, 0.0)
Pen size	1.0 coordinate units
High color	Black (red, green, and blue components all equal to 0)
Low color	White (red, green, and blue components all equal to 255)
Drawing mode	Copy mode ( <code>B_OP_COPY</code> )
View color	White (red, green, and blue components all equal to 255)
Clipping region	The visible region of the view
Coordinate system	Origin at the left top corner of the bounds rectangle

However, as the next section, “Views and the Server” on page 31, explains, these values take effect only when the `BView` is assigned to a window.

## The Pen

The pen is a fiction that encompasses two properties of a view’s graphics environment: the current drawing location and the thickness of stroked lines.

The pen location determines where the next image will be drawn—but only if another location isn’t explicitly passed to the drawing function. Some drawing functions alter the pen location—as if the pen actually moves as it does the drawing—but usually it’s set by calling `MovePenBy()` or `MovePenTo()`.

The pen that draws lines (through the various `Stroke...()` functions) has a malleable tip that can be made broader or narrower by calling the `SetPenSize()` function. The larger the pen size, the thicker the line that it draws.

The pen size is expressed in coordinate units, which must be translated to a particular number of pixels for the display device. This is done by scaling the pen size to a device-specific value and rounding to the closest integer. For example, pen sizes of 2.6 and 3.3 would both translate to 3 pixels on-screen, but to 7 and 10 pixels respectively on a 300 dpi printer.

The size is never rounded to 0; no matter how small the pen may be, the line never disappears. If the pen size is set to 0.0, the line will be as thin as possible—it will be drawn using the fewest possible pixels on the display device. (In other words, it will be rounded to 1 for all devices.)

If the pen size translates to a tip that’s broader than one pixel, the line is drawn with the tip centered on the path of the line. Roughly the same number of pixels are colored on both sides of the path.



A later section, “Picking Pixels to Stroke and Fill” on page 34, illustrates how pens of different sizes choose the pixels to be colored.

## Colors

The high and low colors are specified as `rgb_color` values—full 32-bit values with separate red, green, and blue color components, plus an alpha component for transparency. Although there may sometimes be limitations on the colors that can be rendered on-screen, there are no restrictions on the colors that can be specified.

The way colors are specified for a bitmap depends on the color space in which they’re interpreted. The color space determines the *depth* of the bitmap data (how many bits of information are stored for each pixel) and its *interpretation* (whether the data represents shades of gray or true colors, whether it’s segmented into color components, what the components are, how they’re arranged, and so on). Five possible color spaces are recognized:

<code>B_MONOCHROME_1_BIT</code>	One bit of data per pixel, where 1 is black and 0 is white.
<code>B_GRAYSCALE_8_BIT</code>	Eight bits of data per pixel, where a value of 255 is black and 0 is white.
<code>B_COLOR_8_BIT</code>	Eight bits of data per pixel, interpreted as an index into a list of 256 colors. The list is part of the system color map, and is the same for all applications.
<code>B_RGB_16_BIT</code>	< This color space is currently undefined. >
<code>B_RGB_32_BIT</code>	Four components of data per pixel—red, green, blue, and alpha—with eight bits per component. A component value of 255 yields the maximum amount of red, green, or blue, and a value of 0 indicates the absence of that color. < The alpha component is currently ignored. It will specify the coverage of the color—how transparent or opaque it is. >

The components in the `B_RGB_32_BIT` color space are meshed rather than separated into distinct planes; all four components are specified for the first pixel before the four components for the second pixel, and so on. Unlike an `rgb_color`, the color components are arranged in reverse order—blue, green, red—followed by alpha. This is the natural order for many display devices.

The screen can be configured to display colors in either the `B_COLOR_8_BIT` color space or the `B_RGB_32_BIT` color space. When it’s in the `B_COLOR_8_BIT` color space, specified

`rgb_colors` are displayed as the closest 8-bit color in the color list. (See the `BBitmap` class and the `system_colors()` global function.)

## Patterns

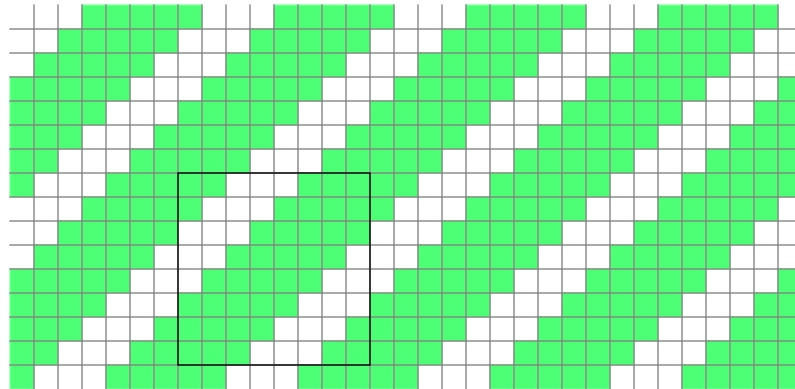
Functions that stroke a line or fill a closed shape don't draw directly in either the high or the low color. Rather they take a *pattern*, an arrangement of one or both colors that's repeated over the entire surface being drawn.

By combining the low color with the high color, patterns can produce dithered colors that lie somewhere between two hues in the `B_COLOR_8_BIT` color space. Patterns also permit drawing with less than the solid high color (for intermittent or broken lines, for example) and can take advantage of drawing modes that treat the low color as if it were transparent, as discussed below.

A pattern is defined as an 8-pixel by 8-pixel square. The `pattern` type is 8 bytes long, with one byte per row and one bit per pixel. Rows are specified from top to bottom and pixels from left to right. Bits marked 1 designate the high color; those marked 0 designate the low color. For example, a pattern of wide diagonal stripes could be defined as follows:

```
pattern stripes = { 0xc7, 0x8f, 0x1f, 0x3e,
                   0x7c, 0xf8, 0xf1, 0xe3 };
```

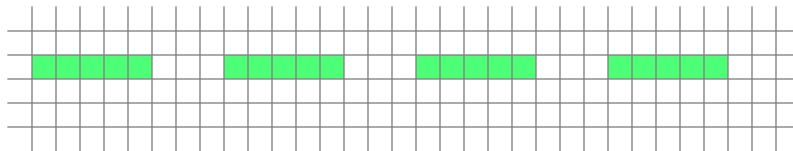
Patterns repeat themselves across the screen, like tiles that are laid side by side. The pattern defined above looks like this:



The dotted lines in this illustration show the separation of the screen into pixels. The thicker black line outlines one 8-by-8 square that the pattern defines.

The outline of the shape being filled or the width of the line being stroked determines where the pattern is revealed. It's as if the screen was covered with the pattern just below the surface, and stroking or filling allowed some of it to show through. For example, stroking a one-pixel wide horizontal path in the pattern illustrated above would result in a

dotted line, with the dashes (in the high color) slightly longer than the spaces between (in the low color):



When stroking a line or filling a shape, the pattern serves as the source image for the current drawing mode, as explained under “Drawing Modes” below. The nature of the mode determines how the pattern interacts with the destination image, the image already in place.

The Interface Kit defines three patterns:

- **B\_SOLID\_HIGH** consists only of the high color,
- **B\_SOLID\_LOW** has only the low color, and
- **B\_MIXED\_COLORS** mixes the two colors evenly, like the pattern on a checkerboard.

**B\_SOLID\_HIGH** is the default pattern for all drawing functions. Applications can define as many other patterns as they need.

### Drawing Modes

When a BView draws, it in effect transfers an image to a target location somewhere in the view rectangle. The drawing mode determines how the image being transferred interacts with the image already in place at that location. The image being transferred is known as the *source image*; it might be a bitmap or a pattern of some kind. The image already in place is known as the *destination image*.

In the simplest and most straightforward kind of drawing, the source image is simply painted on top of the destination; the source replaces the destination. However, there are other possibilities. There are nine different drawing modes—nine distinct ways of combining the source and destination images. The modes are designated by **drawing\_mode** constants that can be passed to **SetDrawingMode()**:

<b>B_OP_COPY</b>	<b>B_OP_MIN</b>	<b>B_OP_ADD</b>
<b>B_OP_OVER</b>	<b>B_OP_MAX</b>	<b>B_OP_SUBTRACT</b>
<b>B_OP_ERASE</b>	<b>B_OP_INVERT</b>	<b>B_OP_BLEND</b>

**B\_OP\_COPY** is the default mode and the simplest. It transfers the source image to the destination, replacing whatever was there before. The destination is ignored.

In the other modes, however, some of the destination might be preserved, or the source and destination might be combined to form a result that’s different from either of them. For these modes, it’s convenient to think of the source image as an image that exists somewhere independent of the destination location, even though it’s not actually visible. It’s the image that would be rendered at the destination in **B\_OP\_COPY** mode.

The modes work for all BView drawing functions—including those that stroke lines and fill shapes, those that draw characters, and those that image bitmaps. The way they work depends foremost on the nature of the source image—whether it’s a *pattern* or a *bitmap*. For the `Fill...()` and `Stroke...()` functions, the source image is a pattern that has the same shape as the area being filled or the area the pen touches as it strokes a line. For `DrawBitmap()`, the source image is a rectangular bitmap.

- Only a source pattern has designated “high” and “low” colors. Even if a source bitmap has colors that match the current high and low colors, they’re not handled like the colors in a pattern; they’re treated just like any other color in the bitmap.
- On the other hand, only a source bitmap can have transparent pixels. In the `B_COLOR_8_BIT` color space, a pixel is made transparent by assigning it the `B_TRANSPARENT_8_BIT` value. In the `B_RGB_32_BIT` color space, a pixel assigned the `B_TRANSPARENT_32_BIT` value is considered transparent. These values have meaning only for source bitmaps, not for source patterns. If the current high or low color in a pattern happens to have a transparent value, it’s still treated as the high or low color, not like transparency in a bitmap.

The way the drawing modes work also depends on the color space of the source image and the color space of the destination. The following discussion concentrates on drawing where the source and destination both contain colors. This is the most common case, and also the one that’s most general.

When applied to colors, the nine drawing modes fall naturally into four groups:

- The `B_OP_COPY` mode, which copies the source image to the destination.
- The `B_OP_OVER`, `B_OP_ERASE`, and `B_OP_INVERT` modes, which—despite their differences—all treat the low color in a pattern as if it were transparent.
- The `B_OP_ADD`, `B_OP_SUBTRACT`, and `B_OP_BLEND` modes, which combine colors in the source and destination images.
- The `B_OP_MIN` and `B_OP_MAX` modes, which choose between the source and destination colors.

The following paragraphs describe each of these groups in turn.

**Copy Mode.** In `B_OP_COPY` mode, the source image replaces the destination. This is the default drawing mode and the one most commonly used. Because this mode doesn’t have to test for particular color values in the source image, look at the colors in the destination, or compute colors in the result, it’s also the fastest of the modes.

If the source image contains transparent pixels, their transparency will be retained in the result; the transparent value is copied just like any other color. However, the appearance of a transparent pixel when shown on-screen is indeterminate. If a source image has transparent portions, it’s best to transfer it to the screen in `B_OP_OVER` or another mode.

In all modes other than **B\_OP\_COPY**, a transparent pixel in a source bitmap preserves the color of the corresponding destination pixel.

**Transparency Modes.** Three drawing modes—**B\_OP\_OVER**, **B\_OP\_ERASE**, and **B\_OP\_INVERT**—are designed specifically to make use of transparency in the source image; they're able to preserve some of the destination image. In these modes (and only these modes) the low color in a source pattern acts just like transparency in a source bitmap.

- The **B\_OP\_OVER** mode places the source image “over” the destination; the source provides the foreground and the destination the background. In this mode, the source image replaces the destination image (just as in the **B\_OP\_COPY** mode)—except where a source bitmap has transparent pixels and a source pattern has the low color. Transparency in a bitmap and the low color in a pattern retain the destination image in the result.

By masking out the unwanted parts of a rectangular bitmap with transparent pixels, this mode can place an irregularly shaped source image on top of a background image. Transparency in the source foreground lets the destination background show through. The versatility of **B\_OP\_OVER** makes it the second most commonly used mode, after **B\_OP\_COPY**.

- The **B\_OP\_ERASE** mode doesn't draw the source image at all. Instead, it erases the destination image. Like **B\_OP\_OVER**, it preserves the destination image wherever a source bitmap is transparent or a source pattern has the low color. But everywhere else—where the source bitmap isn't transparent and the source pattern has the high color—it removes the destination image, replacing it with the low color.

Although this mode can be used for selective erasing, it's simpler to erase by filling an area with the **B\_SOLID\_LOW** pattern in **B\_OP\_COPY** mode.

- The **B\_OP\_INVERT** mode, like **B\_OP\_ERASE**, doesn't draw the source image. Instead, it inverts the colors in the destination image. As in the case of the **B\_OP\_OVER** and **B\_OP\_ERASE** modes, where a source bitmap is transparent or a source pattern has the low color, the destination image remains unchanged in the result. Everywhere else, the color of the destination image is inverted.

These three modes also work for monochrome images. If the source image is monochrome, the distinction between source bitmaps and source patterns breaks down. Two rules apply:

- If the source image is a monochrome bitmap, it acts just like a pattern. A value of 1 in the bitmap designates the current high color and a value of 0 designates the current low color. Thus, 0, rather than **B\_TRANSPARENT\_32\_BIT** or **B\_TRANSPARENT\_8\_BIT**, becomes the transparent value.
- If the source and destination are both monochrome, the high color is necessarily black (1) and the low color is necessarily white (0)—but otherwise the drawing modes work as described. With the possible colors this severely restricted, the three modes are reduced to boolean operations: **B\_OP\_OVER** is the same as a logical ‘OR’,

**B\_OP\_INVERT** the same as logical ‘*exclusive OR*’, and **B\_OP\_ERASE** the same as an inversion of logical ‘*AND*’.

**Blending Modes.** Three drawing modes—**B\_OP\_ADD**, **B\_OP\_SUBTRACT**, and **B\_OP\_BLEND**—combine the source and destination images, pixel by pixel, and color component by color component. As in most of the other modes, transparency in a source bitmap preserves the destination image in the result. Elsewhere, the result is a combination of the source and destination. The high and low colors of a source pattern aren’t treated in any special way; they’re handled just like other colors.

- **B\_OP\_ADD** adds each component of the source color to the corresponding component of the destination color, with a component value of 255 as the limit. Colors become brighter, closer to white.

By adding a uniform gray to each pixel in the destination, for example, the whole destination image can be brightened by a constant amount.

- **B\_OP\_SUBTRACT** subtracts each component of the source color from the corresponding component of the destination color, with a component value of 0 as the limit. Colors become darker, closer to black.

For example, by subtracting a uniform amount from the red component of each pixel in the destination, the whole image can be made less red.

- **B\_OP\_BLEND** averages each component of the source and destination colors (adds the source and destination components and divides by 2). The two images are merged into one.

These modes work only for color images, not for monochrome ones. If the source or destination is specified in the **B\_COLOR\_8\_BIT** color space, the color will be expanded to a full **B\_RGB\_32\_BIT** value to compute the result; the result is then contracted to the closest color in the **B\_COLOR\_8\_BIT** color space.

**Selection Modes.** Two drawing modes—**B\_OP\_MAX** and **B\_OP\_MIN**—compare each pixel in the source image to the corresponding pixel in the destination image and select one to keep in the result. If the source pixel is transparent, both modes select the destination pixel. Otherwise, **B\_OP\_MIN** selects the darker of the two colors and **B\_OP\_MAX** selects the brighter of the two. If the source image is a uniform shade of gray, for example, **B\_OP\_MAX** would substitute that shade for every pixel in the destination image that was darker than the gray.

Like the blending modes, **B\_OP\_MIN** and **B\_OP\_MAX** work only for color images.

## Views and the Server

Windows lead a dual life—as on-screen entities provided by the Application Server and as BWindow objects in the application. BViews have a similar dual existence—each BView object has a shadow counterpart in the Server. The Server knows the view’s location, its place in the window’s hierarchy, its visible area, and the current state of its graphics parameters. Because it has this information, the Server can more efficiently associate a user action with a particular view and interpret the BView’s drawing instructions.

BWindows become known to the Application Server when they’re constructed; creating a BWindow object causes the Server to produce the window that the user will eventually see on-screen. A BView, on the other hand, has no effect on the Server when it’s constructed. It becomes known to the Server only when it’s attached to a BWindow. The Server must look through the application’s windows to see what views it has.

A BView that’s not attached to a window therefore lacks a counterpart in the Server. This restricts what some functions can do. Four groups of functions are affected:

- Drawing functions—`DrawBitmap()`, `FillRect()`, `StrokeLine()`, and so on—don’t work for unattached views. A BView can’t draw unless it’s in a window.
- The scrolling functions—`ScrollTo()` and `ScrollBy()`—require the BView to be in a window. Manipulations of a view’s coordinate system are carried out in its Server counterpart.
- Functions that indirectly depend on a BView’s graphics parameters—such as `GetMouse()`, which reports the cursor location in the BView’s coordinates, and `StringWidth()`, which returns how much room a string would take up in the BView’s font—also require the BView to belong to a window. These functions need information that an unattached BView can’t provide.
- The functions that set and return graphics parameters—such as `SetDrawingMode()`, `PenLocation()`, `SetFontSize()`, and `SetHighColor()`—are also restricted. A view’s graphic state is kept within the Server (where it’s needed to carry out drawing instructions); BViews that the Server doesn’t know about don’t have a valid graphics state.

Nevertheless, it’s possible to assign a value to a graphics parameter before the BView is attached to a window. The value is simply cached until the view becomes part of a window’s view hierarchy. It’s then set as the current value for the parameter. Values set while the BView belongs to a window change the current value, but not the cached value. Therefore, if the BView is removed from the view hierarchy and reinstated as part of another hierarchy, the last cached value will be reestablished as the current value.

Functions that return graphics parameters report the current value while the BView is attached to a window, and the cached value when it’s unattached.

Because of these restrictions, you may find it difficult to complete the initialization of a BView at the time it’s constructed. Instead, you may need to wait until the BView receives

an `AttachedToWindow()` notification informing it that it has been added to a window's view hierarchy. This function is called for each view that's added to a window, beginning with the root view being attached, followed by each of its children, and so on down the hierarchy. After all views have been notified with an `AttachedToWindow()` function call, they each get an `AllAttached()` notification, but in the reverse order. A parent view that must adjust itself to calculations made by a child view when it's attached to a window can wait until `AllAttached()` to do the work.

These two function calls are matched by another pair—`DetachedFromWindow()` and `AllDetached()`—which notify BViews that they're about to be removed from the window.

## The Update Mechanism

The Application Server sends a message to a BWindow whenever any of the views within the window need to be updated. The BWindow then calls the `Draw()` function of each out-of-date BView so that it can redraw the contents of its on-screen display.

Update messages can arrive at any time. A BWindow receives one whenever:

- The window is first placed on-screen, or is shown again after having been hidden.
- Any part of the window becomes visible after being obscured.
- The views in the window are rearranged—for example, if a view is resized or a child is removed from the hierarchy.
- Something happens to alter what a particular view displays. For example, if the contents of a view are scrolled, the BView must draw any new images that scrolling makes visible. If one of its children moves, it must fill in the area the child view vacated.
- The application forces an update by “invalidating” a view, or a portion of a view.

Update messages take precedence over other kinds of messages. To keep the on-screen display as closely synchronized with event handling as possible, the window acts on update messages as soon as they arrive. They don't need to wait their turn in the message queue.

(Update messages do their work quietly and behind the scenes. You won't find them in the BWindow's message queue, they aren't handled by BWindow's `DispatchMessage()` function, and they aren't returned by BLooper's `CurrentMessage()`.)

## Forcing an Update

When a user action or a BView function alters a view in a window—for example, when a view is resized or its contents are scrolled—the Application Server knows about it. It makes sure that an update message is sent to the window so the view can be redrawn.



However, if code that's specific to your application alters a view, you'll need to inform the Server that the view needs updating. This is done by calling the `Invalidate()` function. For example, if you write a function that changes the number of elements a view displays, you might invalidate the view after making the change, as follows:

```
void MyView::SetNumElements(long count)
{
    if ( numElements == count )
        return;
    numElements = count;
    Invalidate();
}
```

`Invalidate()` ensures that the view's `Draw()` function—which presumably looks at the new value of the `numElements` data member—will be called automatically.

At times, the update mechanism may be too slow for your application. Update messages arrive just like other messages sent to a window thread, including the interface messages that report events. Although they take precedence over other messages, update messages must wait their turn. The window thread can respond to only one message at a time; it will get the update message only after it finishes with the current one.

Therefore, if your application alters a view and calls `Invalidate()` while responding to an interface message, the view won't be updated until the response is finished and the window thread is free to turn to the next message. Usually, this is soon enough. But if it's not, if the response to the interface message includes some time-consuming operations, the application can request an immediate update by calling `BWindow`'s `UpdateIfNeeded()` function.

### Erasing the Clipping Region

Just before sending an update message, the Application Server prepares the clipping region of each `BView` that is about to draw by erasing it to the view background color. Note that only the clipping region is erased, not the entire view, and perhaps not the entire area where the `BView` will, in fact, draw.

The Server foregoes this step only if the `BView`'s background color is set to the magical `B_TRANSPARENT_32_BIT` color.

### Drawing during an Update

While drawing, a `BView` may set and reset its graphics parameters any number of times—for example, the pen position and high color might be repeatedly reset so that whatever is drawn next is in the right place and has the right color. These settings are temporary. When the update is over, all graphics parameters are reset to their initial values.

If, for example, `Draw()` sets the high color to a shade of light blue, as shown below,

```
SetHighColor(152, 203, 255);
```

it doesn't mean that the high color will be blue when `Draw()` is called next. If this line of code is executed during an update, light blue would remain the high color only until the update ends or `SetHighColor()` is called again, whichever comes first. When the update ends, the previous graphics state, including the previous high color, is restored.

Although you can change most graphics parameters during an update—move the pen around, reset the font, change the high color, and so on—the coordinate system can't be touched; a view can't be scrolled while it's being updated. Since scrolling causes a view to be updated, scrolling during an update would, in effect, be an attempt to nest one update in another, something that can't logically be done (since updates happen sequentially through messages). If the view's coordinate system were to change, it would alter the current clipping region and confuse the update mechanism.

### Drawing outside of an Update

Graphics parameters that are set outside the context of an update are not limited; they remain in effect until they're explicitly changed. For example, if application code calls `Draw()`, perhaps in response to an interface message, the parameter values that `Draw()` last sets would persist even after the function returns. They would become the default values for the view and would be assumed the next time `Draw()` is called.

Default graphics parameters are typically set as part of initializing the `BView` once it's attached to a window—in an `AttachedToWindow()` function. If you want a `Draw()` function to assume the values set by `AttachedToWindow()`, it's important to restore those values after any drawing the `BView` does that's not the result of an update. For example, if a `BView` invokes `SetHighColor()` while drawing in response to an interface message, it will need to restore the default high color when done.

If `Draw()` is called outside of an update, it can't assume that the clipping region will have been erased to the view color, nor can it assume that default graphics parameters will be restored when it's finished.

### Picking Pixels to Stroke and Fill

This section discusses how the various `BView Stroke...()` and `Fill...()` functions pick specific pixels to color. Pixels are chosen after the pen size and all coordinate values have been translated to device-specific units. Device-specific values measure distances by counting pixels; one unit equals one pixel on the device.

A device-specific value can be derived from a coordinate value using a formula that takes the size of a coordinate unit and the resolution of the device into account. For example:

$$device\_value = coordinate\_value \times ( dpi / 72 )$$

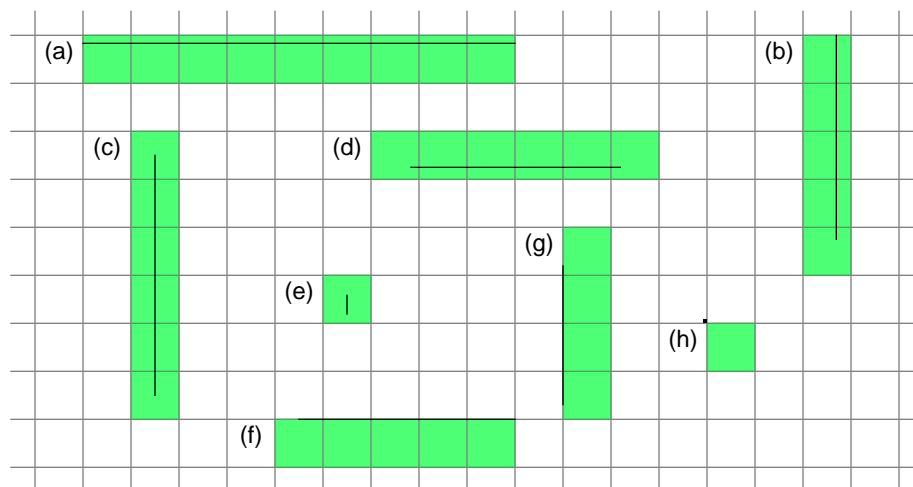
*dpi* is the resolution of the device in dots (pixels) per inch, 72 is the number of coordinate units in an inch, and *device\_value* is rounded to the closest integer.

To describe where lines and shapes fall on the pixel grid, this section mostly talks about pixel units rather than coordinate units. The accompanying illustrations magnify the grid so that pixel boundaries are clear. As a consequence, they can show only very short lines and small shapes. By blowing up the image, they exaggerate the phenomena they illustrate.

### Stroking Thin Lines

The thinnest possible line is drawn when the pen size translates to 1 pixel on the device. Setting the size to 0.0 coordinate units guarantees a one-pixel pen on all devices.

A one-pixel pen follows the path of the line it strokes and makes the line exactly one pixel thick at all points. If the line is perfectly horizontal or vertical, it touches just one row or one column of pixels, as illustrated below. (The grid of broken lines shows the separation of the display surface into pixels.)

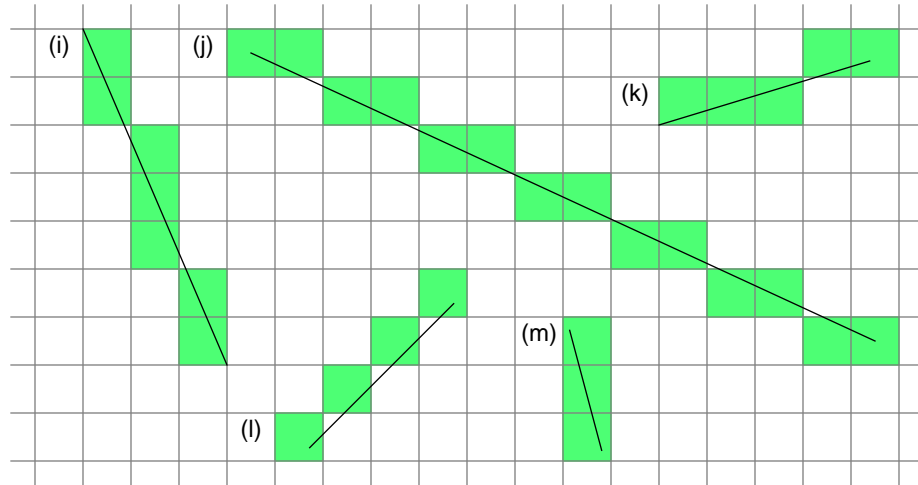


Only pixels that the line path actually passes through are colored to display the line. If a path begins or ends on a pixel boundary, as it does for examples (a) and (b) above, the pixels at the boundary aren't colored unless the path crosses into the pixel. The pen touches the fewest possible number of pixels.

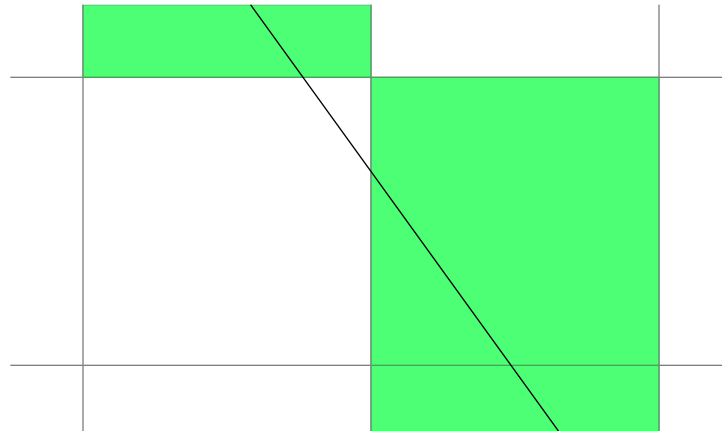
A line path that doesn't enter any pixels, but lies entirely on the boundaries between pixels, colors the pixel row beneath it or the pixel column to its right, as illustrated by (f) and (g) above. A path that reduces to a single point lying on the corner of four pixels, as does (h) above, colors the pixel at its lower right. < However, currently, it's indeterminate which column or row of adjacent pixels would be used to display vertical and horizontal lines like (f) and (g) above. Point (h) would not be visible. >

One-pixel lines that aren't exactly vertical or horizontal touch just one pixel per row or one per column. If the line is more vertical than horizontal, only one pixel in each row is

used to color the line. If the line is more horizontal than vertical, only one pixel in each column is used. Some illustrations of slanted one-pixel thick lines are given below:

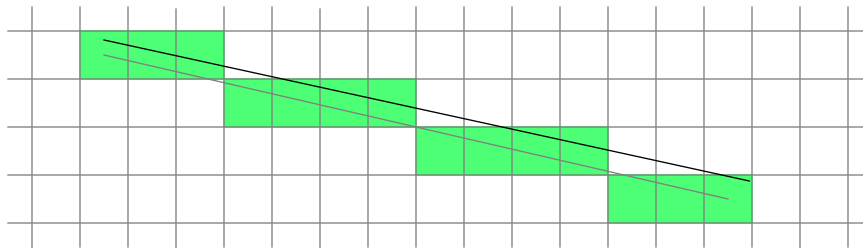


Although a one-pixel pen touches only pixels that lie on the path it strokes, it won't touch every pixel that the path crosses if that would mean making the line thicker than specified. When the path cuts through two pixels in a column or row, but only one of those pixels can be colored, the one that contains more of the path (the one that contains the midpoint of the segment cut by the column or row) is chosen. This is illustrated in the close-up below, which shows where a mostly vertical line crosses one row of pixels:



However, before a choice is made as to which pixel in a row or column to color, the line path is normalized for the device. For example, if a line is defined by two endpoints, it's first determined which pixels correspond to those endpoints. The line path is then treated as if it connected the centers of those pixels. This may alter which pixels get colored, as is

illustrated below. In this illustration, the solid black line is the line path as originally specified and the broken line is its normalized version:



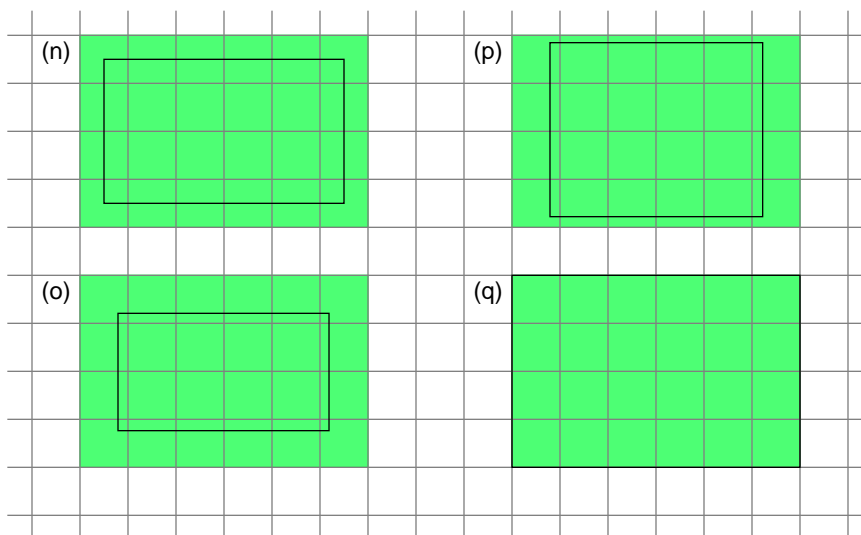
This normalization is nothing more than the natural consequence of the rounding that occurs when coordinate values are translated to device-specific pixel values.

### Stroking Curved Lines

Although all the diagrams above show straight lines, the principles they illustrate apply equally to curved line paths. A curved path can be treated as if it were made up of a large number of short straight segments.

### Filling and Stroking Rectangles

The following illustration shows how some rectangles, represented by the solid black line, would be filled with a solid color.



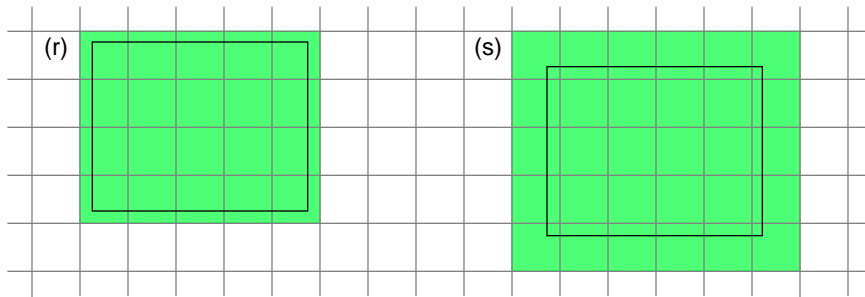
A rectangle includes every pixel that it encloses and every pixel that its sides pass through. However, as rectangle (q) illustrates, it doesn't include pixels that its sides merely touch at the boundary.

If the pixel grid in this illustration represents the screen, rectangle (q) would have left, top, right, and bottom coordinates with fractional values of .5. Rectangle (n), on the other

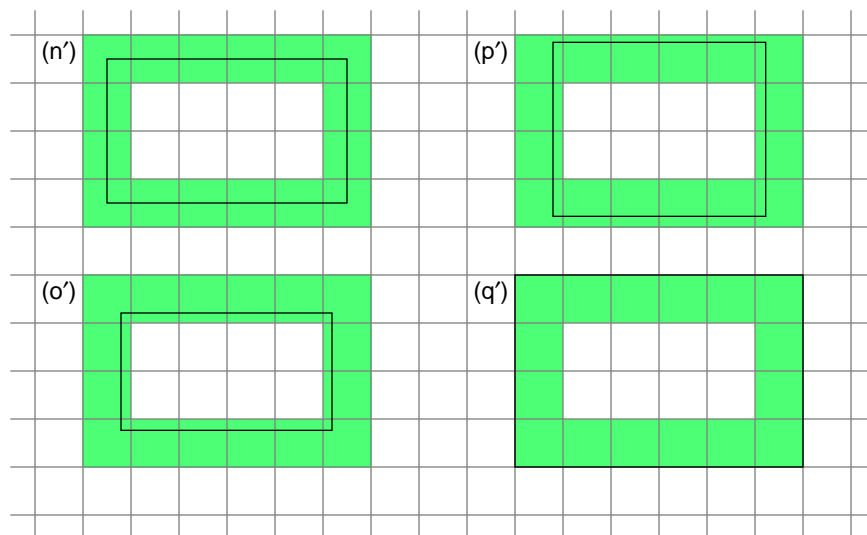
hand, would have coordinates without any fractional parts. Nonfractional coordinates lie at the center of screen pixels.

Rectangle (n), in fact, is the normalized version of all four of the illustrated rectangles. It shows how the sides of the four rectangles would be translated to pixel values. Note that for a rectangle like (q), with edges that fall on pixel boundaries, normalization means rounding the left and top sides upward and rounding the right and bottom sides downward. This follows from the principal that the fewest possible number of pixels should be colored.

Although the four rectangles above differ in size and shape, when filled they all cover a  $6 \times 4$  pixel area. You can't predict this area from the dimensions of the rectangle. Because the coordinate space is continuous and  $x$  and  $y$  values can be located anywhere, rectangles with different dimensions might have the same rendered size, as shown above, and rectangles with the same dimensions might have different rendered sizes, as shown below:



If a one-pixel pen strokes a rectangular path, it touches only pixels that would be included if the rectangle were filled. The illustration below shows the same rectangles that were presented above, but strokes them rather than fills them:

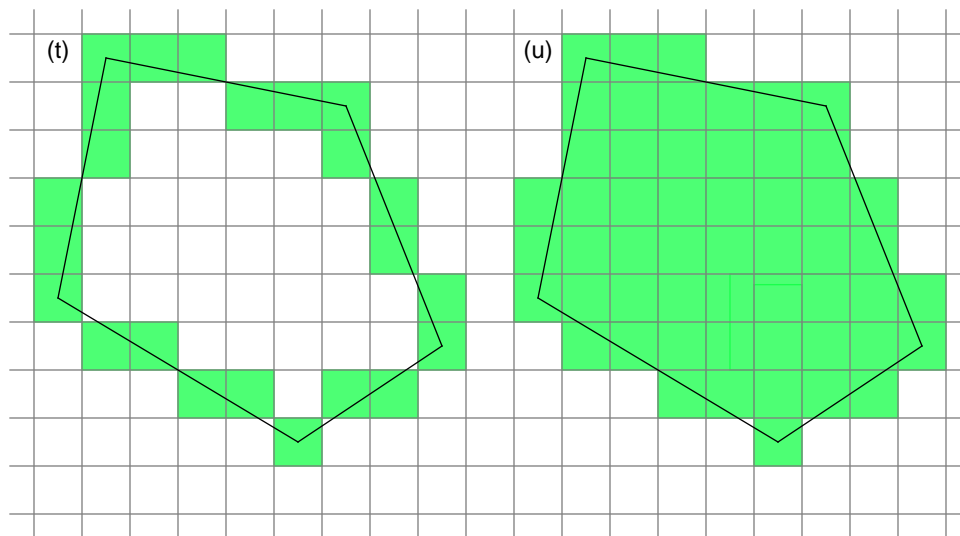


Each of the rectangles still covers a  $6 \times 4$  pixel area. Note that even though the path of rectangle (q') lies entirely on pixel boundaries, pixels below it and to its right are not touched by the pen. The pen touches only pixels that lie within the rectangle.

If a rectangle collapses to a straight line or to a single point, it no longer contains any area. Stroking or filling such a rectangle is equivalent to stroking the line path with a one-pixel pen, as was discussed in the previous section.

### Filling and Stroking Polygons

The figure below shows a polygon as it would be stroked by a one-pixel pen and as it would be filled:

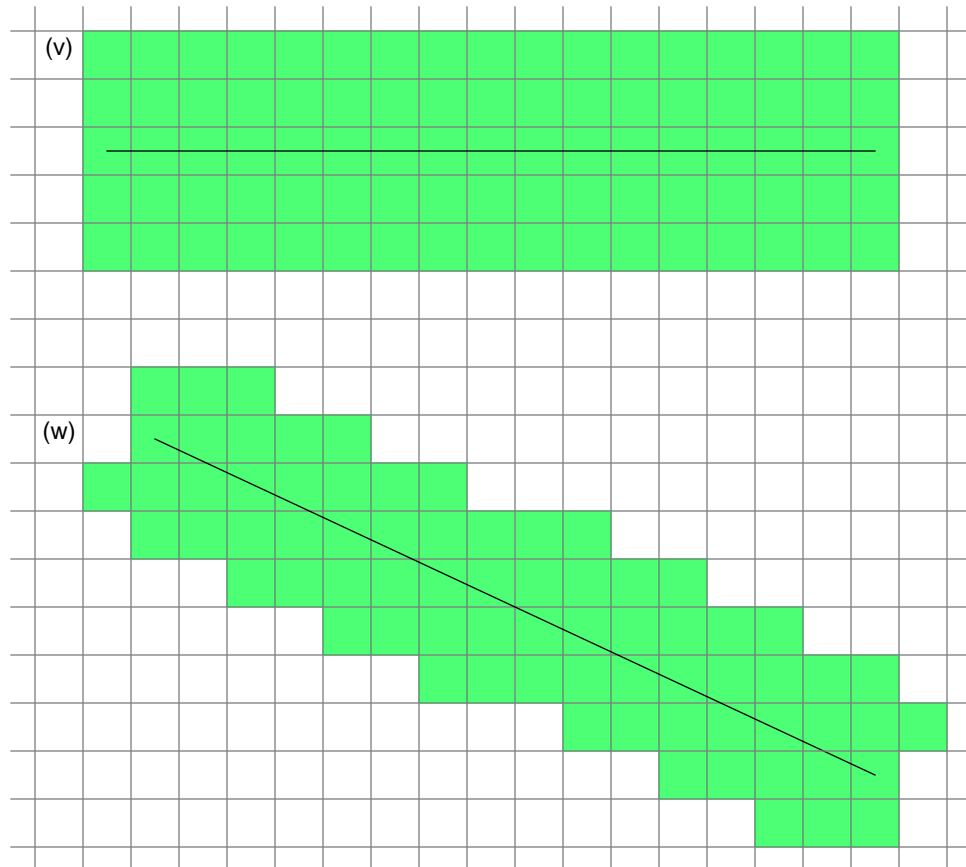


The same rules apply when stroking each segment of a polygon as would apply if that segment were an independent line. Therefore, the pen may not touch every pixel the segment passes through.

When the polygon is filled, no additional pixels around its border are colored. As is the case for a rectangle, the displayed shape of filled polygon is identical to the shape of the polygon when stroked with a one-pixel pen. The pen doesn't touch any pixels when stroking the polygon that aren't colored when the polygon is filled. Conversely, filling doesn't color any pixels at the border of the polygon that aren't touched by a one-pixel pen.

### Stroking Thick Lines

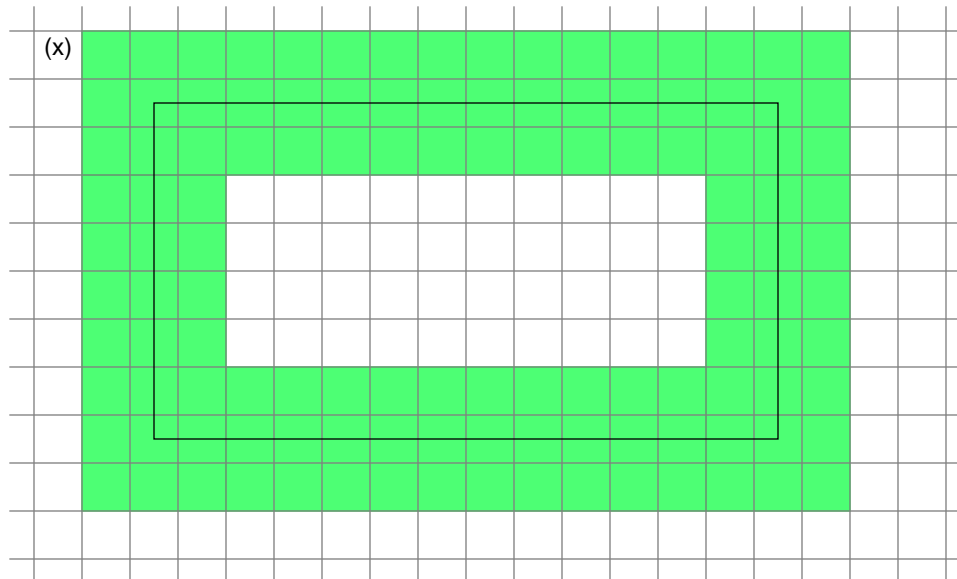
A pen that's thicker than one pixel touches the same pixels that a one-pixel pen does, but it adds extra columns and rows adjacent to the line path. A thick pen tip is, in effect, a linear brush that's held perpendicular to the line path and kept centered on the line. The illustration below shows two short lines, each five pixels thick:



The thickness or a vertical or horizontal line can be measured in an exact number of pixels. When the line is slanted, as it is for (t) above, the stroking algorithm tries to make the line visually approximate the thickness of a vertical or horizontal line. In this way, lines retain their shape even when rotated.



When a rectangle is stroked with a thick pen, the corners of the rectangle are filled in, as shown in the example below:



## Responding to the User

The BWindow and BView classes together define a structure for responding to user actions on the keyboard and mouse. These actions generate *interface messages* that are delivered to BWindow objects. The BWindow distributes responsibility for the messages it receives to other objects, typically BViews.

This section describes the messages that report user actions, and the way that BWindow and BView objects are structured to respond to them.

### Interface Messages

Twenty interface messages are currently defined. Two of them command the window to do something in particular:

- A **B\_ZOOM** instruction tells the window to zoom to a larger size—or to return to its normal size having previously been zoomed larger. The message is typically caused by the user operating the zoom button in the window's title tab.
- A **B\_MINIMIZE** instruction tells the window to replace itself on-screen with a token representation—or to restore itself having been previously minimized. This message is typically caused by the user double-clicking the window tab (or the window token).

All other interface messages report *events*—something that happened, rather than something that the application must do. In most cases, the message merely reports what the user did on the keyboard or mouse. However, in some cases, the event may reflect the way the Application Server interpreted or handled a user action. The Server might respond directly to the user and pass along a message that indicates what it did—moved a window or changed a value, for example. In a few cases, the event may even reflect what the application thinks the user intended—that is, an application might interpret one or more generic user actions as a more specific event.

The following five messages report atomic user actions on the keyboard and mouse:

- A **B\_KEY\_DOWN** message reports a single key-down event. Key-down events occur when the user presses a character key on the keyboard. After the initial event (and a brief threshold), most keys generate repeated key-down events—as long as the user continues to hold the key down and doesn't press another key. Only character keys produce keyboard events. The modifier keys—Shift, Control, Caps Lock, and so on—don't produce events of any kind but may affect the character that's reported for another key.
- A **B\_KEY\_UP** message reports the event that occurs when the user releases the character key. < Although defined, this message is currently not used. Key-up events are unreported. >
- A **B\_MOUSE\_DOWN** message reports a single mouse-down event. A mouse-down event occurs when the user presses one of the mouse buttons while the cursor is over the content area of a window. The event is recognized (the message is generated) only for the first button the user presses—that is, only if no other mouse buttons are down at the time.
- A **B\_MOUSE\_UP** message reports the event that occurs when the user releases the mouse button. The event is recognized only for the last button the user releases—that is, only if no other mouse button remains down.
- A **B\_MOUSE\_MOVED** message captures some small portion of the cursor's movement into, within, or out of a window. If the cursor isn't over a window, its movement isn't reported; it doesn't create mouse-moved events. (All interface events are associated with windows.) Repeated mouse-moved events occur as the user moves the mouse.

The five messages above are all directed at particular views—the view where the cursor is located or where typed input appears. Three others also concern views:

- A **B\_VIEW\_MOVED** message is sent when a view is moved within its parent's coordinate system. This can be a consequence of a programmatic action or of the parent view being automatically resized. If the parent view is being continuously resized because the user is resizing the window, repeated mouse-moved events may be reported.
- A **B\_VIEW\_RESIZED** message is delivered when a view is resized, perhaps because the program resized it or possibly as an automatic consequence of the window being

resized. If the resizing is continuous, because the user is resizing the window, repeated view-resized events are reported.

- A **B\_VALUE\_CHANGED** message reports that the Application Server changed a value associated with an object. Currently, a value-changed event occurs only for **BScrollBar** objects. Repeated events are reported as the user manipulates a scroll bar.

A few messages concern events that affect the window itself:

- A **B\_WINDOW\_ACTIVATED** message reports an activation event. This event occurs when a window becomes the active window and again when it gives up that status. The single action of clicking a window to make it active might result in two activation events—one for the window that gains active-window status and one for the window that relinquishes it—plus a mouse-down and a mouse-up event.
- A **B\_QUIT\_REQUESTED** message is interpreted by a **BWindow** object as a request to close the window. Quit-requested events occur when the user clicks a window's close button, or when the system perceives some other reason to request the window to quit.
- A **B\_WINDOW\_MOVED** message records the new location of a window that has been moved, either programmatically or by the user. When the user drags a window, repeated messages are generated, each one capturing a small portion of the window's continuous movement. Only one window-moved event is reported when the program moves a window.
- A **B\_WINDOW\_RESIZED** message reports that a window has been resized, again either programmatically or by the user. The message is generated repeatedly as the user resizes the window, but only once each time the application resizes it.

A few messages report changes to the on-screen environment for a window:

- A **B\_SCREEN\_CHANGED** message reports that the configuration of the screen—the size of the pixel grid it displays or the color space of the frame buffer—has changed. Such changes may require the window to take compensatory measures.
- A **B\_WORKSPACE\_ACTIVATED** message reports that the active workspace (the one displayed on-screen) has changed. All windows that live in the previously active workspace and in the one that has been newly activated are notified of the change.
- A **B\_WORKSPACES\_CHANGED** message notifies the window that the set of workspaces in which it can be displayed has changed.

Two messages are produced by the save panel:

- A **B\_SAVE\_REQUESTED** message is sent when the user operates the panel to request that a document be saved.
- A **B\_PANEL\_CLOSED** message is sent when the application or the user closes the panel.

Finally, there's one message that doesn't derive from a user action:

- Periodic **B\_PULSE** messages are posted at regularly spaced intervals, like a steady heartbeat. Pulses don't involve any communication between the application and the Server. They're generated as long as no other events are pending, but only if the application asks for them.

An application doesn't have to wait for a message to discover what the user is doing on the keyboard and mouse. Two **BView** functions, **GetKeys()** and **GetMouse()**, can provide an immediate check on the state of these devices.

## Hook Functions for Interface Messages

Interface messages are generated and delivered to the application as the user acts. The Application Server determines which window an action affects and notifies the appropriate window thread. Messages for keyboard events are delivered to the current active window; messages announcing mouse events are sent to the window where the cursor is located.

However, the message is just an intermediary. As soon as it arrives, the **BWindow** dispatches it to initiate action within the window thread. Typically, one of the **BViews** associated with the window is asked to respond to the message—usually the **BView** that drew the image that elicited the user action. But some messages are handled by the **BWindow** itself.

Interface messages are dispatched by calling a virtual function that's matched to the message. If the message delivers an instruction, the function is named for the action that should be taken. For example, a zoom instruction is dispatched by calling the **Zoom()** function. If the message reports an event, the function is named for the event. For example, the **BView** where a mouse-down event occurs is notified with a **MouseDown()** function call. When the user clicks the close box of a window, generating a quit-requested event, the **BWindow**'s **QuitRequested()** function is called.

The chart below lists the virtual functions that are called to initiate the application's response to interface messages, and the base classes where the functions are declared. Each application can implement these message-specific functions in a way that's appropriate to its purposes.

<u>Message type</u>	<u>Virtual function</u>	<u>Class</u>
<b>B_ZOOM</b>	<b>Zoom()</b>	<b>BWindow</b>
<b>B_MINIMIZE</b>	<b>Minimize()</b>	<b>BWindow</b>
<b>B_KEY_DOWN</b>	<b>KeyDown()</b>	<b>BView</b>
<b>B_KEY_UP</b>	<i>none</i>	
<b>B_MOUSE_DOWN</b>	<b>MouseDown()</b>	<b>BView</b>
<b>B_MOUSE_UP</b>	<i>none</i>	
<b>B_MOUSE_MOVED</b>	<b>MouseMoved()</b>	<b>BView</b>

<code>B_VIEW_MOVED</code>	<code>FrameMoved()</code>	<code>BView</code>
<code>B_VIEW_RESIZED</code>	<code>FrameResized()</code>	<code>BView</code>
<code>B_VALUE_CHANGED</code>	<code>ValueChanged()</code>	<code>BScrollBar</code>
<code>B_WINDOW_ACTIVATED</code>	<code>WindowActivated()</code>	<code>BWindow</code> and <code>BView</code>
<code>B_QUIT_REQUESTED</code>	<code>QuitRequested()</code>	<code>BLooper</code>
<code>B_WINDOW_MOVED</code>	<code>FrameMoved()</code>	<code>BWindow</code>
<code>B_WINDOW_RESIZED</code>	<code>FrameResized()</code>	<code>BWindow</code>
<code>B_SCREEN_CHANGED</code>	<code>ScreenChanged()</code>	<code>BWindow</code>
<code>B_WORKSPACE_ACTIVATED</code>	<code>WorkspaceActivated()</code>	<code>BWindow</code>
<code>B_WORKSPACES_CHANGED</code>	<code>WorkspacesChanged()</code>	<code>BWindow</code>
<code>B_SAVE_REQUESTED</code>	<code>SaveRequested()</code>	<code>BWindow</code>
<code>B_PANEL_CLOSED</code>	<code>SavePanelClosed()</code>	<code>BWindow</code>
<code>B_PULSE</code>	<code>Pulse()</code>	<code>BView</code>

< `B_KEY_UP` messages are currently not produced. > `B_MOUSE_UP` messages are produced, but they aren't dispatched by calling a virtual function. A `BView` can determine when a mouse button goes up by calling `GetMouse()` from within its `MouseDown()` function. As it reports information about the location of the cursor and the state of the mouse buttons, `GetMouse()` removes mouse messages from the `BWindow`'s message queue, so the same information won't be reported twice.

A `BWindow` reinterprets a `B_QUIT_REQUESTED` message, originally defined for the `BLooper` class in the Application Kit, to mean a user request to close the window. However, it doesn't redeclare the `QuitRequested()` hook function that it inherits from `BLooper`.

### Dispatching

Notice, from the chart above, that the `BWindow` class declares the functions that handle instructions and events directed at the window itself. `FrameMoved()` is called when the user moves the window, `FrameResized()` when the user resizes it, `WindowActivated()` when it becomes, or ceases to be, the active window, `Zoom()` when it should zoom larger, and so on.

Although the `BWindow` handles some interface messages, the most common ones—those reporting direct user actions on the keyboard and mouse—are handled by `BViews`. When the `BWindow` receives a keyboard or mouse message, it must decide which view is responsible.

This decision is relatively easy for messages reporting mouse events. The cursor points to the affected view. For example, when the user presses a mouse button, the `BWindow` calls the `MouseDown()` virtual function of the view under the cursor. When the user moves the mouse, it calls the `MouseMoved()` function of each view the cursor travels through.

However, there's no cursor attached to the keyboard, so the `BWindow` object must keep track of the view that's responsible for messages reporting key-down events. That view is known as the *focus view*.

### The Focus View

The focus view is whatever view happens to be displaying the current selection (possibly an insertion point) within the window, or whatever check box, button, or other gadget is currently marked to show that it can be operated from the keyboard.

The focus view is expected to respond to the user's keyboard actions when the window is the active window. When the user presses a key on the keyboard, the `BWindow` calls the focus view's `KeyDown()` function. If the focus view displays editable data, it's also expected to handle commands that target the current selection, such as commands to cut, copy, or paste data.

The focus typically doesn't stay on one view all the time; it shifts from view to view. It may change as the user changes the current selection in the window—from text field to text field, for example. Or it changes when the user navigates from one view to another by pressing the Tab key. Only one view in the window can be in focus at a time.

Views put themselves in focus when they're selected by a user action of some kind. For example, when a `BView`'s `MouseDown()` function is called, notifying it that the user has selected the view, it can grab the focus by calling `MakeFocus()`. When a `BView` makes itself the focus view, the previous focus view is notified that it has lost that status.

A view should become the focus view if:

- It has a `KeyDown()` function to display typed characters,
- It has a `KeyDown()` function so that the user can operate it from the keyboard, or
- It can show the current selection, whether or not it has a `KeyDown()` function.

A view should highlight the current selection only while it's in focus.

`BViews` make themselves the focus view (with the `MakeFocus()` function), but `BWindows` report which view is currently in focus (with the `CurrentFocus()` function).

### Kinds of Keyboard Messages

The focus view gets most keyboard messages, but not all. Three kinds of `B_KEY_DOWN` messages are conscripted for special tasks:

- If the user holds a Command key down while pressing a character key, the Command-character combination is interpreted as a keyboard shortcut (typically for a menu item, but possibly for some other control device). Instead of assigning the message to a view, the `BWindow` tries to issue the command associated with the shortcut.

- If the user holds an Option key down while pressing the Tab key, the Option-Tab combination is interpreted as an instruction to change the focus view. Instead of assigning the message to a view, the BWindow forces the change. This is done to enable keyboard navigation in all circumstances.
- If the window has a default button and the user presses the Enter key, the window assigns the message to the button, so that it can respond to the key-down event as it would to a click. A “default button” is simply a button that can be operated from the Enter key on the keyboard.

In all other cases, the BWindow assigns the message to the current focus view.

## Message Protocols

The BMessage objects that convey interface messages typically contain various kinds of data describing the events they report or clarifying the instructions they give. In most cases, the message contains more information than is passed to the function that starts the application’s response. For example, a `MouseDown()` function is passed the point where the cursor was located when the user pressed the mouse button. But a `B_MOUSE_DOWN` BMessage also includes information about when the event occurred, what modifier keys the user was holding down at the time, which mouse button was pressed, whether the event counts as a solitary mouse-down, the second event of a double-click, or the third of a triple-click, and so on.

A `MouseDown()` function can get this information by taking it directly from the BMessage. The BMessage that the window thread is currently responding to can be obtained by calling the `CurrentMessage()` function, which the BWindow inherits from BLooper. For example, a `MouseDown()` function might check whether the event is a single-click or the second of a double-click as follows:

```
void MyView::MouseDown(BPoint point)
{
    long num = Window()->CurrentMessage()->FindLong("clicks");
    if ( num == 1 ) {
        . . .
    }
    else if ( num == 2 ) {
        . . .
    }
    . . .
}
```

The *Message Protocols* appendix lists the contents of all interface messages.

## Keyboard Information

Most information about what the user is doing on the keyboard comes to applications by way of messages reporting key-down events. The application can usually determine what

the user's intent was in pressing a key by looking at the character recorded in the message. But, as discussed under “B\_KEY\_DOWN” on page 7 of the *Message Protocols* appendix, the message carries other keyboard information in addition to the character—the key the user pressed, the modifier states that were in effect at the time, and the current state of all keys on the keyboard.

Some of this information can be obtained in the absence of key-down messages:

- The Interface Kit has a global `modifiers()` function that returns the current modifier states, and
- The BView class has a `GetKeys()` function that can provide the current state of all the keys and modifiers on the keyboard.

This section discusses in detail the kinds of information that you can get about the keyboard through interface messages and these functions.

### Key Codes

To talk about the keys on the keyboard, it's necessary first to have a standard way of identifying them. For this purpose, each key is arbitrarily assigned a numerical code.

The illustrations on the next two pages show the key identifiers for a typical keyboard. The codes for the main keyboard are shown on page 49. This diagram shows a standard 101-key keyboard and an alternate version of the bottom row of keys—one that adds a Menu key and left and right Command keys.

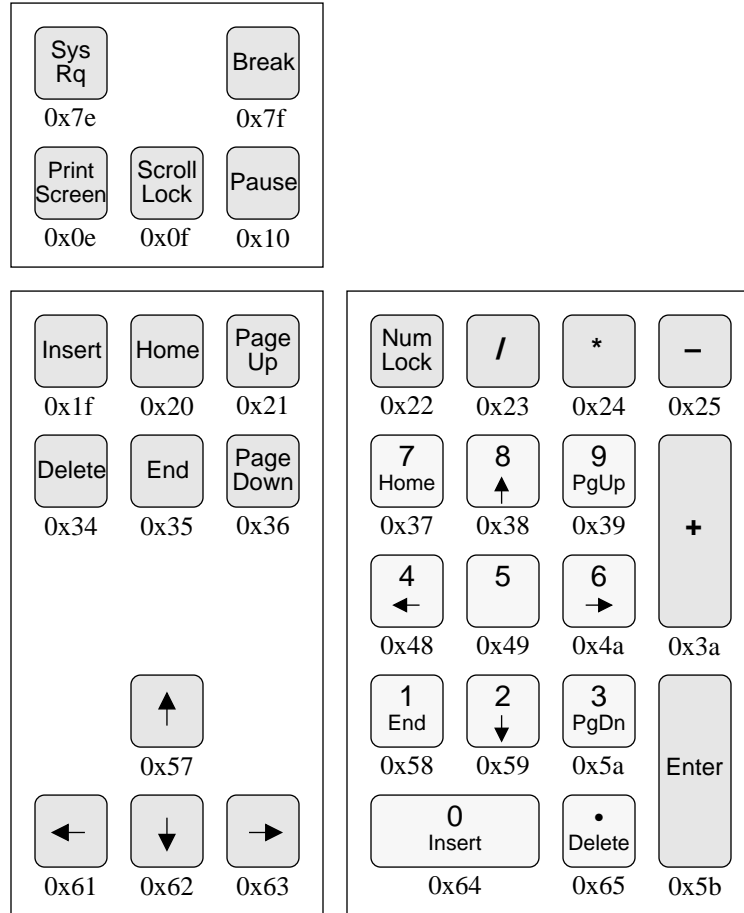
The codes for the numerical keypad and for the keys between it and the main keyboard are shown on page 50.

Different keyboards locate keys in slightly different positions. The function keys may be to the left of the main keyboard, for example, rather than along the top. The backslash key (0x33) shows up in various places—sometimes above the Enter key, sometimes next to Shift, and sometimes in the top row (as shown here). No matter where these keys are located, they have the codes indicated in the illustrations.

The BMessage that reports a key-down event contains an entry named “key” for the code of the key that was pressed.







### Kinds of Keys

Keys on the keyboard can be distinguished by the way they behave and by the kinds of information they provide. A principal distinction is between *character keys* and *modifier keys*:

- *Character keys* are mapped to particular characters; they generate key-down events when pressed. Keys not mapped to characters don't generate events.
- *Modifier keys* set states that can be discerned independently of key-down events (through the `modifiers()` function). Some modifier keys—like Caps Lock and Num Lock—toggle in and out of a locked modifier state. Others—like Shift and Control—set the state only while the key is being held down.

If a key doesn't fall into one of these categories or the other, there's nothing for it to do; it has no role to play in the interface. For most keys, the categories are mutually exclusive. Modifier keys are typically not mapped to characters, and character keys don't set modifier states. However, the Scroll Lock key is an exception. It both sets a modifier state and generates a character.

Keys can be distinguished on two other grounds as well:

- *Repeating keys* produce a continuous series of key-down events, as long as the user holds the key down and doesn't press another key. After the initial event, there's a slight delay before the key begins repeating, but then events are generated in rapid succession.

All keys are repeating keys except for Pause, Break, and the three that set locks (Caps Lock, Num Lock, and Scroll Lock). Even modifier keys like Shift and Control would repeat if they were mapped to characters (but, since they're not, they don't produce any key-down events at all).

- *Dead keys* are keys that don't produce characters until the user strikes another key (or the key repeats). If the key the user strikes after the dead key belongs to a particular set, the two keys together produce one character (one key-down event). If not, each produces a separate character. The key-down event for the dead key is delayed until it can be determined whether it will be combined with another key to produce just one event.

Dead keys are dead only when the Option key is held down. They're most appropriate for situations where the user can imagine a character being composed of two distinguishable parts—such as 'a' and 'e' combining to form 'æ'.

The system permits up to five dead keys. By default, they're reserved for combining diacritical marks with other characters. The diacritical marks are the acute (´) and grave (`) accents, dieresis (¨), circumflex (ˆ), and tilde (˜).

There's a system key map that determines the role that each key plays—whether it's a character key or a modifier key, which modifier states it sets, which characters it produces, whether it's dead or not, how it combines with other keys, and so on. The map is shared by all applications.

Users can modify the key map with the Keyboard utility. Applications can look at it (and perhaps modify it) by calling the `system_key_map()` global function. See that function on page 327 for details on the structure of the map. The discussion here assumes the default key map that comes with the computer.

### Modifier Keys

The role of a modifier key is to set a temporary, modal state. There are eight modifier states—eight different kinds of modifier key—defined functionally. Three of them affect the character that's reported in a key-down event:

- The *Shift key* maps alphabetic keys to the uppercase version of the character, and other keys to alternative symbols.
- The *Control key* maps alphabetic keys to Control characters—those with ASCII values (character codes) below 0x20.

- The *Option* key maps keys to alternative characters, typically characters in an extended set—those with ASCII values above 0x7f.

Two modifier keys permit users to give the application instructions from the keyboard:

- When the *Command* key is held down, the character keys perform keyboard shortcuts.
- The *Menu* key initiates keyboard navigation of menus. Pressing and releasing a Command key (without touching another key) accomplishes the same thing.

Three modifiers toggle in and out of locked states:

- The *Caps Lock* key reverses the effect of the Shift key for alphabetic characters. With Caps Lock on, the uppercase version of the character is produced without the Shift key, and the lowercase version with the Shift key.
- The *Num Lock* key similarly reverses the effect of the Shift key for keys on the numeric keypad.
- The *Scroll Lock* key temporarily prevents the display from updating. (It's up to applications to implement this behavior.)

There are two things to note about these eight modifier states. First, since applications can read the modifiers directly from the messages that report key-down events and obtain them at other times by calling the `modifiers()` and `GetKeys()` functions, they are free to interpret the modifier states in any way they desire. They're not tied to the narrow interpretation of, say, the Control key given above. Control, Option, and Shift, for example, often modify the meaning of a mouse event or are used to set other temporary modes of behavior.

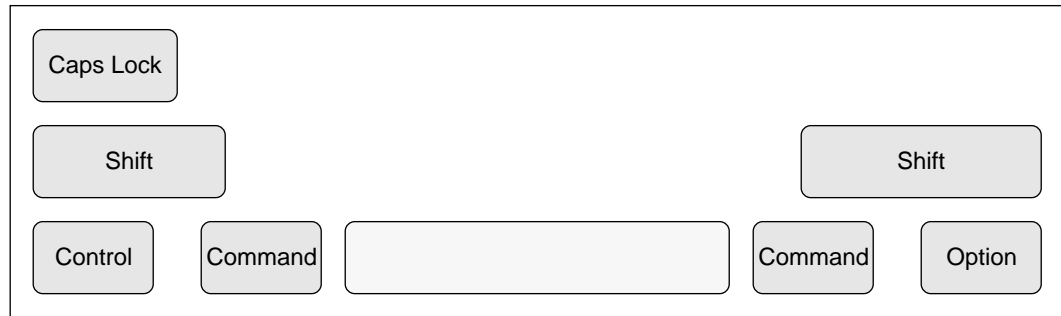
Second, the set of modifier states listed above doesn't quite match the keys that are marked on a typical keyboard. A standard 101-key keyboard has left and right "Alt(ernate)" keys, but lacks those labeled "Command," "Option," or "Menu."

The key map must, therefore, bend the standard keyboard to the required modifier states. The default key map does this in three ways:

- Because the "Alt(ernate)" keys are close to the space bar and are easily accessible, the default key map assigns them the role of Command keys.
- It turns the right "Control" key into an Option key. Therefore, there's just one functional Control key (on the left) and one Option key (on the right).
- It leaves the Menu key unmapped. It relies on the Command key as an adequate alternative for initiating keyboard navigation of menus.

The illustration below shows the modifier keys on the main keyboard, with labels that match their functional roles. Users can, of course, remap these keys with the Keyboard

utility. Applications can remap them by calling `set_modifier_key()` or `system_key_map()`.



Current modifier states are reported in a mask that can be tested against these constants:

<code>B_SHIFT_KEY</code>	<code>B_COMMAND_KEY</code>	<code>B_CAPS_LOCK</code>
<code>B_CONTROL_KEY</code>	<code>B_MENU_KEY</code>	<code>B_NUM_LOCK</code>
<code>B_OPTION_KEY</code>		<code>B_SCROLL_LOCK</code>

The `..._KEY` modifiers are set if the user is holding the key down. The `..._LOCK` modifiers are set only if the lock is on—regardless of whether the key that sets the lock happens to be up or down at the time.

If it's important to know which physical key the user is holding down, the one on the right or the one on the left, the mask can be more specifically tested against these constants:

<code>B_LEFT_SHIFT_KEY</code>	<code>B_RIGHT_SHIFT_KEY</code>
<code>B_LEFT_CONTROL_KEY</code>	<code>B_RIGHT_CONTROL_KEY</code>
<code>B_LEFT_OPTION_KEY</code>	<code>B_RIGHT_OPTION_KEY</code>
<code>B_LEFT_COMMAND_KEY</code>	<code>B_RIGHT_COMMAND_KEY</code>

If no keyboard locks are on and the user isn't holding a modifier key down, the modifiers mask will be 0.

The modifiers mask is returned by the `modifiers()` function and, along with other keyboard information, by `BView`'s `GetKeys()`. It's also included as a “modifiers” entry in every `BMessage` that reports a keyboard or mouse event.

### Character Mapping

Most keys are mapped to more than one character. The precise character that the key produces depends on which modifier keys are being held down and which lock states the keyboard is in at the time the key is pressed.

A few examples are given in the table below:

Key	No modifiers	Shift alone	Option alone	Shift & Option	Control
0x15	'4'	'\$'	'ç'		'4'
0x18	'7'	'&'	'¶'	'§'	'7'
0x26	<b>B_TAB</b>	<b>B_TAB</b>	<b>B_TAB</b>	<b>B_TAB</b>	<b>B_TAB</b>
0x2e	'i'	'I'			<b>B_TAB</b>
0x40	'g'	'G'	'©'		0x07
0x43	'k'	'K'	'◇'		<b>B_PAGE_UP</b>
0x51	'n'	'N'	'ñ'	'Ñ'	0x0e
0x55	'/'	'?'	'÷'	'¿'	'/'
0x64	<b>B_INSERT</b>	'0'	<b>B_INSERT</b>	'0'	<b>B_INSERT</b>

The mapping follows some fixed rules, including these:

- If a Command key is held down, the Control keys are ignored. Command trumps Control. Otherwise, Command doesn't affect the character that's reported for the key. If only Command is held down, the character that's reported is the same as if no modifiers were down; if Command and Option are held down, the character that's reported is the same as for Option alone; and so on.
- If a Control key is held down (without a Command key), Shift, Option, and all keyboard locks are ignored. Control trumps the other modifiers (except for Command).
- Num Lock applies only to keys on the numerical keypad. While this lock is on, the effect of the Shift key is inverted. Num Lock alone yields the same character that's produced when a Shift key is down (and Num Lock is off). Num Lock plus Shift yields the same character that's produced without either Shift or the lock.
- Menu and Scroll Lock play no role in determining how keys are mapped to characters.

The default key map also follows the conventional rules for Caps Lock and Control:

- Caps Lock applies only to the 26 alphabetic keys on the main keyboard. It serves to map the key to the same character as Shift. Using Shift while the lock is on undoes the effect of the lock; the character that's reported is the same as if neither Shift nor Caps Lock applied. For example, Shift-*G* and Caps Lock-*G* both are mapped to uppercase 'G', but Shift-Caps Lock-*G* is mapped to lowercase 'g'.

However, if the lock doesn't affect the character, Shift plus the lock is the same as Shift alone. For example, Caps Lock-7 produces '7' (the lock is ignored) and Shift-7 produces '&' (Shift has an effect), so Shift-Caps Lock-7 also produces '&' (only Shift has an effect).

- When Control is used with a key that otherwise produces an alphabetic character, the character that's reported has an ASCII value 0x40 less than the value of the uppercase version of the character (0x60 less than the lowercase version of the character). This often results in a character that is produced independently by

another key. For example, Control-*I* produces the **B\_TAB** character and Control-*L* produces **B\_PAGE\_DOWN**.

When Control is used with a key that doesn't produce an alphabetic character, the character that's reported is the same as if no modifiers were on. For example, Control-7 produces a '7'.

The Interface Kit defines constants for characters that aren't normally represented by a visible symbol. This includes the usual space and backspace characters, but most invisible characters are produced by the function keys and the navigation keys located between the main keyboard and the numeric keypad. The character values associated with these keys are more or less arbitrary, so you should always use the constant in your code rather than the actual character value. Many of these characters are also produced by alphabetic keys when a Control key is held down.

The table below lists all the character constants defined in the Kit and the keys they're associated with.

<u>Key label</u>	<u>Key code</u>	<u>Character reported</u>
<i>Backspace</i>	0x1e	<b>B_BACKSPACE</b>
<i>Tab</i>	0x26	<b>B_TAB</b>
<i>Enter</i>	0x47	<b>B_ENTER</b>
<i>(space bar)</i>	0x5e	<b>B_SPACE</b>
<i>Escape</i>	0x01	<b>B_ESCAPE</b>
<i>F1 – F12</i>	0x02 through 0x0d	<b>B_FUNCTION_KEY</b>
<i>Print Screen</i>	0x0e	<b>B_FUNCTION_KEY</b>
<i>Scroll Lock</i>	0x0f	<b>B_FUNCTION_KEY</b>
<i>Pause</i>	0x10	<b>B_FUNCTION_KEY</b>
<i>System Request</i>	0x7e	0xc8
<i>Break</i>	0x7f	0xca
<i>Insert</i>	0x1f	<b>B_INSERT</b>
<i>Home</i>	0x20	<b>B_HOME</b>
<i>Page Up</i>	0x21	<b>B_PAGE_UP</b>
<i>Delete</i>	0x34	<b>B_DELETE</b>
<i>End</i>	0x35	<b>B_END</b>
<i>Page Down</i>	0x36	<b>B_PAGE_DOWN</b>
<i>(up arrow)</i>	0x57	<b>B_UP_ARROW</b>
<i>(left arrow)</i>	0x61	<b>B_LEFT_ARROW</b>
<i>(down arrow)</i>	0x62	<b>B_DOWN_ARROW</b>
<i>(right arrow)</i>	0x63	<b>B_RIGHT_ARROW</b>

Several keys are mapped to the `B_FUNCTION_KEY` character. An application can determine which function key was pressed to produce the character by testing the key code against these constants:

<code>B_F1_KEY</code>	<code>B_F6_KEY</code>	<code>B_F11_KEY</code>
<code>B_F2_KEY</code>	<code>B_F7_KEY</code>	<code>B_F12_KEY</code>
<code>B_F3_KEY</code>	<code>B_F8_KEY</code>	<code>B_PRINT_KEY</code> (the “Print Screen” key)
<code>B_F4_KEY</code>	<code>B_F9_KEY</code>	<code>B_SCROLL_KEY</code> (the “Scroll Lock” key)
<code>B_F5_KEY</code>	<code>B_F10_KEY</code>	<code>B_PAUSE_KEY</code>

Note that key `0x30` (*P*) is also mapped to `B_FUNCTION_KEY` when the Control key is held down.

### Key States

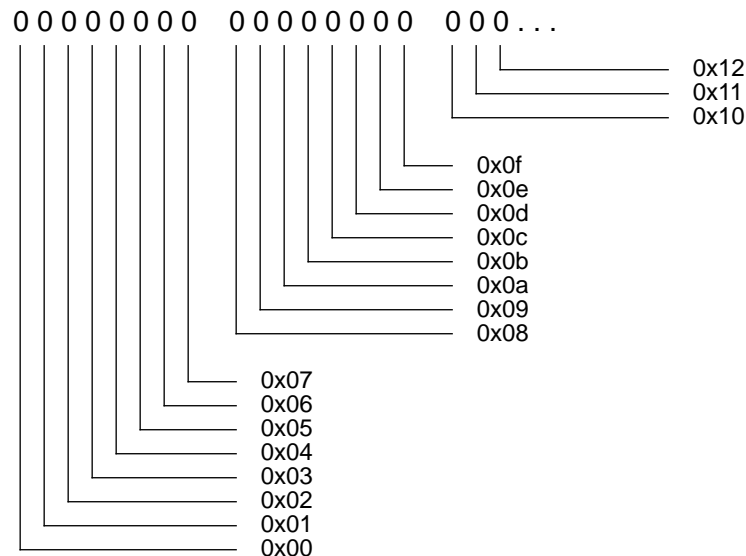
You can look at the state of all keys on the keyboard at a given moment in time. This information is captured and reported in two ways:

- As the “states” entry in every `B_KEY_DOWN` message, and
- As the `key_states` bitfield reported by `BView`’s `GetKeys()` function.

In both cases, the bitfield is an array of 16 bytes,

```
uchar states[16];
```

with one bit standing for each key on the keyboard. Bits are numbered from left to right, beginning with the first byte in the array, as illustrated below:



Bit numbers start with 0 and match key codes. For example, bit `0x3c` corresponds to the *A* key, `0x3d` to the *S* key, `0x3e` to the *D* key, and so on. The first bit is `0x00`, which doesn’t correspond to any key. The first meaningful bit is `0x01`, which corresponds to the Escape key.



When a key is down, the bit corresponding to its key code is set to 1. Otherwise, the bit is set to 0. However, for the three keys that toggle keyboard locks—Caps Lock (key 0x3b), Num Lock (key 0x22), and Scroll Lock (key 0x0f)—the bit is set to 1 if the lock is on and set to 0 if the lock is off, regardless of the state of the key itself.

To test the bitfield against a particular key,

- Select the byte in the `states` array that contains the bit for that key,
- Form a mask for the key that can be compared to that byte, and
- Compare the byte to the mask.

For example:

```
if ( states[keyCode>>3] & (1 << (7 - (keyCode%8))) )
    . . .
```

Here, the key code is divided by 8 to obtain an index into the `states` array. This selects the byte (the `uchar`) in the array that contains the bit for that key. Then, the part of the key code that remains after dividing by 8 is used to calculate how far a bit needs to be shifted to the left so that it's in the same position as the bit corresponding to the key. This mask is compared to the `states` byte with the bitwise `&` operator.

## Class Descriptions

The classes in the Interface Kit work together to define a program structure for drawing and responding to the user. The two classes at the core of the structure—`BWindow` and `BView`—have been discussed extensively above. Other Kit classes either derive from `BWindow` and `BView` or support the work of those that do. The Kit defines several different kinds of `BViews` that you can use in your application. But every application does some unique drawing and has some application-specific responses to messages, so it must also invent some `BViews` of its own.

To learn about the Interface Kit for the first time, it's recommended that you first read this introduction, then look at the `BView` and `BWindow` class descriptions, followed by the descriptions of other classes as they interest you. It also might be useful to look at supporting classes—like `BPoint` and `BRect`—early.

The class overview should help you determine which specific functions you need to turn to in order to get more information about a class. The class constructor is often a good place to start, as it contains general information on how instances of the class are initialized.

If you haven't already read about the `BApplication` object and the messaging classes in the Application Kit, be sure to do so. A program must have a `BApplication` object before it can use the Interface Kit.

A reference to the Interface Kit follows. The classes are presented in alphabetical order, beginning with `BAlert`.



# BAlert

Derived from: public BWindow  
Declared in: <interface/Alert.h>

## Overview

A BAlert places a modal window on-screen in front of other windows and keeps it there until the user dismisses it. The window is an *alert panel* that has a message for the user to read and one or more buttons along the bottom that present various options for the user to choose among. Operating a button with the keyboard or mouse selects a course of action and dismisses the panel (closes the window). The message in the alert panel might warn the user of something or convey some information that the application doesn't want the user to overlook. Typically, it asks a question that the user must answer (by operating the appropriate button).

The alert panel stays on-screen only temporarily, until the user operates one of the buttons. As long as it's on-screen, other parts of the application's user interface are disabled. However, the user can continue to move windows around and work in other applications.

It's possible to design such a panel using a BWindow object, some BButtons, and other views. However, the BAlert class provides a simple way to do it. There's no need to construct views and arrange them, or call functions to show the window and then get rid of it. All you do is:

- Construct the object.
- Call `SetShortcut()` if you want the user to be able to operate window buttons from the keyboard. (The button on the right is automatically made the default button and can be operated by the Enter key.)
- Call `Go()` to put the window on-screen.

For example:

```
BAlert *alert;
long result;

alert = new BAlert("", "Time's up! Do you want to continue?",
                  "Cancel", "Continue", NULL,
                  B_WIDTH_FROM_WIDEST, B_WARNING_ALERT);
alert->SetShortcut(0, B_ESCAPE);
result = alert->Go();
```

`Go()` doesn't return until the user operates a button to dismiss the panel. When it returns, the window will have been closed, the window thread will have been killed, and the `BAlert` object will have been deleted.

The value `Go()` returns indicates which button dismissed the panel. If the user clicked the "Cancel" button in this example or pressed the Escape key, the return result would be 0. If the user clicked "Continue", the result would be 1. Since the `BAlert` sets up the rightmost button as the default button for the window, the user could also operate the "Continue" button by pressing the Enter key.

## Constructor

### `BAlert()`

```
BAlert(const char *title, const char *text,
        const char *firstButton,
        const char *secondButton = NULL,
        const char *thirdButton = NULL,
        button_width width = B_WIDTH_AS_USUAL,
        alert_type type = B_INFO_ALERT)
```

Creates an alert panel as a modal window. The window displays some *text* for the user to read, and can have up to three buttons. There must be at least a *firstButton*; the others are optional. The `BAlert` must also have a *title*, even though the panel doesn't have a title tab to display it. The title can be `NULL` or an empty string.

The buttons are arranged in a row at the bottom of the panel so that one is always in the right bottom corner. They're placed from left to right in the order specified to the constructor. If labels for three buttons are provided, *firstButton* will be on the left, *secondButton* in the middle, and *thirdButton* on the right. If only two labels are provided, *firstButton* will come first and *secondButton* will be in the right bottom corner. If there's just one label (*firstButton*), it will be at the right bottom location.

By default, the user can operate the rightmost button by pressing the Enter key. If a "Cancel" button is included, it should be assigned the `B_ESCAPE` character as a keyboard shortcut. Other buttons can be assigned other shortcut characters. Use `BAlert`'s `SetShortcut()` function to set up the shortcuts, rather than `BWindow`'s `AddShortcut()`. Shortcuts added by a `BWindow` require the user to hold down a Command key, while those set by a `BAlert` don't.

By default, all the buttons have a standard, minimal width (`B_WIDTH_AS_USUAL`). This is adequate for most buttons, but may not be wide enough to accommodate an especially long label. To let the width of each button adjust to the width of its label, set the *width* parameter to `B_WIDTH_FROM_LABEL`. To ensure that the buttons are all the same width, yet wide enough to display the widest label, set the *width* parameter to `B_WIDTH_FROM_WIDEST`.

For more hands-on manipulation of the buttons, you can get the BButton objects that the BAlert creates by calling the `ButtonAt()` function. To get the BTextView object that displays the *text* string, you can call `TextView()`.

There are various kinds of alert panels, depending on the content of the textual message and the nature of the options presented to the user. The *type* parameter should classify the BAlert object as one of the following:

```
B_EMPTY_ALERT
B_INFO_ALERT
B_IDEA_ALERT
B_WARNING_ALERT
B_STOP_ALERT
```

Currently, the alert *type* is used only to select a representative icon that's displayed at the left top corner of the window. A `B_EMPTY_ALERT` doesn't have an icon.

After the BAlert is constructed, `Go()` must be called to place it on-screen. Before returning, `Go()` destroys the object. You don't need to write code to delete it.

See also: `Go()`, `SetShortcut()`

## Member Functions

### ButtonAt()

```
inline BButton *ButtonAt(long index) const
```

Returns a pointer to the BButton object for the button at *index*. Indices begin at 0 and count buttons from left to right. The BButton belongs to the BAlert object and should not be freed.

See also: `TextView()`

### FrameResized()

```
virtual void FrameResized(float width, float height)
```

Overrides the BView function to adjust the layout within the panel when its dimensions change. This function is called as the panel is being resized; there's no need to call it or override it in application code.

See also: `BWindow::FrameResized()`

## Go()

```
long Go(void)
```

Calls the `Show()` virtual function to place the alert panel on-screen, sets the modal loop for the BAlert in motion, and returns when the loop has quit and the window has been closed. The value returned is the index of the button that the user operated to dismiss the window. Buttons are numbered from left to right, beginning with 0.

To put an alert panel on-screen, simply construct a BAlert object, set its keyboard shortcuts, if any, and call this function. See the example code in the “Overview” section above.

Before returning, this function deletes the BAlert object, and all the objects it created.

See also: the BAlert constructor

## MessageReceived()

```
virtual void MessageReceived(BMessage *message)
```

Closes the window in response to messages posted from the window’s buttons. There’s no need for your application to call or override this function.

## SetShortcut()

```
void SetShortcut(long index, char shortcut)
```

Sets a *shortcut* character that the user can type to operate the button at *index*. Buttons are indexed from left to right beginning with 0. By default, `B_ENTER` is the shortcut for the rightmost button.

A “Cancel” button should be assigned the `B_ESCAPE` character as a shortcut.

The shortcut doesn’t require the user to hold down a Command key or other modifier (except for any modifiers that would normally be required to produce the *shortcut* character).

The shortcut is valid only while the window is on-screen.

## TextView()

```
inline BTextView *TextView(void) const
```

Returns a pointer to the BTextView object that contains the textual information that’s displayed in the panel. The object is created and the text is set when the BAlert is constructed. The BTextView object belongs to the BAlert and should not be freed.

See also: the BAlert constructor, `ButtonAt()`

# BBitmap

Derived from: public BObject  
Declared in: <interface/Bitmap.h>

## Overview

A BBitmap object is a container for an image bitmap; it stores pixel data—data that describes an image pixel by pixel. The class provides a way of specifying a bitmap from raw data, and also a way of creating the data from scratch using the Interface Kit graphics mechanism.

BBitmap functions manage the bitmap data and provide information about it. However, they don't do anything with the data. Placing the image somewhere so that it can be seen is the province of BView functions—such as `DrawBitmap()` and `DragMessage()`—not this class.

## Bitmap Data

An image bitmap records the color values of pixels within a rectangular area. The pixels in the rectangle, as on the screen, are arranged in rows and columns. The data is specified in rows, beginning with the top row of pixels in the image and working downward to the bottom row. Each row of data is aligned on a long word boundary and is read from left to right.

New BBitmap objects are constructed with two pieces of information that prepare them to store bitmap data—a bounds rectangle and a color space. For example, this code

```
BRect rect(0.0, 0.0, 39.0, 79.0);  
BBitmap *image = new BBitmap(rect, B_COLOR_8_BIT);
```

constructs a bitmap of 40 rows and 80 pixels per row. Each pixel is specified by an 8-bit color value.

## The Bounds Rectangle

A BBitmap's bounds rectangle serves two purposes:

- It sets the size of the image. A bitmap covers as many pixels as its bounds rectangle encloses—under the assumption that one coordinate unit equals one pixel, as it does when the display device is the screen.

Since a bitmap can't contain a fraction of a pixel, the bounds rectangle shouldn't contain any fractional coordinates. Without fractional coordinates, each side of the bounds rectangle will be aligned with a column or a row of pixels. The pixels around the edge of the rectangle are included in the image, so the bitmap will contain one more column of pixels than the width of the rectangle and one more row than the rectangle's height. (See the BRect class "Overview" on page 175 for an illustration.)

- It establishes a coordinate system that can be used later by drawing functions, such as `DrawBitmap()` and `DragMessage()`, to designate particular points or portions of the image.

For example, if one BBitmap was constructed with this bounds rectangle,

```
BRect firstRect(0.0, 0.0, 60.0, 100.0);
```

and another with this rectangle,

```
BRect secondRect(60.0, 100.0, 120.0, 200.0);
```

they would both have the same size and shape. However, the coordinates (60.0, 100.0) would designate the right bottom corner of the first bitmap, but the left top corner of the second.

< If a BBitmap object enlists BViews to create the bitmap data, it must have a bounds rectangle with (0.0, 0.0) at the left top corner. >

### The Color Space

The color space of a bitmap determines its depth (how many bits of information are stored for each pixel) and its interpretation (what the data values mean). These five color spaces are currently defined:

```
B_MONOCHROME_1_BIT
B_GRAYSCALE_8_BIT
B_COLOR_8_BIT
B_RGB_16_BIT
B_RGB_32_BIT
```

< Currently, bitmap data is stored only in the `B_RGB_32_BIT`, `B_COLOR_8_BIT`, and `B_MONOCHROME_1_BIT` color spaces. The `B_GRAYSCALE_8_BIT` and `B_RGB_16_BIT` color spaces are not used at the present time. >

In the `B_RGB_32_BIT` color space, the color of each pixel is specified by its red, green, and blue components. In the `B_COLOR_8_BIT` color space, colors are specified as byte indices into the color map. In the `B_MONOCHROME_1_BIT` color space, a value of 1 means black and 0 means white. (A more complete description of the five color spaces can be found under "Colors" on page 25 of the introduction to this chapter.)



## Specifying the Image

BBitmap objects begin life empty. When constructed, they allocate sufficient memory to store an image of the size and color space specified. However, the memory isn't initialized. The actual image must be set after construction. This can be done by explicitly assigning pixel values with the `SetBits()` function:

```
image->SetBits(rawData, numBytes, 0, COLOR_8_BIT);
```

In addition to this function, BView objects can be enlisted to produce the bitmap. Views are assigned to a BBitmap object just as they are to a BWindow (by calling the `AddChild()` function). In reality, the BBitmap sets up a private, off-screen window for the views. When the views draw, the window renders their output into the bitmap buffer. The rendered image has the same format as the data captured by the `SetBits()` function. `SetBits()` and BViews can be used in combination to create a bitmap.

The BViews that construct a bitmap behave a bit differently than the BViews that draw in regular windows:

- In contrast to BViews attached to an ordinary window, the BViews assigned to a BBitmap can create an image off-screen. When an ordinary window is hidden, it doesn't render images; its BViews may draw, but they don't produce image data. However, the BViews assigned to a BBitmap produce an off-screen bitmap.
- Because they never appear on-screen, the BViews that produce a bitmap image never handle events and never get update messages telling them to draw. You must call their drawing functions directly in your own code.

This is typically done just once, to create the bitmap. After that, the BViews can be discarded; they'll never be called upon to update the image. However, if the bitmap will change—perhaps to reflect decisions the user makes as the program runs—the BViews can be retained to make the changes.

- Because there are no update messages, the output buffer to the Application Server isn't automatically flushed. You must flush it explicitly in application code. This is best done by calling `Sync()`, rather than `Flush()`, so that you can be sure the entire image has been rendered before the bitmap is used.
- A BBitmap has no background color against which images are drawn. Your code must color every pixel within the bounds rectangle.
- Views that are attached to a BWindow normally draw in the window's thread. However, views attached to a BBitmap don't draw in a separate thread; the BBitmap doesn't set up an independent thread for its private window.

So that you can manage the BViews that are assigned to a BBitmap, the BBitmap class duplicates a number of BWindow functions—such as `AddChild()`, `FindView()`, and `ChildAt()`.

A BBitmap that enlists views to produce the bitmap consumes more system resources than one that relies solely on `SetBits()`. Therefore, by default, BBitmaps refuse to accept

BViews. If BViews will be used to create bitmap data, the BBitmap constructor must be informed so that it can set up the off-screen window and prepare the rendering mechanism.

## Transparency

Color bitmaps can have transparent pixels. When the bitmap is imaged in a drawing mode other than `B_OP_COPY`, its transparent pixels won't be transferred to the destination view. The destination image will show through wherever the bitmap is transparent.

To introduce transparency into a `B_COLOR_8_BIT` bitmap, a pixel can be assigned a value of `B_TRANSPARENT_8_BIT`. In a `B_RGB_32_BIT` bitmap, a pixel can be assigned the special value of `B_TRANSPARENT_32_BIT`. (Or `B_TRANSPARENT_32_BIT` can be made the high or low color of the BView drawing the bitmap.)

Transparency is covered in more detail under “Drawing Modes” on page 27 of the chapter introduction.

See also: `system_colors()`

## Constructor and Destructor

### BBitmap()

```
BBitmap(BRect bounds, color_space mode, bool acceptsViews = FALSE)
```

Initializes the BBitmap to the size and internal coordinate system implied by the *bounds* rectangle and to the depth and color interpretation specified by the *mode* color space.

This function allocates enough memory to store data for an image the size of *bounds* at the depth required by *mode*, but does not initialize any of it. All pixel data should be explicitly set using the `SetBits()` function, or by enlisting BViews to produce the bitmap. If BViews are to be used, the constructor must be informed by setting the *acceptsViews* flag to `TRUE`. This permits it to set up the mechanisms for rendering the image, including an off-screen window to contain the views.

< Currently, only `B_RGB_32_BIT`, `B_COLOR_8_BIT`, and `B_MONOCHROME_1_BIT` are acceptable as the color space *mode*. `B_RGB_16_BIT` is not supported for the present release and `B_GRAYSCALE_8_BIT` is reinterpreted as `B_COLOR_8_BIT`. >

< If the BBitmap accepts BViews, the left and top sides of its *bounds* rectangle must be located at 0.0. >

**~BBitmap()**

virtual **~BBitmap**(void)

Frees all memory allocated to hold image data, deletes any BViews used to create the image, gets rid of the off-screen window that held the views, and severs the BBitmap's connection to the Application Server.

**Member Functions****AddChild()**

virtual void **AddChild**(BView \**aView*)

Adds *aView* to the hierarchy of views associated with the BBitmap, attaching it to an off-screen window (one created by the BBitmap for just this purpose) by making it a child of the window's top view. If *aView* already has a parent, it's removed from that view hierarchy and adopted into this one. A view can serve only one window at a time.

Like **AddChild()** in the BWindow class, this function calls the BView's **AttachedToWindow()** function to inform it that it now belongs to a view hierarchy. Every view that descends from *aView* also becomes attached to the BBitmap's off-screen window and receives its own **AttachedToWindow()** notification.

**AddChild()** fails if the BBitmap was not constructed to accept views.

See also: **BWindow::AddChild()**, **BView::AttachedToWindow()**, **RemoveChild()**, the BBitmap constructor

**Bits()**

inline void \***Bits**(void) const

Returns a pointer to the bitmap data. The data lies in memory shared by the application and the Application Server. The length of the data can be obtained by calling **BitsLength()**—or it can be calculated from the height of the bitmap (the number of rows) and the number of bytes per row.

A **B\_RGB\_32\_BIT** bitmap holds the data in an internal format that's most natural for screen display devices. In this format, the color components are ordered BGRA (blue, green, red, alpha).

See also: **Bounds()**, **BytesPerRow()**, **BitsLength()**

**BitsLength()**

```
inline long BitsLength(void) const
```

Returns the number of bytes that were allocated to store the bitmap data.

See also: `Bits()`, `BytesPerRow()`

**Bounds()**

```
inline BRect Bounds(void) const
```

Returns the bounds rectangle that defines the size and coordinate system of the bitmap. This should be identical to the rectangle used in constructing the object.

See also: the `BBitmap` constructor

**BytesPerRow()**

```
inline long BytesPerRow(void) const
```

Returns how many bytes of data are required to specify a row of pixels. For example, a monochrome bitmap (one bit per pixel) 80 pixels wide would require twelve bytes per row (96 bits). The extra sixteen bits at the end of the twelve bytes are ignored. Every row of bitmap data is aligned on a long word boundary.

**ChildAt(), CountChildren()**

```
BView *ChildAt(long index) const
```

```
long CountChildren(void) const
```

`ChildAt()` returns the child `BView` at *index*, or `NULL` if there's no child at *index*. Indices begin at 0 and count only `BViews` that were added to the `BBitmap` (added as children of the top view of the `BBitmap`'s off-screen window) and not subsequently removed.

`CountChildren()` returns the number of `BViews` the `BBitmap` currently has. (It counts only `BViews` that were added directly to the `BBitmap`, not `BViews` farther down the view hierarchy.)

These functions fail if the `BBitmap` wasn't constructed to accept views.

See also: `BWindow::ChildAt()`, `BView::Parent()`

## ColorSpace()

```
inline color_space ColorSpace(void) const
```

Returns the color space of the data being stored (not necessarily the color space of the data passed to the `SetBits()` function). Once set by the BBitmap constructor, the color space doesn't change.

The `color_space` data type is defined in **interface/InterfaceDefs.h** and is explained on page 25 of the introduction to this chapter.

See also: the BBitmap constructor

## CountChildren() see ChildAt()

## FindView()

```
BView *FindView(BPoint point) const
```

```
BView *FindView(const char *name) const
```

Returns the BView located at *point* within the bitmap, or the BView tagged with *name*. The point must be somewhere within the BBitmap's bounds rectangle, which must have the coordinate origin, (0.0, 0.0), at its left top corner.

If the BBitmap doesn't accept views, this function fails. If no view draws at the *point* given, or no view associated with the BBitmap has the *name* given, it returns **NULL**.

See also: **BView::FindView()**

## Lock(), Unlock()

```
bool Lock(void)
```

```
void Unlock(void)
```

These functions lock and unlock the off-screen window where BViews associated with the BBitmap draw. Locking works for this window and its views just as it does for ordinary on-screen windows.

`Lock()` returns **FALSE** if the BBitmap doesn't accept views or if its off-screen window is ununlockable (and therefore unusable) for some reason. Otherwise, it doesn't return until it has the window locked and can return **TRUE**.

See also: **BLooper::Lock()** in the Application Kit

## RemoveChild()

virtual bool RemoveChild(BView \*aView)

Removes *aView* from the hierarchy of views associated with the BBitmap, but only if *aView* was added to the hierarchy by calling BBitmap's version of the **AddChild()** function.

If *aView* is successfully removed, **RemoveChild()** returns **TRUE**. If not, it returns **FALSE**.

See also: **AddChild()**

## SetBits()

void SetBits(const void \*data, long length, long offset, color\_space mode)

Assigns *length* bytes of *data* to the BBitmap object. The new data is copied into the bitmap beginning *offset* bytes (*not* pixels) from the start of allocated memory. To set data beginning with the first (left top) pixel in the image, the *offset* should be 0; to set data beginning with, for example, the sixth pixel in the first row of a **B\_RGB\_32\_BIT** image, the *offset* should be 20. The *offset* counts any padding required to align rows of data.

The source data is specified in the *mode* color space, which may or may not be the same as the color space that the BBitmap uses to store the data. If not, the following conversions are automatically made:

- **B\_MONOCHROME\_1\_BIT** and **B\_RGB\_32\_BIT** to **B\_COLOR\_8\_BIT**.
- **B\_COLOR\_8\_BIT** and **B\_GRAYSCALE\_8\_BIT** to **B\_RGB\_32\_BIT**.

Colors may be dithered in the conversion to **B\_COLOR\_8\_BIT**, so that the resulting image will match the original as closely as possible, despite the lost information.

If the color space *mode* is **B\_RGB\_32\_BIT**, the *data* should be triplets of three 8-bit components—red, green, and blue, in that order—without an alpha component. Although stored as 32-bit quantities, the input data is only 24 bits. Rows of source data do not need to be aligned.

However, if the source data is in any *mode* other than **B\_RGB\_32\_BIT**, padding must be added so that each row is aligned on a **long** word boundary.

This function works for all BBitmaps, whether or not BViews are also enlisted to produce the image.

See also: **Bits()**

# BBox

Derived from: public BView  
Declared in: <interface/Box.h>

## Overview

A BBox draws a labeled border around other views. It serves only to label those views and organize them visually. It doesn't respond to messages.

The border is drawn around the edge of the view's frame rectangle. If the BBox has a label, the border at the top of box is broken where the label appears (and the border is inset from the top somewhat to make room for the label).

The current pen size of the view determines the width of the border, which by default is 1.0 coordinate unit. If you make the border thicker, it will be inset somewhat so that none of it is clipped by the BBox's frame rectangle. The label is drawn in the current font, which by default is the Erich bitmap font. Both the border and the label are drawn in the current high color; the default high color is black.

The views that the box encloses should be made children of the BBox object.

## Constructor and Destructor

### BBox()

```
BBox(BRect frame, const char *name = NULL,  
      ulong resizingMode = B_FOLLOW_LEFT | B_FOLLOW_TOP,  
      ulong flags = B_WILL_DRAW)
```

Initializes the BBox by passing all arguments to the BView constructor, and sets the font for displaying the label to the 9.0-point Erich bitmap font. However, the new object doesn't have a label; call `SetLabel()` to assign it one.

See also: `SetLabel()`

**~BBox()**

virtual ~BBox(void)

Frees the label, if the BBox has one.

## Member Functions

**Draw()**

virtual void Draw(BRect *updateRect*)

Draws the box and its label. This function is called automatically in response to update messages.

See also: **BView::Draw()**

**SetLabel(), Label()**

void SetLabel(const char \**string*)

const char \*Label(void) const

These functions set and return the label that's displayed along the top edge of the box. **SetLabel()** copies *string* and makes it the BBox's label, freeing the previous label, if any. If *string* is **NULL**, it removes the current label and frees it.

**Label()** returns a pointer to the BBox's current label, or **NULL** if it doesn't have one.



# BButton

Derived from: public BControl  
Declared in: <interface/Button.h>

## Overview

A BButton object draws a labeled button on-screen and responds when the button is clicked or when it's operated from the keyboard. If the BButton is the *default button* for its window and the window is the active window, the user can operate it by pressing the Enter key.

BButtons have a single state. Unlike check boxes and radio buttons, the user can't toggle a button on and off. However, the button's value changes while it's being operated. During a click (while the user holds the mouse button down and the cursor points to the button on-screen), the BButton's value is set to 1 (B\_CONTROL\_ON). Otherwise, the value is 0 (B\_CONTROL\_OFF).

This class depends on the control framework defined in the BControl class. In particular, it calls these BControl functions:

- **SetValue()** to make each change in the BControl's value. This is a hook function that you can override to take collateral action when the value changes.
- **Invoke()** to post a message each time the button is clicked or operated from the keyboard. You can designate the object that should handle the message by calling BControl's **SetTarget()** function. A model for the message is set by the BButton constructor (or by BControl's **SetMessage()** function).
- **IsEnabled()** to determine how the button should be drawn and whether it's enabled to post a message. You can call BControl's **SetEnabled()** to enable and disable the button.

A BButton is an appropriate control device for initiating an action. Use a BCheckBox, BPictureButton, or BRadioButtons to set a state.

## Hook Functions

### MakeDefault()

Makes the BButton the default button for its window or removes that status; can be augmented by derived classes to take note when the status of the button changes.

## Constructor

### BButton()

```
BButton(BRect frame, const char *name,
        const char *label,
        BMessage *message,
        ulong resizingMode = B_FOLLOW_LEFT | B_FOLLOW_TOP,
        ulong flags = B_WILL_DRAW | B_NAVIGABLE)
```

Initializes the BButton by passing all arguments to the BControl constructor. BControl initializes the button's *label* and assigns it a model *message* that identifies the action that should be carried out when the button is invoked.

The *frame*, *name*, *resizingMode*, and *flags* arguments are the same as those declared for the BView class and are passed up the inheritance hierarchy to the BView constructor without change.

When the button is attached to a window, it will be resized so that the height of its *frame* rectangle exactly accommodates the height of its label, given the BButton's current font.

See also: the BControl and BView constructors, **BControl::Invoke()**

## Member Functions

### AttachedToWindow()

```
virtual void AttachedToWindow(void)
```

Augments the BControl version of this function to set the background color of the button to match the background color of its parent. This function also resizes the button vertically so that its height is just adequate to display the label and the button border. The height of the label depends on the BView's font.

Finally, it makes sure that the BButton does not consider itself the default button for the window to which it has just become attached—even if it may have been the default button for the window to which it was previously attached.

See also: **BView::AttachedToWindow()**, **BControl::AttachedToWindow()**, **MakeDefault()**

## Draw()

virtual void Draw(BRect *updateRect*)

Draws the button and labels it. If the BButton's value is anything but 0, the button is highlighted. If it's disabled, it's drawn in muted shades of gray. Otherwise, it's drawn in its ordinary, enabled, unhighlighted state.

See also: BView::Draw()

## IsDefault() see MakeDefault

## KeyDown()

virtual void KeyDown(ulong *aChar*)

Augments the inherited version of KeyDown() to respond to messages reporting that the user pressed the Enter key or the space bar. Its response is to:

- Momentarily highlight the button and change its value, and
- Post a copy of the model BMessage to the target receiver.

The BButton can expect KeyDown() function calls when it's the focus view for the active window (which results when the user navigates to it) and also when it's the default button for the window and *aChar* is B\_ENTER.

See also: BControl::Invoke(), BView::KeyDown(), MakeDefault()

## MakeDefault(), IsDefault()

virtual void MakeDefault(bool *flag*)

bool IsDefault(void) const

MakeDefault() makes the BButton the default button for its window when *flag* is TRUE, and removes that status when *flag* is FALSE. The default button is the button the user can operate by striking the Enter key when the window is the active window. IsDefault() returns whether the BButton is currently the default button.

A window can have only one default button at a time. Setting a new default button, therefore, may deprive another button of that status. When MakeDefault() is called with an argument of TRUE, it generates a MakeDefault() call with an argument of FALSE for previous default button. Both buttons are redisplayed so that the user can see which one is currently the default.

The default button can also be set by calling BWindow's SetDefaultButton() function. That function makes sure that the button that's forced to give up default status and the button that obtains it are both notified through MakeDefault() function calls.

**MakeDefault()** is therefore a hook function that can be augmented to take note each time the default status of the button changes. It's called once for each change in status, no matter which function initiated the change.

See also: **BWindow::SetDefaultButton()**

## **MouseDown()**

virtual void **MouseDown**(BPoint *point*)

Overrides the BView version of **MouseDown()** to track the cursor while the user holds the mouse button down. As the cursor moves in and out of the button, the BButton's value is reset accordingly. The **SetValue()** virtual function is called to make the change each time.

If the cursor is inside the BButton's bounds rectangle when the user releases the mouse button, this function posts a copy of the model message so that it will be dispatched to the target object.

See also: **BView::MouseDown()**, **BControl::Invoke()**, **BControl::SetTarget()**

# BCheckBox

Derived from: public BControl  
Declared in: <interface/CheckBox.h>

## Overview

A BCheckBox object draws a labeled check box on-screen and responds to a keyboard action or a click by changing the state of the device. A check box has two states: An “X” is displayed in the box when the object’s value is 1 (B\_CONTROL\_ON), and is absent when the value is 0 (B\_CONTROL\_OFF). The BCheckBox is invoked (it posts a message to the target receiver) whenever its value changes in either direction—when it’s turned on *and* when it’s turned off.

A check box is an appropriate control device for setting a state—turning a value on and off. Use menu items or buttons to initiate actions within the application.

## Constructor

### BCheckBox()

```
BCheckBox(BRect frame, const char *name,  
          const char *label,  
          BMessage *message,  
          ulong resizingMode = B_FOLLOW_LEFT | B_FOLLOW_TOP,  
          ulong flags = B_WILL_DRAW | B_NAVIGABLE)
```

Initializes the BCheckBox by passing all arguments to the BControl constructor. BControl initializes the *label* of the check box and assigns it a model *message* that encapsulates the action that should be taken when the state of the check box changes.

The *frame*, *name*, *resizingMode*, and *flags* arguments are the same as those declared for the BView class and are passed unchanged to the BView constructor.

When the BCheckBox is attached to a window, the height of its *frame* rectangle will be adjusted so that it has exactly the right amount of room to display the check box icon and the label, given its current font. The object draws at the vertical center of its frame rectangle beginning at the left side.

See also: the BControl and BView constructors, AttachedToWindow()

## Member Functions

### AttachedToWindow()

virtual void **AttachedToWindow**(void)

Augments the BControl version of **AttachedToWindow()** to set the view and low colors of the BCheckBox to the match its parent's view color, and to resize the view vertically to fit the height of the label it displays. The height of the label depends on the BCheckBox's font, which the BControl constructor sets to the Emily bitmap font.

See also: **BControl::AttachedToWindow()**

### Draw()

virtual void **Draw**(BRect *updateRect*)

Draws the check box and its label. If the current value of the BCheckBox is 1 (**B\_CONTROL\_ON**), it's marked with an "X". If the value is 0 (**B\_CONTROL\_OFF**), it's empty.

See also: **BView::Draw()**

### MouseDown()

virtual void **MouseDown**(BPoint *point*)

Responds to a mouse-down event within the check box by tracking the cursor while the user holds the mouse button down. If the cursor is inside the bounds rectangle when the user releases the mouse button, this function toggles the value of the BCheckBox and calls **Draw()** to redisplay it. If the box was empty before the mouse-down event, it will be marked afterward; if marked before, it will be empty afterwards.

When the value of the BCheckBox changes, a copy of the model BMessage is posted so that it can be delivered to the object's target handler. See BControl's **Invoke()** and **SetTarget()** functions for more information. The message is dispatched by calling the target's **MessageReceived()** virtual function.

The target object can get a pointer to the BCheckBox from the message, and use it to discover the object's new value. For example:

```
void MyHandler::MessageReceived(BMessage *msg)
{
    . . .
    BCheckBox *box = (BCheckBox *)msg->FindObject("source");
    if ( message->Error() == B_NO_ERROR ) {
        long value = box->Value();
        . . .
    }
    . . .
}
```

See also: **BControl::Invoke()**, **BControl::SetTarget()**, and **BControl::SetValue()**





# BColorControl

Derived from: public BControl  
Declared in: <interface/ColorControl.h>

## Overview

A BColorControl object displays an on-screen device that permits users to pick a color. It reports the color as its current value—an `rgb_color` data structure stored as a `long` integer. If a model message is provided, it announces each change in value by sending a copy of the message to a designated target.

When the screen is 8 bits deep, the BColorControl object presents users with a matrix of the 256 available colors. The user chooses a color by pressing the primary mouse button while the cursor is over one of the cells in the matrix. Dragging from cell to cell changes the selected color. The arrow keys can similarly change the selection when the object is the focus view. The BColorControl's value changes each time the selection does.

When the screen is 32 bits deep, the BColorControl object displays ramps for each color component. The user changes the current color by modifying a red, green, or blue component value.

## Constructor and Destructor

### BColorControl()

```
BColorControl(BPoint leftTop, color_control_layout matrix, long cellSide,  
              const char *name, BMessage *message = NULL,  
              bool bufferedDrawing = FALSE)
```

Initializes the BColorControl so that the left top corner of its frame rectangle will be located at the stated *leftTop* point in the coordinate system of its parent view. The frame rectangle will be large enough to display 256 color cells arranged in the specified *matrix*, which can be any of the following constants:

```
B_CELLS_4x64  
B_CELLS_8x32  
B_CELLS_16x16  
B_CELLS_32x8  
B_CELLS_64x4
```

For example, `B_CELLS_4x64` lays out a matrix with four cell columns and 64 rows; `B_CELLS_32x8` specifies 32 columns and 8 rows. Each cell is a square *cellSide* coordinate units on a side.

When the screen is 32 bits deep, the same frame rectangle will display four color ramps, one each for the red, green, and blue components, plus a disabled ramp for the alpha component. You might choose *matrix* and *cellSize* values with a view toward how the resulting bounds rectangle would be divided into four horizontal rows.

The *name* argument assigns a name to the object as a BHandler. It's the same as the argument declared by the BView constructor.

If a model *message* is supplied, the BColorControl will announce every change in color value by calling `Invoke()` (defined in the BControl class) to post a copy of the message to a designated target.

If the *bufferedDrawing* flag is `TRUE`, all changes to the on-screen display will first be made in an off-screen bitmap and then copied to the screen. This makes the drawing smoother, but it requires more memory.

The initial value of the new object is 0, which when translated to an `rgb_color` structure, means black.

See also: `BHandler::SetName()`, `BControl::Invoke()`

### `~BColorControl()`

virtual `~BColorControl(void)`

Gets rid of the off-screen bitmap, if one was requested when the object was constructed.

## Member Functions

### `AttachedToWindow()`

virtual void `AttachedToWindow(void)`

Augments the BControl version of this function to set the BColorControl's view color and low color to be the same as its parent's view color.

See also: `BControl::AttachedToWindow()`, `BView::SetViewColor()`

**Draw()**

virtual void Draw(BRect *updateRect*)

Overrides the BView version of this function to draw the color control.

See also: BView::Draw()

**KeyDown()**

virtual void KeyDown(ulong *aChar*)

Augments the BControl version of **KeyDown()** to allow the user to navigate within the color control using the arrow keys.

See also: BControl::KeyDown()

**MouseDown()**

virtual void MouseDown(BPoint *point*)

Overrides the BView version of this function to allow the user to operate the color control with the mouse.

See also: BView::MouseDown()

**SetValue(), ValueAsColor()**

virtual void SetValue(long *color*)

virtual void SetValue(rgb\_color *color*)

rgb\_color ValueAsColor(void)

These functions set and return the BColorControl's current value—the last color that the user selected.

The version of **SetValue()** that takes a **long** argument is essentially the same as the BControl version of the function, which it augments only to take care of class-internal housekeeping details. The version that takes an **rgb\_color** argument packs the information from that structure into a **long** integer and passes it to the other version of the function. Like all other objects that derive from BControl, a BColorControl stores its current value as a **long**; no information is lost in the translation from an **rgb\_color** structure to an integer.

**ValueAsColor()** is an alternative to the **Value()** function inherited from the BControl class. It returns the object's current value as an **rgb\_color**; **Value()** returns it as a **long**.

See also: BControl::SetValue()



# BControl

Derived from: public BView  
Declared in: <interface/Control.h>

## Overview

BControl is an abstract class for views that draw control devices on the screen. Objects that inherit from BControl emulate, in software, real-world control devices—like the switches and levers on a machine, the check lists and blank lines on a form to fill out, or the dials and knobs on a home appliance.

Controls translate the messages that report generic mouse and keyboard events into other messages with more specific instructions for the application. A BControl object can be customized by setting the message it posts when invoked and the target object that should handle the message.

Controls also register a current value, stored as a **long** integer that's typically set to **B\_CONTROL\_ON** or **B\_CONTROL\_OFF**. The value is changed only by calling `SetValue()`, a virtual function that derived classes can implement to be notified of the change.

The Interface Kit currently includes six classes derived from BControl—BButton, BPictureButton, BRadioButton, BCheckBox, BColorControl, and BTextControl. In addition, it has two classes—BListView and BMenuItem—that implement control devices but are not derived from this class. BListView shares an interface with the BList class (of the Support Kit) and BMenuItem is designed to work with the other classes in the menu system.

As BListView and BMenuItem demonstrate, it's possible to implement a control device that's not a BControl. However, it's simpler to take advantage of the code that's already provided by the BControl class. That way you can keep a simple programming interface and avoid reimplementing functions that BControl has defined for you. If your application defines its own control devices—dials, sliders, selection lists, and the like—they should be derived from BControl.

## Hook Functions

<code>setEnabled()</code>	Enables and disables the control device; can be augmented by derived classes to note when the state of the object has changed.
<code>setValue()</code>	Changes the value of the control device; can be augmented to take collateral action when the change is made.

## Constructor and Destructor

### `BControl()`

```
BControl(BRect frame, const char *name,
         const char *label, BMessage *message,
         along resizingMode, along flags)
```

Initializes the `BControl` by setting its initial value to 0 (`B_CONTROL_OFF`), assigning it a *label*, and registering a model *message* that captures what the control does—the command it gives when it’s invoked and the information that accompanies the command. The *label* and the *message* can each be `NULL`.

The *label* is copied, but the *message* is not. The `BMessage` object becomes the property of the `BControl`; it should not be deleted, posted, assigned to another object, or otherwise used in application code. The label and message can be altered after construction with the `setLabel()` and `setMessage()` functions.

The `BControl` class doesn’t define a `Draw()` function to draw the label or a `MouseDown()` function to post the message. (It does define `KeyDown()`, but only to enable keyboard navigation between controls.) It’s up to derived classes to determine how the *label* is drawn and how the *message* is to be used. Typically, when a `BControl` object needs to take action (in response to a click, for example), it calls the `Invoke()` function, which copies the model message and posts the copy so that it will be dispatched to the designated target. By default, the target is the window where the control is located, but `setTarget()` can designate another handler.

Before posting a copy of the model message, `Invoke()` adds two data entries to it, under the names “when” and “source”. These names should not be used for data items in the model.

The *frame*, *name*, *resizingMode*, and *flags* arguments are identical to those declared for the `BView` class and are passed unchanged to the `BView` constructor.

The `BControl` begins life enabled, and the Emily bitmap font is made the default font for all control devices.

See also: the `BView` constructor, `BLooper::PostMessage()` in the Application Kit, `setLabel()`, `setMessage()`, `setTarget()`, `Invoke()`

**~BControl()**virtual **~BControl**(void)

Frees the model message and all memory allocated by the BControl.

**Member Functions****AttachedToWindow()**virtual void **AttachedToWindow**(void)

Overrides BView's version of this function to make the BWindow to which the BControl has become attached the default target for the **Invoke()** function, provided that another target hasn't already been set. To designate the target, it calls **SetTarget()**, a virtual function.

**AttachedToWindow()** is called for you when the BControl becomes a child of a view already associated with the window.

See also: **BView::AttachedToWindow()**, **BView::SetFontName()**, **Invoke()**, **SetTarget()**

**Command()** *see SetMessage()***Invoke()**

protected:

void **Invoke**(void)

Copies the BControl's model BMessage and posts the copy so that it will be dispatched to the designated target. The following two pieces of information are added to the copy before it's posted:

<u>Data name</u>	<u>Type code</u>	<u>Description</u>
"when"	B_DOUBLE_TYPE	When the control was invoked, as measured in microseconds from the time the machine was last booted.
"source"	B_OBJECT_TYPE	A pointer to the BControl object. This permits the message handler to request more information from the source of the message.

These two names shouldn't be used for data entries in the model.

If the control doesn't have a target BHandler, but it does have a designated BLooper where it can post the message, it will ask the BLooper for its preferred handler and name it as the target. Since the preferred handler for a BWindow object is the current focus view, this option allows control devices to be targeted to whatever view happens to be in focus at the time. See the `SetTarget()` function for information on how to designate a target BHandler and BLooper for the control.

`Invoke()` is designed to be called from the `MouseDown()` and `KeyDown()` functions defined for derived classes; it's not called for you in BControl code. It's up to each derived class to define what user actions trigger the call to `Invoke()`—what activity constitutes “invoking” the control.

This function doesn't check to make sure the BControl is currently enabled. Derived classes should make that determination before calling `Invoke()`.

See also: `SetTarget()`, `SetMessage()`, `SetEnabled()`

`IsEnabled()` see `SetEnabled()`

## KeyDown()

virtual void `KeyDown(ulong aChar)`

Augments the BView version of `KeyDown()` to toggle the BControl's value and call `Invoke()` when *aChar* is the `B_SPACE` character or `B_ENTER`. This is done to facilitate keyboard navigation and make all derived control devices operable from the keyboard. Some derived classes—`BCheckBox` in particular—find this version of the function to be adequate. Others, like `BRadioButton`, reimplement it.

`KeyDown()` is called only when the BControl is the focus view in the active window. (However, if the window has a default button, `B_ENTER` events will be passed to that object and won't be dispatched to the focus view.)

See also: `BView::KeyDown()`, `MakeFocus()`

`Label()` see `SetLabel()`

## MakeFocus()

virtual void `MakeFocus(bool focused = TRUE)`

Augments the BView version of this function to call the BControl's `Draw()` function when the focus changes. This is done to aid keyboard navigation among control devices. If the `Draw()` function of a derived class has a section of code that checks whether the object is in focus and marks the on-screen display to show that it is (and removes any such marking when it isn't), the visual part of keyboard navigation will be taken care of. The derived



class doesn't have to reimplement `MakeFocus()`. Most of the derived classes implemented in the Interface Kit depend on this version of the function.

See also: `BView::MakeFocus()`, `KeyDown()`

## setEnabled(), isEnabled()

```
virtual void setEnabled(bool enabled)
```

```
bool isEnabled(void) const
```

`setEnabled()` enables the BControl if the *enabled* flag is `TRUE`, and disables it if *enabled* is `FALSE`. `isEnabled()` returns whether or not the object is currently enabled. BControls are enabled by default.

While disabled, a BControl won't let the user navigate to it; the `B_NAVIGABLE` flag is turned off if *enabled* is `FALSE` and turned on again if *enabled* is `TRUE`.

Typically, a disabled BControl also won't post messages or respond visually to mouse and keyboard manipulation. To indicate this nonfunctional state, the control device is displayed on-screen in subdued colors. However, it's left to each derived class to carry out this strategy in a way that's appropriate for the kind of control it implements. The BControl class merely marks an object as being enabled or disabled; none of its functions take the enabled state of the device into account.

Derived classes can augment `setEnabled()` (override it) to take action when the control device becomes enabled or disabled. To be sure that `setEnabled()` has been called to actually make a change, its current state should be checked before calling the inherited version of the function. For example:

```
void MyControl::setEnabled(bool enabled)
{
    if ( enabled == isEnabled() )
        return;
    BControl::setEnabled(enabled);
    /* Code that responds to the change in state goes here. */
}
```

Note, however, that you don't have to override `setEnabled()` just to update the on-screen display when the control becomes enabled or disabled. If the BControl is attached to a window, the Kit's version of `setEnabled()` always calls the `Draw()` function. Therefore, the device on-screen will be updated automatically—as long as `Draw()` has been implemented to take the enabled state into account.

See also: the BControl constructor

**SetLabel(), Label()**

```
virtual void SetLabel(const char *string)
const char *Label(void) const
```

These functions set and return the label on a control device—the text that’s displayed, for example, on top of a button or alongside a check box or radio button. The label is a null-terminated string.

**SetLabel()** makes a copy of *string*, replaces the current label with it, frees the old label, and updates the control on-screen so the new label will be displayed to the user—but only if the *string* that’s passed differs from the current label. The label is first set by the constructor and can be modified thereafter by this function.

**Label()** returns the current label. The string it returns belongs to the BControl and may be altered or freed without notice.

See also: the BControl constructor, **BView::AttachedToWindow()**, **BView::SetFontName()**

**SetMessage(), Message(), Command()**

```
virtual void SetMessage(BMessage *message)
BMessage *Message(void) const
ulong Command(void) const
```

**SetMessage()** sets the model BMessage that defines what the BControl does, and frees the message that was previously set. **Message()** returns a pointer to the BMessage that’s the current model, and **Command()** returns its *what* data member. The message is first set by the BControl constructor.

Because **Invoke()** adds “when” and “source” entries to the messages it posts, these two names shouldn’t be used for any data entries in the model BMessage.

The model message passed to **SetMessage()** and returned by **Message()** belongs to the BControl object; it can be modified in application code, but it shouldn’t be deleted (except by passing NULL to **SetMessage()**), posted, or put to any other use.

See also: the BControl constructor, **Invoke()**, **SetTarget()**

**SetTarget(), Target()**

```
virtual long SetTarget(BHandler *target)
virtual long SetTarget(BLooper *looper, bool targetsPreferredHandler)
BHandler *Target(BLooper **looper = NULL) const
```

These functions set and return the object that’s targeted to handle the messages that the BControl posts (through its **Invoke()** function).

The version of `SetTarget()` that takes a single argument sets the *target* BHandler object. It's successful only if the *target* can reveal, through its `Looper()` function, a BLooper object where `Invoke()` can post messages so that they will be dispatched to that target. Therefore, the *target* BHandler must either:

- Be a BLooper itself (such as a BWindow), so that it can fulfill the roles of both BLooper and BHandler, or
- Have been added to a BLooper (as BViews are attached to BWindows).

Armed with both the BLooper and the target BHandler, `Invoke()` calls the BLooper's `PostMessage()` function and names the *target* as the object that should handle the message:

```
theLooper->PostMessage(theMessage, target);
```

After being set as the control's *target*, the BHandler must maintain its association with the BLooper. If it moves to another BLooper, `PostMessage()` will fail.

The version of `SetTarget()` that takes two arguments sets the BLooper object where the BControl's `Invoke()` function should post messages. If the *targetsPreferredHandler* flag is **FALSE**, messages will be targeted to the *looper* object itself—it will also act as the handler. In other words, passing a BLooper and **FALSE** to the version of `SetTarget()` that takes two arguments accomplishes the same thing as simply passing the BLooper alone to the version that takes one argument. These two lines of code accomplish the same thing:

```
myControl->SetTarget(someLooper, FALSE);
myControl->SetTarget(someLooper);
```

The two-argument version of `SetTarget()` becomes interesting only if the *targetsPreferredHandler* flag is **TRUE**. In this case, messages are targeted to the *looper*'s preferred handler (the object returned by its `PreferredHandler()` function). This permits the targeting decision to be made dynamically, at the time `Invoke()` is called:

```
looper->PostMessage(theMessage, looper->PreferredHandler());
```

For example, the preferred handler of a BWindow object is the current focus view. Therefore, by passing a BWindow *looper* and **TRUE** to `SetTarget()`,

```
myControl->SetTarget(someWindow, TRUE);
```

the control device can be targeted to whatever BView happens to be in focus at the time the control is invoked. This is useful for controls that act on the current selection. (Note, however, that if the `PreferredHandler()` is **NULL**, the *looper* itself becomes the target, just as it would if the *targetsPreferredHandler* flag were **FALSE**.)

When successful, `SetTarget()` returns **B\_NO\_ERROR**. It fails and returns **B\_BAD\_VALUE** if the proposed *target* or *looper* is **NULL**. The one-argument version also returns **B\_BAD\_VALUE** if it can't discover a BLooper from the target handler.

`Target()` returns the current target and, if a pointer to a *looper* is provided, fills in the BLooper where `Invoke()` will post messages. If the target BHandler is the preferred

handler of the *looper*, `Target()` returns `NULL`. In other words, passing a `BLooper` and `TRUE` to `SetTarget()` causes `Target()` to report that there is a *looper*, but a `NULL` target—the `BLooper` is known, but the `BHandler` is not. Passing a `BLooper` and `FALSE` to `SetTarget()` causes `Target()` to report that the same object is both *looper* and target.

By default (established by `AttachedToWindow()`), both roles—`BLooper` and `BHandler`—are filled by the `BWindow` where the control device is located.

See also: `BHandler::Looper()` and `BLooper::PreferredHandler()` in the Application Kit, `BWindow::PreferredHandler()`, `Invoke()`, `AttachedToWindow()`

## SetValue(), Value()

```
virtual void SetValue(long value)
long Value(void) const
```

These functions set and return the value of the `BControl` object.

`SetValue()` assigns the object a new value. If the *value* passed is in fact different from the `BControl`'s current value, this function calls the object's `Draw()` function so that the new value will be reflected in what the user sees on-screen; otherwise it does nothing.

`Value()` returns the current value.

Classes derived from `BControl` should call `SetValue()` to change the value of the control device in response to user actions. The derived classes defined in the Be software kits change values only by calling this function.

Since `SetValue()` is a virtual function, you can override it to take note whenever a control's value changes. However, if you want your code to act only when the value actually changes, you must check to be sure the new value doesn't match the old before calling the inherited version of the function. For example:

```
void MyControl::SetValue(long value)
{
    if ( value != Value() ) {
        BControl::SetValue(value);
        /* MyControl's additions to SetValue() go here */
    }
}
```

Remember that the `BControl` version of `SetValue()` does nothing unless the new value differs from the old.

**Target()** see `SetTarget()`

**Value()** see `SetValue()`

# BListView

Derived from: public BView  
Declared in: <interface/ListView.h>

## Overview

A BListView is a view that displays a list of items the user can select and invoke. This class is based on the BList class of the Support Kit. Every member function of the BList class is replicated by BListView, so you can treat a BListView object just like a BList. BListView simply makes the list visible.

## Displaying the List

In both classes, the list keeps track of data pointers. Adding an item to the list adds only the pointer; the data itself isn't copied. Neither class imposes a type restriction on the data (both declare items to be type `void *`). However, by default, BListView assumes they're pointers to strings (type `char *`). Its functions can display the strings, highlight them when selected, and so on. As long as only string pointers are placed in the list, a BListView object can be used as is. However, if the list is to contain another kind of data, it's necessary to derive a class from BListView and reimplement some of its hook functions.

When the contents of the list change, the BListView makes sure the visible list on-screen is updated. However, it can know that something changed only when a data pointer changes, since pointers are all that the list records. If any pointed-to data is altered, but the pointer remains the same, you must force the list to be redrawn (by calling the `InvalidatItem()` function or BView's `Invalidate()`).

## Selecting and Invoking Items

The user can click an item in the list to select it and double-click an item to both select and invoke it. The user can also select and invoke items from the keyboard. The navigation keys (such as Down Arrow, Home, and Page Up) select items; Enter invokes the item that's currently selected.

The BListView highlights the selected item, but otherwise it doesn't define what, if anything, should take place when an item is selected. You can determine that yourself by registering a "selection message" (a BMessage object) that should be delivered to a target destination whenever the user selects an item.

Similarly, the BListView doesn't define what it means to "invoke" an item. You can register a separate "invocation message" that's posted whenever the user double-clicks an item or presses Enter while an item is selected. For example, if the user double-clicks an item in a list of file names, a message might be posted telling the BApplication object to open that file.

A BListView doesn't have a default selection message or invocation message. Messages are posted only if registered with the `SetSelectionMode()` and `SetInvocationMessage()` functions. The registered message is only a model. When an item is selected or invoked, the BListView makes a copy of the model, adds information to the copy about itself and the item, then posts the copy. See the function descriptions for information on the data that automatically gets added to the message.

See also: the BList class in the Support Kit

## Hook Functions

<code>DrawItem()</code>	Draws the character string that the item points to; can be reimplemented to draw from another kind of data.
<code>HighlightItem()</code>	Highlights the item by inverting all the colors in its frame rectangle; can be reimplemented to highlight in a different way.
<code>Invoke()</code>	Posts the invocation message, if one has been registered for the BListView; can be augmented to do whatever else may be necessary when a item is invoked.
<code>ItemHeight()</code>	Returns the height of a single item, assuming that it's a character string and is to be drawn in the current font; can be reimplemented to return the height required to draw a different kind of item. All items are taken to have the same height.
<code>Select()</code>	Highlights the selected item and posts the selection message, if one has been registered for the BListView; can be augmented to take any collateral action that may be required when the selection changes.

## Constructor and Destructor

### BListView()

```
BListView(BRect frame, const char *name,
          ulong resizingMode = B_FOLLOW_LEFT | B_FOLLOW_TOP,
          ulong flags =
            B_WILL_DRAW | B_NAVIGABLE | B_FRAME_EVENTS)
```

Initializes the new BListView. The *frame*, *name*, *resizingMode*, and *flags* arguments are identical to those declared for the BView class and are passed unchanged to the BView constructor.

The list begins life empty. Call **AddItem()** or **AddList()** (documented for the BList class) to put items in the list. Call **Select()** (documented below) to select one of the items so that it's highlighted when the list is initially displayed to the user.

See also: the BView constructor, **BList::AddItem()**

### ~BListView()

```
virtual ~BListView(void)
```

Frees the model messages, if any, and all memory allocated to hold the list of items.

## Member Functions

The BListView class reimplements *all* of the member functions of the BList class in the Support Kit. BListView's versions of these functions work identically to the BList versions, except that a BListView makes sure that the on-screen display is properly updated whenever the list changes.

Consequently, this section excludes all functions that BList and BListView have in common. It concentrates instead on those member functions that deal with the BListView's behavior as a view, not as a list. See the BList class for information on the functions that you can use to manipulate the BListView's list.

### AttachedToWindow()

```
virtual void AttachedToWindow(void)
```

Sets up the BListView so that it's prepared to draw character strings for items, and makes the BWindow to which the object has become attached the target for messages posted by the **Select()** and **Invoke()** functions—provided another target hasn't already been set.

This function is called for you when the BListView becomes part of a window's view hierarchy.

See also: `BView::AttachedToWindow()`, `SetTarget()`

### BaselineOffset()

protected:

float `BaselineOffset(void)`

Returns the distance from the bottom of an item's frame rectangle to the baseline where the item, assuming it is a character string, is drawn. The string is drawn beginning at a point that's offset 2.0 coordinate units from the left of the frame rectangle and `BaselineOffset()` units from the bottom. The offsets are the same for all items.

This function will give unreliable results unless the BListView is attached to a window.

### CurrentSelection()

inline long `CurrentSelection(void) const`

Returns the index of the currently selected item, or a negative number if no item is selected.

See also: `Select()`

### Draw()

virtual void `Draw(BRect updateRect)`

Calls the `DrawItem()` hook function to draw each visible item in the *updateRect* area of the view and highlights the currently selected item by calling the `HighlightItem()` hook function.

`Draw()` is called for you whenever the list view is to be updated or redisplayed; you don't need to call it yourself. You also don't need to reimplement it, even if you're defining a list that displays something other than character strings. You should implement data-specific versions of `DrawItem()` and `HighlightItem()` instead.

See also: `BView::Draw()`, `DrawItem()`, `HighlightItem()`



## DrawItem()

protected:

```
virtual void DrawItem(BRect updateRect, long index)
```

Draws the item at *index*. The default version of this function assumes that the item is a character string. It can be reimplemented by derived classes to draw differently, based on other kinds of data.

The *updateRect* rectangle is stated in the BListView's coordinate system. It's the portion of the item's frame rectangle that needs to be updated. The full frame rectangle of the item is returned by the `ItemFrame()` function.

The `Draw()` function determines which items in the BListView need to be updated and calls `DrawItem()` for each one.

See also: `ItemHeight()`, `ItemFrame()`, `HighlightItem()`, `BaselineOffset()`

## FrameResized()

```
virtual void FrameResized(float width, float height)
```

Updates the on-screen display in response to a notification that the BListView's frame rectangle has been resized. In particular, this function looks for a vertical scroll bar that's a sibling of the BListView. It adjusts this scroll bar to reflect the way the list view was resized, under the assumption that it must have the BListView as its target.

`FrameResized()` is called automatically at the appropriate times; you shouldn't call it yourself.

See also: `BView::FrameResized()`

## HighlightItem()

protected:

```
virtual void HighlightItem(bool flag, long index)
```

Highlights the item at *index* if *flag* is `TRUE`, and removes the highlighting if *flag* is `FALSE`. Items are highlighted by inverting all colors in their frame rectangles.

This function is called (by `Draw()`) to highlight the selected item and (by `Select()`) to change the item that's highlighted whenever the selection changes. It can be reimplemented in a derived class to highlight in a different way.

See also: `Select()`, `Draw()`

## InvalidateItem()

```
void InvalidateItem(long index)
```

Invalidates the item at *index* so that an update message will be sent forcing the BListView to redraw it.

See also: **BView::Invalidate()**

## Invoke()

```
virtual void Invoke(long index)
```

Invokes the item at *index*, provided that the *index* isn't out-of-range.

This function is called whenever the user double-clicks an item in the list, or presses the Enter key while the BListView is the current focus view for the window and there's a selected item. It can also be called from application code to invoke a particular item; usually **Select()** would first be called to select the item.

To invoke an item that's identified by a pointer, first call **IndexOf()** to find where it's located in the list:

```
long i = myList->IndexOf(someItem);
myList->Select(i);
myList->Invoke(i);
```

If a model "invocation message" has been registered with the BListView (through **SetInvocationMessage()**), **Invoke()** makes a copy of the message, adds information to the copy identifying the BListView and the invoked item, and posts the copy so that it will be handled by the designated target. The default target (established by **AttachedToWindow()**) is the BWindow where the BListView is located. **SetTarget()** can be called to name another BHandler for the message. It can also be called to set a particular BLooper where the message should be posted, but to let that BLooper's preferred handler respond to the message. In this case, the exact target will be picked when **Invoke()** is called.

What it means to "invoke" an item depends entirely on the BMessage that's posted and the receiver's response when it gets the message. This function does nothing but post the message.

See also: **Select()**, **SetInvocationMessage()**, **SetTarget()**

## IsItemSelected()

```
inline bool IsItemSelected(long index) const
```

Returns **TRUE** if the item at *index* is currently selected, and **FALSE** if it's not.

See also: **CurrentSelection()**

## ItemFrame()

protected:

```
BRect ItemFrame(long index) const
```

Returns the frame rectangle of the item at *index*. The rectangle defines the area where the item is drawn; it's stated in the coordinate system of the BListView. The rectangle is calculated from the ordinal position of the item in the list and the value returned by `ItemHeight()`.

It's expected that you'd need to find an item's frame rectangle only if you're implementing a `DrawItem()` function.

< This function currently doesn't check to be sure that the index is in range. >

See also: `DrawItem()`

## ItemHeight()

protected:

```
virtual float ItemHeight(void) const
```

Returns how much vertical room is required to draw a single item in the list—how high each item's frame rectangle should be. The BListView calls `ItemHeight()` extensively to determine where items are located and where to draw them. By default, it returns a height sufficient to draw a character string in the current font.

A derived class that draws items other than character strings should reimplement `ItemHeight()` so that it returns the height required to draw one of its items.

See also: `DrawItem()`

## KeyDown()

```
virtual void KeyDown(ulong aChar)
```

Permits the user to operate the list using the following keys:

<u>Keys</u>	<u>Perform Action</u>
Up Arrow and Down Arrow	Select the items that are immediately before and immediately after the currently selected item.
Page Up and Page Down	Select the items that are one viewful above and below the currently selected item—or the first and last items if there's no item a viewful away.
Home and End	Select the first and last items in the list.
Enter and the space bar	Invoke the currently selected item.

This function also incorporates the inherited BView version so that the Tab key can navigate to another view.

**KeyDown()** is called to report **B\_KEY\_DOWN** messages when the BListView is the focus view of the active window; you shouldn't call it yourself.

See also: **BView::KeyDown()**, **Select()**, **Invoke()**

## MakeFocus()

virtual void **MakeFocus**(bool *focused* = TRUE)

Overrides the BView version of **MakeFocus()** to draw an indication that the BListView has become the focus for keyboard events when the *focused* flag is TRUE, and to remove that indication when the flag is FALSE.

See also: **BView::MakeFocus()**

## MouseDown()

virtual void **MouseDown**(BPoint *point*)

Determines which item is located at *point* and calls **Select()** to select it (for a single-click or the first event in a series) and **Invoke()** to invoke it (for a double-click or the second in a series).

This function also makes the BListView the focus view so the user can operate the list from the keyboard.

**MouseDown()** is called to notify the BListView of a mouse-down event; you don't need to call it yourself.

See also: **BView::MouseDown()**, **Select()**, **Invoke()**

## Select()

virtual void **Select**(long *index*)

Selects the item located at *index*, provided that the *index* isn't out-of-range. This function removes the highlighting from the previously selected item and highlights the new selection, scrolling the list so the item is visible if necessary. Selecting an item also marks it as the item that **CurrentSelection()** returns and that the Enter key can invoke.

**Select()** is called whenever the user selects an item, using either the keyboard or the mouse. It can also be called from application code to set an initial selection in the list or change the current selection.

If a model “selection message” has been registered with the BListView, `Select()` copies the message, adds information to the copy identifying the list and the item that was selected, and posts the copy so that it will be dispatched to the target BHandler. If a message hasn’t been registered, “selecting” an item simply means to highlight it and mark it as the selected item.

Typically, BListViews are set up to post a message when an item is invoked, but not when one is selected.

See also: `SetSelectionMessage()`, `Invoke()`

### **SetFontName(), SetFontSize(), SetFontRotation(), SetFontShear()**

virtual void `SetFontName(const char *name)`

virtual void `SetFontSize(float points)`

virtual void `SetFontRotation(float degrees)`

virtual void `SetFontShear(float angle)`

`SetFontName()`, `SetFontSize()`, and `SetFontShear()` augment their BView counterparts to recalculate the layout of items in the list when the font changes. However, the list is not automatically redisplayed in the new font.

`SetFontRotation()` is disabled; a rotated font is incompatible with a list horizontal items.

See also: `BView::SetFontName()`

### **SetInvocationMessage(), InvocationMessage(), InvocationCommand()**

virtual void `SetInvocationMessage(BMessage *message)`

BMessage \*`InvocationMessage(void) const`

ulong `InvocationCommand(void) const`

These functions set and return information about the BMessage that the BListView posts when an item is invoked.

`SetInvocationMessage()` assigns *message* to the BListView, freeing any message previously assigned. The message becomes the responsibility of the BListView object and will be freed only when it’s replaced by another message or the BListView is freed; you shouldn’t free it yourself. Passing a NULL pointer to this function deletes the current message without replacing it.

The BListView treats the BMessage as its “invocation message,” a model for the message it posts when an item in the list is invoked. The `Invoke()` function makes a copy of the model and adds two pieces of relevant information. It then posts the copy, not the original.

The added information identifies the BListView and the invoked item:

<u>Data name</u>	<u>Type code</u>	<u>Description</u>
“source”	B_OBJECT_TYPE	A pointer to the BListView object.
“index”	B_LONG_TYPE	The index of the item that was invoked.

These names should not be used for any data that you add to the model *message*.

Given this information, the message receiver can get a pointer to item data. For example:

```
void myWindow::MessageReceived(BMessage *message)
{
    BListView *theList;
    long theIndex;
    char *theItem;
    . . .
    theList = (BListView *)message->FindObject("source");
    if ( message->Error() == B_NO_ERROR ) {
        theIndex = message->FindLong("index");
        if ( message->Error() == B_NO_ERROR ) {
            theItem = (char *)theList->ItemAt(theIndex);
            . . .
        }
    }
    . . .
}
```

(Although not shown in this example, you might also want to use the `cast_as()` macro to make sure that it's safe to cast the “source” object pointer to the BListView class.)

`InvocationMessage()` returns a pointer to the model BMessage and `InvocationCommand()` returns its *what* data member. The message belongs to the BListView; it can be altered by adding or removing data, but it shouldn't be deleted. Nor should it be posted or sent anywhere, since that would eventually free it. To get rid of the current message, pass a NULL pointer to `SetInvocationMessage()`.

See also: `Invoke()`, the BMessage class

### **SetSelectionMessage(), SelectionMessage(), SelectionCommand()**

```
virtual void SetSelectionMessage(BMessage *message)
BMessage *SelectionMessage(void) const
ulong SelectionCommand(void) const
```

These functions set, and return information about, the message that a BListView posts whenever one of its items is selected. They're exact counterparts to the invocation message functions described above under `SetInvocationMessage()`, except that the “selection message” is posted whenever an item in the list is selected, rather than when

invoked. It's more common to take action (to post a message) on invoking an item than on selecting one.

The *message* that `SetSelectionMessage()` assigns to the `BListView` is a model for the messages that the `Select()` function posts. `Select()` copies the model and posts the copy. It adds the same two pieces of information to the copy as are added to the invocation message:

<u>Data name</u>	<u>Type code</u>	<u>Description</u>
“source”	<code>B_OBJECT_TYPE</code>	A pointer to the <code>BListView</code> object.
“index”	<code>B_LONG_TYPE</code>	The index of the item that was selected.

You should not use these names for data you add to the model *message*.

See also: `Select()`, `SetInvocationMessage()`, the `BMessage` class

### SetSymbolSet()

```
virtual void SetSymbolSet(const char *name)
```

Augments its `BView` counterpart to recalculate the layout of the list when the symbol set changes.

See also: `BView::SetSymbolSet()`

### SetTarget(), Target()

```
virtual long SetTarget(BHandler *target)
virtual long SetTarget(BLooper *target, bool targetsPreferredHandler)
BHandler *Target(BLooper **looper = NULL) const
```

These functions set and return the object that's expected to handle messages the `BListView` posts (through its `Select()` and `Invoke()` functions).

The version of `SetTarget()` that takes a single argument sets the *target* `BHandler` object. It's successful only if it can also discern a `BLooper` object where the `BListView` can post messages so that they will be dispatched to that target. To post a message, the `BListView` calls the `BLooper`'s `PostMessage()` function and names the *target* as the object that should receive the message:

```
theLooper->PostMessage(theMessage, target);
```

Therefore, the *target* `BHandler` must either:

- Have been added to a `BLooper`, or
- Be a `BLooper` itself, so that it can fulfill the roles of both `BLooper` and `BHandler`.

Once it's set as the BListView's *target*, the BHandler must continue its association with the BLooper. If it moves to another BLooper, `PostMessage()` will fail.

The version of `SetTarget()` that takes two arguments sets the BLooper object where the BListView function should post messages. If the *targetsPreferredHandler* flag is `FALSE`, messages will be targeted to the *looper* object itself—it will also act as the handler. In other words, passing a BLooper and `FALSE` to the version of `SetTarget()` that takes two arguments accomplishes the same thing as simply passing the BLooper alone to the version that takes one argument. These two lines of code are equivalent:

```
myListView->SetTarget(someLooper, FALSE);
myListView->SetTarget(someLooper);
```

However, if the *targetsPreferredHandler* flag is `TRUE`, messages are targeted to the *looper*'s preferred handler (the object returned by its `PreferredHandler()` function). This permits the targeting decision to be made dynamically:

```
looper->PostMessage(theMessage, looper->PreferredHandler());
```

For a BWindow, the preferred handler is the current focus view. Therefore, by passing a BWindow *looper* and `TRUE` to `SetTarget()`,

```
myListView->SetTarget(someWindow, TRUE);
```

the BListView can be targeted to whatever BView happens to be in focus at the time an item is invoked. (Note, however, that if the *looper*'s `PreferredHandler()` is `NULL`, the BLooper itself becomes the target, just as it would if the *targetsPreferredHandler* flag were `FALSE`.)

When successful, `SetTarget()` returns `B_NO_ERROR`. It fails and returns `B_BAD_VALUE` if the proposed *target* or *looper* is `NULL`. The one-argument version also returns `B_BAD_VALUE` if it can't discover a BLooper from the target handler.

`Target()` returns the current target and, if a pointer to a *looper* is provided, fills in the BLooper where the BListView will post messages. If the target BHandler is the preferred handler of the *looper*, `Target()` returns `NULL`. In other words, passing a BLooper and `TRUE` to `SetTarget()` causes `Target()` to report that there is a *looper*, but a `NULL` target; the BLooper is known, but the target BHandler is not. Passing a BLooper and `FALSE` to `SetTarget()` causes `Target()` to report that the same object is both *looper* and target.

By default (established by `AttachedToWindow()`), the BWindow where the list is located acts as both BLooper and BHandler.

See also: `BView::Looper()`, `BWindow::PreferredHandler()`, `Invoke()`, `AttachedToWindow()`



# BMenu

Derived from: public BView  
Declared in: <interface/Menu.h>

## Overview

A BMenu object displays a pull-down or pop-up list of menu items. Menus organize the features of an application—the common ones as well as the more obscure—and provide users with points of entry for most everything the application can do.

Menus categorize the features of the application—all formatting possibilities might be grouped in one menu, a list of documents in another, graphics choices in a third, and so on. The arrangement of menus presents an outline of how the various parts of the application fit together.

## Menu Hierarchy

Menus are hierarchically arranged; an item in one menu can control another menu. The controlled menu is a *submenu*; the menu that contains the item that controls it is its *supermenu*. A submenu remains hidden until the user operates the item that controls it; it becomes hidden again when the user is finished with it. A submenu can have its own submenus, and those submenus can have submenus of their own, and so on—although it becomes hard for users to find their way around in a menu hierarchy that becomes too deep.

The menu at the root of the hierarchy is displayed in a window as a list—perhaps a list of just one item. Since it, unlike other menus, doesn't have a controlling item, it must remain visible. A root menu is therefore a special kind of menu in that it behaves more like an ordinary view than do other menus, which stay hidden. Root menus should belong to the BMenuBar class, which is derived from BMenu. The typical root menu is a menu bar displayed across the top of a window (hence the name of the class).

## Menu Items

Each item in a menu is a kind of BMenuItem object. An item can be marked (displayed with a check mark to its left), assigned a keyboard shortcut, enabled and disabled, and given a “trigger” character that the user can type to invoke the item when its menu is open on-screen.

Every item has a particular job to do. If an item controls a submenu, its job is to show the submenu on-screen and hide it again. All other items give instructions to the application. When invoked by the user, they post a BMessage object to a target BHandler. What the item does depends on the content of the BMessage and the BHandler's response to it.

The BMenu and BMenuItem classes share some functions that accomplish the same thing when called for a submenu or for the supermenu item that controls the submenu. For example, setting the target for a BMenu (**SetTarget()**) sets the target for each of its items. Disabling a submenu (**SetEnabled()**) is the same as disabling the item that controls it; the user will be able to bring the submenu to the screen, but none of its items will work. This, in effect, disables all items and menus in the branch of the menu hierarchy under the superitem.

## Hook Functions

<b>ScreenLocation()</b>	Can be implemented to have the menu appear on-screen at some location other than the default.
-------------------------	---

## Constructor and Destructor

### BMenu()

public:

**BMenu**(const char \*name, menu\_layout layout = B\_ITEMS\_IN\_COLUMN)

**BMenu**(const char \*name, float width, float height)

protected:

**BMenu**(BRect frame, const char \*name, ulong resizingMode, ulong flags, menu\_layout layout, bool resizeToFit)

Initializes the BMenu object. The *name* of the object becomes the initial label of the supermenu item that controls the menu and brings it to the screen. (It's also the name that can be passed to BView's **FindView()** function.)

A new BMenu object doesn't contain any items; you need to call **AddItem()** to set up its contents.

A menu can arrange its items in any of three ways:

<code>B_ITEMS_IN_COLUMN</code>	The items are stacked vertically in a column, one on top of the other, as in a typical menu.
<code>B_ITEMS_IN_ROW</code>	The items are laid out horizontally in a row, from end to end, as in a typical menu bar.
<code>B_ITEMS_IN_MATRIX</code>	The items are arranged in a custom fashion, such as a matrix.

Either `B_ITEMS_IN_ROW` or the default `B_ITEMS_IN_COLUMN` can be passed as the *layout* argument to the public constructor. (A column is the default for ordinary menus; a row is the default for `BMenuBar`s.) This version of the constructor isn't designed for `B_ITEMS_IN_MATRIX` layouts.

A `BMenu` object can arrange items that are laid out in a column or a row entirely on its own. The menu will be resized to exactly fit the items that are added to it.

However, when items are laid out in a custom matrix, the menu needs more help. First, the constructor must be informed of the exact *width* and *height* of the menu rectangle. The version of the constructor that takes these two parameters is designed just for matrix menus—it sets the layout to `B_ITEMS_IN_MATRIX`. Then, when items are added to the menu, the `BMenu` object expects to be informed of their precise positions within the specified area. The menu is *not* resized to fit the items that are added. Finally, when items in the matrix change, you must take care of any required adjustments in the layout yourself.

The protected version of the constructor is supplied for derived classes that don't simply devise different sorts of menu items or arrange them in a different way, but invent a different kind of menu. If the *resizeToFit* flag is `TRUE`, it's expected that the *layout* will be `B_ITEMS_IN_COLUMN` or `B_ITEMS_IN_ROW`. The menu will resize itself to fit the items that are added to it. If the layout is `B_ITEMS_IN_MATRIX`, the *resizeToFit* flag should be `FALSE`.

## `~BMenu()`

virtual `~BMenu(void)`

Deletes all the items that were added to the menu and frees all memory allocated by the `BMenu` object. Deleting the items serves also to delete any submenus those items control and, thus, the whole branch of the menu hierarchy.

## Member Functions

### AddItem()

```
bool AddItem(BMenuItem *item)
bool AddItem(BMenuItem *item, long index)
bool AddItem(BMenuItem *item, BRect frame)
bool AddItem(BMenu *submenu)
bool AddItem(BMenu *submenu, long index)
bool AddItem(BMenu *submenu, BRect frame)
```

Adds an item to the menu list at *index*—or, if no *index* is mentioned, to the end of the list. If items are arranged in a matrix rather than a list, it's necessary to specify the item's *frame* rectangle—the exact position where it should be located in the menu view. Assume a coordinate system for the menu that has the origin, (0.0, 0.0), at the left top corner of the view rectangle. The rectangle will have the width and height that were specified when the menu was constructed.

The versions of this function that take an *index* (even an implicit one) can be used only if the menu arranges items in a column or row (`B_ITEMS_IN_COLUMN` or `B_ITEMS_IN_ROW`); it's an error to use them for items arranged in a matrix. Conversely, the versions of this function that take a *frame* rectangle can be used only if the menu arranges items in a matrix (`B_ITEMS_IN_MATRIX`); it's an error to use them for items arranged in a list.

If a *submenu* is specified rather than an *item*, `AddItem()` constructs a controlling `BMenuItem` for the submenu and adds the item to the menu.

If it's unable to add the item to the menu—for example, if the *index* is out-of-range or the wrong version of the function has been called—`AddItem()` returns `FALSE`. If successful, it returns `TRUE`.

See also: the `BMenu` constructor, the `BMenuItem` class, `RemoveItem()`

### AddSeparatorItem()

```
bool AddSeparatorItem(void)
```

Creates an instance of the `BSeparatorItem` class and adds it to the end of the menu list, returning `TRUE` if successful and `FALSE` if not (a very unlikely possibility). This function is a shorthand for:

```
BSeparatorItem *separator = new BSeparatorItem;
AddItem(separator);
```

A separator serves only to separate other items in the list. It counts as an item and has an indexed position in the list, but it doesn't do anything. It's drawn as a horizontal line

across the menu. Therefore, it's appropriately added only to menus where the items are laid out in a column.

See also: **AddItem()**, the **BSeparatorItem** class

### **AreTriggersEnabled()** see **SetTriggersEnabled()**

### **AttachedToWindow()**

virtual void **AttachedToWindow**(void)

Finishes initializing the BMenu object by setting graphics parameters and laying out items. This function is called for you each time the BMenu is assigned to a window. For a submenu, that means each time the menu is shown on-screen.

See also: **BView::AttachedToWindow()**

### **CountItems()**

long **CountItems**(void) const

Returns the total number of items in the menu, including separator items.

### **Draw()**

virtual void **Draw**(BRect *updateRect*)

Draws the menu. This function is called for you whenever the menu is placed on-screen or is updated while on-screen. It's not a function you need to call yourself.

See also: **BView::Draw()**

### **FindItem()**

BMenuItem **\*FindItem**(const char *\*label*) const

BMenuItem **\*FindItem**(ulong *command*) const

Returns the item with the specified *label*—or the one that posts a message with the specified *command*. If there's more than one item in the menu hierarchy with that particular *label* or associated with that particular *command*, this function returns the first one it finds. It recursively searches the menu by working down the list of items in order. If an item controls a submenu, it searches the submenu before returning to check any remaining items in the menu.

If none of the items in the menu hierarchy meet the stated criterion, **FindItem()** returns **NULL**.

**FindMarked()**

BMenuItem \*FindMarked(void)

Returns the first marked item in the menu list (the one with the lowest index), or **NULL** if no item is marked.

See also: **SetRadioMode()**, **BMenuItem::SetMarked()**

**Hide(), Show()**

protected:

void **Hide**(void)

void **Show**(bool *selectFirst*)

virtual void **Show**(void)

These functions hide the menu (remove the BMenu view from the window it's in and remove the window from the screen) and show it (attach the BMenu to a window and place the window on-screen). If the *selectFirst* flag passed to **Show()** is **TRUE**, the first item in the menu will be selected when it's shown. If *selectFirst* is **FALSE**, the menu is shown without a selected item.

The version of **Show()** that doesn't take an argument simply calls the version that does and passes it a *selectFirst* value of **FALSE**.

These functions are not ones that you'd ordinarily call, even when implementing a derived class. You'd need them only if you're implementing a nonstandard menu of some kind and want to control when the menu appears on-screen.

See also: **BView::Show()**, **Track()**

**IndexOf()**

long **IndexOf**(BMenuItem \**item*) const

long **IndexOf**(BMenu \**submenu*) const

Returns the index of the specified menu *item*—or the item that controls the specified *submenu*. Indices record the position of the item in the menu list. They begin at 0 for the item at the top of a column or at the left of a row and include separator items.

If the menu doesn't contain the specified *item*, or the item that controls *submenu*, the return value will be **B\_ERROR**.

See also: **AddItem()**

**InvalidateLayout()**

```
void InvalidateLayout(void)
```

Forces the BMenu to recalculate the layout of all menu items and, consequently, its own size. It can do this only if the items are arranged in a row or a column. If the items are arranged in a matrix, it's up to you to keep their layout up-to-date.

All BMenu and BMenuItem functions that change an item in a way that might affect the overall menu automatically invalidate the menu's layout so it will be recalculated. For example, changing the label of an item might cause the menu to become wider (if it needs more room to accommodate the longer label) or narrower (if it no longer needs as much room as before).

Therefore, you don't need to call `InvalidateLayout()` after using a Kit function to change a menu or menu item; it's called for you. You'd call it only when making some other change to a menu.

See also: the BMenu constructor

**IsEnabled()** see `SetEnabled()`

**IsLabelFromMarked()** see `SetLabelFromMarked()`

**IsRadioMode()** see `SetRadioMode()`

**ItemAt(), SubmenuAt()**

```
BMenuItem *ItemAt(long index) const
```

```
BMenu *SubmenuAt(long index) const
```

These functions return the item at *index*—or the submenu controlled by the item at *index*. If there's no item at the index, they return `NULL`. `SubmenuAt()` is a shorthand for:

```
ItemAt(index)->Submenu()
```

It returns `NULL` if the item at *index* doesn't control a submenu.

See also: `AddItem()`

## KeyDown()

virtual void **KeyDown**(ulong *aChar*)

Handles keyboard navigation through the menu. This function is called to respond to messages reporting key-down events. It should not be called from application code.

See also: **BView::KeyDown()**

## Layout()

protected:

menu\_layout **Layout**(void) const

Returns **B\_ITEMS\_IN\_COLUMN** if the items in the menu are stacked in a column from top to bottom, **B\_ITEMS\_IN\_ROW** if they're stretched out in a row from left to right, or **B\_ITEMS\_IN\_MATRIX** if they're arranged in some custom fashion. By default BMenu items are arranged in a column and BMenuBar items in a row.

The layout is established by the constructor.

See also: the BMenu and BMenuBar constructors

## RemoveItem()

BMenuItem \***RemoveItem**(long *index*)

bool **RemoveItem**(BMenuItem \**item*)

bool **RemoveItem**(BMenu \**submenu*)

Removes the item at *index*, or the specified *item*, or the item that controls the specified *submenu*. Removing the item doesn't free it.

- If passed an *index*, this function returns a pointer to the item so you can free it. It returns a **NULL** pointer if the item couldn't be removed (for example, if the *index* is out-of-range).
- If passed an *item*, it returns **TRUE** if the item was in the list and could be removed, and **FALSE** if not.
- If passed a *submenu*, it returns **TRUE** if the submenu is controlled by an item in the menu and that item could be removed, and **FALSE** otherwise.

When an item is removed from a menu, it loses its target; the cached value is set to **NULL**. If the item controls a submenu, it remains attached to the submenu even after being removed.

See also: **AddItem()**



## ScreenLocation()

protected:

```
virtual BPoint ScreenLocation(void)
```

Returns the point where the left top corner of the menu should appear when the menu is shown on-screen. The point is specified in the screen coordinate system.

This function is called each time a hidden menu (a submenu of another menu) is brought to the screen. It can be overridden in a derived class to change where the menu appears. For example, the BPopUpMenu class overrides it so that a pop-up menu pops up over the controlling item.

See also: the BPopUpMenu class

## SetEnabled(), IsEnabled()

```
virtual void SetEnabled(bool enabled)
```

```
bool IsEnabled(void) const
```

**SetEnabled()** enables the BMenu if the *enabled* flag is **TRUE**, and disables it if *enabled* is **FALSE**. If the menu is a submenu, this enables or disables its controlling item, just as if **SetEnabled()** were called for that item. The controlling item is updated so that it displays its new state, if it happens to be visible on-screen.

Disabling a menu disables its entire branch of the menu hierarchy. All items in the menu, including those that control other menus, are disabled.

**IsEnabled()** returns **TRUE** if the BMenu, and every BMenu above it in the menu hierarchy, is enabled. It returns **FALSE** if the BMenu, or any BMenu above it in the menu hierarchy, is disabled.

See also: **BMenuItem::SetEnabled()**

## SetLabelFromMarked(), IsLabelFromMarked()

protected:

```
void SetLabelFromMarked(bool flag)
```

```
bool IsLabelFromMarked(void)
```

**SetLabelFromMarked()** determines whether the label of the item that controls the menu (the label of the superitem) should be taken from the currently marked item within the menu. If *flag* is **TRUE**, the menu is placed in radio mode and the superitem's label is reset each time the user selects a different item. If *flag* is **FALSE**, the setting for radio mode doesn't change and the label of the superitem isn't automatically reset.

**IsLabelFromMarked()** returns whether the superitem's label is taken from the marked item (but not necessarily whether the BMenu is in radio mode).

See also: **SetRadioMode()**

### **SetRadioMode(), IsRadioMode()**

virtual void **SetRadioMode**(bool *flag*)

bool **IsRadioMode**(void)

**SetRadioMode()** puts the BMenu in radio mode if *flag* is **TRUE** and takes it out of radio mode if *flag* is **FALSE**. In radio mode, only one item in the menu can be marked at a time. If the user selects an item, a check mark is placed in front of it automatically (you don't need to call BMenuItem's **SetMarked()** function; it's called for you). If another item was marked at the time, its mark is removed. Selecting a currently marked item retains the mark.

**IsRadioMode()** returns whether the BMenu is currently in radio mode. The default radio mode is **FALSE** for ordinary BMenus, but **TRUE** for BPopUpMenus.

**SetRadioMode()** doesn't change any of the items in the menu. If you want an initial item to be marked when the menu is put into radio mode, you must mark it yourself.

When **SetRadioMode()** turns radio mode off, it calls **SetLabelFromMarked()** and passes it an argument of **FALSE**—turning off the feature that changes the label of the menu's superitem each time the marked item changes. Similarly, when **SetLabelFromMarked()** turns on this feature, it calls **SetRadioMode()** and passes it an argument of **TRUE**—turning radio mode on.

See also: **BMenuItem::SetMarked()**, **SetLabelFromMarked()**

### **SetTargetForItems()**

virtual long **SetTargetForItems**(BHandler \**target*)

This function is a convenience for assigning the same *target* BHandler to all the items in the menu. It works through the list of items in order, calling BMenuItem's **SetTarget()** virtual function for each one. If it's unable to set the target of any item, it aborts and returns the error it encountered. If successful in setting the *target* of all items, it returns **B\_NO\_ERROR**. See BMenuItem's **SetTarget()** for information on acceptable *target* values.

This function doesn't work recursively; it acts only on items currently in the BMenu, not on items that might be added later nor on items in submenus.

See also: **BMenuItem::SetTarget()**

**SetTriggersEnabled(), AreTriggersEnabled()**

```
virtual void SetTriggersEnabled(bool flag)
```

```
bool AreTriggersEnabled(void) const
```

**SetTriggersEnabled()** enables the triggers for all items in the menu if *flag* is **TRUE** and disables them if *flag* is **FALSE**. **AreTriggersEnabled()** returns whether the triggers are currently enabled or disabled. They're enabled by default.

Triggers are displayed to the user only if they're enabled, and only when keyboard actions can operate the menu.

Triggers are appropriate for some menus, but not for others. **SetTriggersEnabled()** is typically called to initialize the BMenu when it's constructed, not to enable and disable triggers as the application is running. If triggers are ever enabled for a menu, they should always be enabled; if they're ever disabled, they should always be disabled.

See also: **BMenuItem::SetTrigger()**

**Show()** see **Hide()**

**SubmenuAt()** see **ItemAt()**

**Superitem(), Supermenu()**

```
BMenuItem *Superitem(void) const
```

```
BMenu *Supermenu(void) const
```

These functions return the supermenu item that controls the BMenu and the supermenu where that item is located. The supermenu could be a BMenuBar object. If the BMenu hasn't been made the submenu of another menu, both functions return **NULL**.

See also: **AddItem()**

**Track()**

protected:

```
BMenuItem *Track(bool openAnyway = FALSE, BRect *clickToOpenRect = NULL)
```

Initiates tracking of the cursor within the menu. This function passes tracking control to submenus (and submenus of submenus) depending on where the user moves the mouse. If the user ends tracking by invoking an item, **Track()** returns the item. If the user didn't invoke any item, it returns **NULL**. The item doesn't have to be located in the BMenu; it could, for example, belong to a submenu of the BMenu.

If the *openAnyway* flag is **TRUE**, **Track()** opens the menu and leaves it open even though a mouse button isn't held down. This enables menu navigation from the keyboard. If a

*clickToOpenRect* is specified and the user has set the click-to-open preference, `Track()` will leave the menu open if the user releases the mouse button while the cursor is inside the rectangle. The rectangle should be stated in the screen coordinate system.

`Track()` is called by the `BMenu` to initiate tracking in the menu hierarchy. You would need to call it yourself only if you're implementing a different kind of menu that starts to track the cursor under nonstandard circumstances.

# BMenuBar

Derived from: public BMenu  
Declared in: <interface/MenuBar.h>

## Overview

A BMenuBar is a menu that can stand at the root of a menu hierarchy. Rather than appear on-screen when commanded to do so by a user action, a BMenuBar object has a settled location in a window's view hierarchy, just like other views. Typically, the root menu is the menu bar that's drawn across the top of the window. It's from this use that the class gets its name.

However, instances of this class can also be used in other ways. A BMenuBar might simply display a list of items arranged in a column somewhere in a window. Or it might contain just one item, where that item controls a pop-up menu (a BPopupMenu object). Rather than look like a "menu bar," the BMenuBar object would look something like a button.

## The Key Menu Bar

The "real" menu bar at the top of the window usually represents an extensive menu hierarchy; each of its items typically controls a submenu.

The user should be able to operate this menu bar from the keyboard (using the arrow keys and Enter). There are two ways that the user can put the BMenuBar and its hierarchy in focus for keyboard events:

- Clicking an item in the menu bar. If the "click to open" preference is not turned off, this opens the submenu the item controls so that it stays visible on-screen and puts the submenu in focus.
- Pressing the Menu key, or pressing and releasing a Command key. This puts the BMenuBar in focus and selects its first item.

Either method opens the entire menu hierarchy to keyboard navigation.

If a window's view hierarchy includes more than one BMenuBar object, the Menu key (or Command) must choose one of them to put in focus. By default, it picks the last one that was attached to the window. However, the `SetKeyMenuBar()` function defined in the BWindow class can be called to designate a different BMenuBar object as the "key" menu bar for the window.

## A Kind of BMenu

BMenuBar inherits most of its functions from the BMenu class. It reimplements the `AttachedToWindow()`, `Draw()`, and `MouseDown()` functions that set up the object and respond to messages, but these aren't functions that you'd call from application code; they're called for you.

The only real function (other than the constructor) that the BMenuBar class adds to those it inherits is `SetBorder()`, which determines how the list of items is bordered.

Therefore, for most BMenuBar operations—adding submenus, finding items, temporarily disabling the menu bar, and so on—you must call inherited functions and treat the object like the BMenu that it is.

See also: the BMenu class

## Constructor and Destructor

### BMenuBar()

```
BMenuBar(BRect frame, const char *name,
         ulong resizingMode =
             B_FOLLOW_LEFT_RIGHT | B_FOLLOW_TOP,
         menu_layout layout = B_ITEMS_IN_ROW,
         bool resizeToFit = TRUE)
```

Initializes the BMenuBar by assigning it a *frame* rectangle, a *name*, and a *resizingMode*, just like other BViews. These values are passed up the inheritance hierarchy to the BView constructor. The default resizing mode (`B_FOLLOW_LEFT_RIGHT | B_FOLLOW_TOP`) is designed for a true menu bar (one that's displayed along the upper edge of a window). It permits the menu bar to adjust itself to changes in the window's width, while keeping it glued to the top of the window frame.

The *layout* argument determines how items are arranged in the menu bar. By default, they're arranged in a row as befits a true menu bar. If an instance of this class is being used to implement something other than a horizontal menu, items can be laid out in a column (`B_ITEMS_IN_COLUMN`) or in a matrix (`B_ITEMS_IN_MATRIX`).

If the *resizeToFit* flag is turned on, as it is by default, the frame rectangle of the BMenuBar will be automatically resized to fit the items it displays. This is generally a good idea, since it relieves you of the responsibility of testing user preferences to determine what size the menu bar should be. Because the font and font size for menu items are user preferences, items can vary in size from user to user.

When *resizeToFit* is `TRUE`, the *frame* rectangle determines only where the menu bar is located, not how large it will be. The rectangle's `left` and `top` data members are respected, but the `right` and `bottom` sides are adjusted to accommodate the items that are added to the menu bar.

Two kinds of adjustments are made if the *layout* is `B_ITEMS_IN_ROW`, as it typically is for a menu bar:

- The height of the menu bar is adjusted to the height of a single item.
- If the *resizingMode* includes `B_FOLLOW_LEFT_RIGHT`, the width of the menu bar is adjusted to match the width of its parent view. This means that a true menu bar (one that's a child of the window's top view) will always be as wide as the window.

Two similar adjustments are made if the menu bar *layout* is `B_ITEMS_IN_COLUMN`:

- The width of the menu bar is adjusted to the width of the widest item.
- If the *resizingMode* includes `B_FOLLOW_TOP_BOTTOM`, the height of the menu bar is adjusted to match the height of its parent view.

After setting up the key menu bar and adding items to it, you may want to set the minimum width of the window so that certain items won't be hidden when the window is resized smaller.

Change the *resizingMode*, the *layout*, and the *resizeToFit* flag as needed for BMenuBar objects that are used for a purpose other than to implement a true menu bar.

See also: the BMenu constructor, `BWindow::SetSizeLimits()`

### **~BMenuBar()**

virtual `~BMenuBar(void)`

Frees all the items and submenus in the entire menu hierarchy, and all memory allocated by the BMenuBar.

## Member Functions

### **AttachedToWindow()**

virtual void `AttachedToWindow(void)`

Finishes the initialization of the BMenuBar by setting up its graphics environment, and by making the BWindow to which it has become attached the target handler for all items in the menu hierarchy, except for those items for which a target has already been set.

This function also makes the BMenuBar the key menu bar, the BMenuBar object whose menu hierarchy the user can navigate from the keyboard. If a window contains more than one BMenuBar in its view hierarchy, the last one that's added to the window gets to keep

this designation. However, the key menu bar should always be the real menu bar at the top of the window. It can be explicitly set with BWindow's `SetKeyMenuBar()` function.

See also: `BWindow::SetKeyMenuBar()`

**Border()** see `SetBorder()`

**Draw()**

virtual void `Draw(BRect updateRect)`

Draws the menu—whether as a true menu bar, as some other kind of menu list, or as a single item that controls a pop-up menu. This function is called as the result of update messages; you don't need to call it yourself.

See also: `BView::Draw()`

**MouseDown()**

virtual void `MouseDown(BPoint point)`

Initiates mouse tracking and keyboard navigation of the menu hierarchy. This function is called to notify the BMenuBar of a mouse-down event.

See also: `BView::MouseDown()`

**SetBorder(), Border()**

void `SetBorder(menu_bar_border border)`

menu\_bar\_border `Border(void) const`

`SetBorder()` determines how the menu list is bordered. The *border* argument can be:

<code>B_BORDER_FRAME</code>	The border is drawn around the entire frame rectangle.
<code>B_BORDER_CONTENTS</code>	The border is drawn around just the list of items.
<code>B_BORDER_EACH_ITEM</code>	A border is drawn around each item.

`Border()` returns the current setting. The default is `B_BORDER_FRAME`.



# BMenuField

Derived from: public BView  
Declared in: <interface/MenuField.h>

## Overview

A BMenuField object displays a labeled pop-up menu. It's a simple object that employs a BMenuBar object to control a BMenu. All it adds to what a BMenuBar can do on its own is a label and a more control-like user interface that includes keyboard navigation.

The functions defined in this class resemble those of a BControl (`SetLabel()`, `IsEnabled()`), especially a BTextControl (`SetDivider()`, `Alignment()`). However, unlike a real BControl object, a BMenuField doesn't maintain a current value and it can't be invoked or post messages. All the control work is done by items in the BMenu.

## Constructor and Destructor

### BMenuField()

```
BMenuField(BRect frame, const char *name,  
           const char *label,  
           BMenu *menu,  
           ulong resizingMode = B_FOLLOW_LEFT | B_FOLLOW_TOP,  
           ulong flags = B_WILL_DRAW | B_NAVIGABLE)
```

Initializes the BMenuField object with the specified *frame* rectangle, *name*, *resizingMode*, and *flags*. These arguments are the same as for any BView object and are passed unchanged to the BView constructor. When the object is attached to a window, the height of its frame rectangle will be adjusted to fit the height of the text it displays, which depends on the user's preferred font for menus.

By default, the frame rectangle is divided horizontally in half, with the *label* displayed on the left and the *menu* on the right. This division can be changed with the `SetDivider()` function. The *menu* is assigned to a BMenuBar object and will pop up under the user's control. For most uses, the *menu* should be a BPopupMenu object.

**~BMenuItem()**virtual **~BMenuItem**(void)

Frees the label, the BMenuBar object, and other memory allocated by the BMenuItem.

## Member Functions

**Alignment()** *see* **SetAlignment()****AttachedToWindow(), AllAttached()**virtual void **AttachedToWindow**(void)virtual void **AllAttached**(void)

These functions override their BView counterparts to make the BMenuItem's background color match the color of its parent view and to adjust the height of the view to the height of the BMenuBar child it contains. The height of the child depends on the size of the user's preferred font for menus.

See also: **BView::AttachedToWindow()**

**Divider()** *see* **SetDivider()****Draw()**virtual void **Draw**(BRect *updateRect*)

Overrides the BView version of this function to draw the view's border and label. The way the menu field is drawn depends on whether it's enabled or disabled and whether or not it's the current focus for keyboard actions.

See also: **BView::Draw()**

**IsEnabled()** *see* **SetEnabled()**

## KeyDown()

virtual void **KeyDown**(ulong *aChar*)

Augments the BView version of **KeyDown()** to permit keyboard navigation to and from the view and to allow users to open the menu by pressing the space bar.

See also: **BView::KeyDown()**

## Label() see SetLabel()

## MakeFocus()

virtual void **MakeFocus**(bool *focused*)

Augments the BView version of **MakeFocus()** to enable keyboard navigation. This function calls **Draw()** when the BMenuItem becomes the focus view and when it loses that status.

See also: **BView::MakeFocus()**

## Menu(), MenuBar()

BMenuItem \***Menu**(void) const

BMenuBar \***MenuBar**(void) const

**Menu()** returns the BMenuItem object that pops up when the user operates the BMenuItem; **MenuBar()** returns the BMenuBar object that contains the menu. The BMenuBar is created by the BMenuItem; the menu is assigned to it during construction.

See also: the BMenuItem constructor

## MouseDown()

virtual void **MouseDown**(BPoint *point*)

Overrides the BView version of **MouseDown()** to enable users to pop up the menu using the mouse, even if the cursor isn't directly over the menu portion of the bounds rectangle.

See also: **BView::MouseDown()**

**SetAlignment(), Alignment()**

virtual void **SetAlignment**(alignment *label*)  
 alignment **Alignment**(void) const

These functions set and return the alignment of the label in its portion of the frame rectangle.

<b>B_ALIGN_LEFT</b>	The label is aligned at the left side of the bounds rectangle.
<b>B_ALIGN_RIGHT</b>	The label is aligned at the right boundary of its portion of the bounds rectangle.
<b>B_ALIGN_CENTER</b>	The label is centered in its portion of the bounds rectangle.

The default is **B\_ALIGN\_LEFT**.

**SetDivider(), Divider()**

virtual void **SetDivider**(float *xCoordinate*)  
 float **Divider**(void) const

These functions set and return the *x* coordinate value that divides the bounds rectangle between the label's portion on the left and the portion that holds the menu on the right. The coordinate is expressed in the BMenuItem's coordinate system.

The default divider splits the bounds rectangle in two equal sections. By resetting it, you can provide more or less room for the label or the menu.

**SetEnabled(), IsEnabled()**

virtual void **SetEnabled**(bool *enabled*)  
 bool **IsEnabled**(void) const

**SetEnabled()** enables the BMenuItem if the *enabled* flag is **TRUE**, and disables it if the flag is **FALSE**. **IsEnabled()** returns whether or not the object is currently enabled. When disabled, the BMenuItem doesn't respond to mouse and keyboard manipulations.

If the *enabled* flag changes the current state of the object, **SetEnabled()** causes the view to be redrawn, so that its new state can be displayed to the user.

**SetLabel(), Label()**

```
virtual void SetLabel(const char *string)
```

```
const char *Label(void) const
```

**SetLabel()** frees the current label and, if the argument it's passed is not **NULL**, replaces it with a copy of *string*. **Label()** returns the current label. The string it returns belongs to the **BMenuField** object.

See also: the **BMenuField** constructor



# BMenuItem

Derived from: public BObject  
Declared in: <interface/MenuItem.h>

## Overview

A BMenuItem is an object that contains and displays one item within a menu. By default, menu items are displayed simply as textual labels, like “Options...” or “Save As”. Derived classes can be defined to draw something other than a label—or something in addition to the label.

## Kinds of Items

Some menu items play a role in helping users navigate the menu hierarchy. They give the user access to submenus. A submenu remains hidden until the user operates the item that controls it.

Other items accomplish specific actions. When the user invokes the item, a message is posted so that it will be delivered to a target BHandler, usually the window where the menu at the root of the hierarchy (a BMenuBar object) is displayed. The action that the item initiates, or the state that it sets, depends entirely on the message and the handler’s response to it.

The target handler and the message can be customized for every item. Each BMenuItem retains a model for the BMessage it posts and can have a target that’s different from other items in the same menu.

Items can also have a visual presence, but do nothing. Instances of the BSeparatorItem class, which is derived from BMenuItem, serve only to visually separate groups of items in the menu.

## Shortcuts and Triggers

Any menu item (except for those that control submenus) can be associated with a keyboard shortcut, a character the user can type in combination with a Command key (and possibly other modifiers) to invoke the item. The shortcut character is displayed in the menu item to the right of the label. All shortcuts for menu items require the user to hold down the Command key.

A shortcut works even when the item it invokes isn't visible on-screen. It, therefore, has to be unique within the window (within the entire menu hierarchy).

Every menu item is also associated with a *trigger*, a character that the user can type (without the Command key) to invoke the item. The trigger works only while the menu is both open on-screen and can be operated using the keyboard. It therefore must be unique only within a particular branch of the menu hierarchy (within the menu).

The trigger is one of the characters that's displayed within the item—either the keyboard shortcut or a character in the label. When it's possible for the trigger to invoke the item, the character is underlined. Like shortcuts, triggers are case-insensitive.

For an item to have a keyboard shortcut, the application must explicitly assign one. However, by default, the Interface Kit chooses and assigns triggers for all items. The default choice can be altered by the `SetTrigger()` function.

## Marked Items

An item can also be marked (with a check mark drawn to the left of the label) in order to indicate that the state it sets is currently in effect. Items are marked by the `SetMarked()` function. A menu can be set up so that items are automatically marked when they're selected and exactly one item is marked at all times. (See `SetRadioMode()` in the `BMenu` class.)

## Disabled Items

Items can also be enabled or disabled (by the `SetEnabled()` function). A disabled item is drawn in muted tones to indicate that it doesn't work. It can't be selected or invoked. If the item controls a specific action, it won't post the message that initiates the action. If it controls a submenu, it will still bring the submenu to the screen, but all the items in submenu will be disabled. If an item in the submenu brings its own submenu to the screen, items in that submenu will also be disabled. Disabling the superitem for a submenu in effect disables a whole branch of the menu hierarchy.

See also: the `BMenu` class, the `BSeparatorItem` class

## Hook Functions

All `BMenuItem` hook functions are protected. They should be implemented only if you design a special type of menu item that displays something other than a textual label.

<code>Draw()</code>	Draws the entire item; can be reimplemented to draw the item in a different way.
---------------------	--



DrawContents()	Draws the item label; can be reimplemented to draw something other than a label.
GetContentSize()	Provides the width and height of the item's content area, which is based on the length of the label and the current font; can be reimplemented to provide the size required to draw something other than a label.
Highlight()	Highlights the item when it's selected; can be reimplemented to do highlighting in some way other than the default.

## Constructor and Destructor

### BMenuItem()

```
BMenuItem(const char *label, BMessage *message,
           char shortcut = NULL, ulong modifiers = NULL)
BMenuItem(BMenu *submenu, BMessage *message = NULL)
```

Initializes the BMenuItem to display *label* (which can be **NULL** if the item belongs to a derived class that's designed to display something other than text) and assigns it a model *message* (which also can be **NULL**).

Whenever the user invokes the item, the model message is copied and the copy is posted and marked for delivery to the target handler. Three pieces of information are added to the copy before it's posted:

<u>Data name</u>	<u>Type code</u>	<u>Description</u>
"when"	B_DOUBLE_TYPE	The time the item was invoked, as measured in microseconds since the machine was last booted.
"source"	B_OBJECT_TYPE	A pointer to the BMenuItem object.
"index"	B_LONG_TYPE	The index of the item, its ordinal position in the menu. Indices begin at 0.

These names should not be used for any data that you place in the *message*.

By default, the target of the message is the window associated with the item's menu hierarchy—the window where the BMenuBar at the root of the hierarchy is located. Another target can be designated by calling the `SetTarget()` function.

The constructor can also optionally set a keyboard shortcut for the item. The character that's passed as the *shortcut* parameter will be displayed to the right of the item's label. It's the accepted practice to display uppercase shortcut characters only, even though the actual character the user types may not be uppercase.

The *modifiers* mask, not the *shortcut* character, determines which modifier keys the user must hold down for the shortcut to work—including whether the Shift key must be down. The mask can be formed by combining any of the modifiers constants, especially these:

```
B_SHIFT_KEY
B_CONTROL_KEY
B_OPTION_KEY
B_COMMAND_KEY
```

However, `B_COMMAND_KEY` is required for all keyboard shortcuts; it doesn't have to be explicitly included in the mask. For example, setting the *shortcut* to 'U' with no *modifiers* would mean that the letter 'U' would be displayed alongside the item label and Command-u would invoke the item. The same *shortcut* with a `B_SHIFT_KEY` *modifiers* mask would mean that the uppercase character (Command-Shift-U) would invoke the item.

If the `BMenuItem` is constructed to control a *submenu*, it can't take a shortcut and it typically doesn't post messages—its role is to bring up the submenu. However, it can be assigned a model *message* if the application must take some collateral action when the submenu is opened. The item's initial label will be taken from the name of the submenu. It can be changed after construction by calling `SetLabel()`.

See also: `SetTarget()`, `SetMessage()`, `SetLabel()`

### `~BMenuItem()`

```
virtual ~BMenuItem(void)
```

Frees the item's label and its model `BMessage` object. If the item controls a submenu, that menu and all its items are also freed. Deleting a `BMenuItem` destroys the entire menu hierarchy under that item.

## Member Functions

`Command()` see `SetMessage()`

### `ContentLocation()`

protected:

```
BPoint ContentLocation(void) const
```

Returns the left top corner of the content area of the item, in the coordinate system of the `BMenu` to which it belongs. The content area of an item is the area where it displays its label (or whatever graphic substitutes for the label). It doesn't include the part of the item where a check mark or a keyboard shortcut could be displayed, nor the border and background around the content area.

You would need to call this function only if you're implementing a `DrawContent()` function to draw the contents of the menu item (likely something other than a label). The content rectangle can be calculated from the point returned by this function and the size specified by `GetContentSize()`.

If the item isn't part of a menu, the return value is indeterminate.

See also: `GetContentSize()`, `DrawContent()`

## Draw(), DrawContent()

protected:

```
virtual void Draw(void)
```

```
virtual void DrawContent(void)
```

These functions draw the menu item and highlight it if it's currently selected. They're called by the `Draw()` function of the `BMenu` where the item is located whenever the menu is required to display itself; they don't need to be called from within application code.

However, they can both be overridden by derived classes that display something other than a textual label. The `Draw()` function is called first. It draws the background for the entire item, then calls `DrawContent()` to draw the label within the item's content area. After `DrawContent()` returns, it draws the check mark (if the item is currently marked) and the keyboard shortcut (if any). It finishes by calling `Highlight()` if the item is currently selected.

Both functions draw by calling functions of the `BMenu` in which the item is located. For example:

```
void MyItem::DrawContent()
{
    . . .
    Menu()->DrawBitmap(image);
    . . .
}
```

A derived class can override either `Draw()`, if it needs to draw the entire item, or `DrawContent()`, if it needs to draw only within the content area. A `Draw()` function can find the frame rectangle it should draw within by calling the `BMenuItem`'s `Frame()` function; a `DrawContent()` function can calculate the content area from the point returned by `ContentLocation()` and the dimensions provided by `GetContentSize()`.

When `DrawContent()` is called, the pen is positioned to draw the item's label and the high color is appropriately set. The high color may be a shade of gray, if the item is disabled, or black if it's enabled. If some other distinction is used to distinguish disabled from enabled items, `DrawContent()` should check the item's current state by calling `IsEnabled()`.

**Note:** If a derived class implements its own `DrawContent()` function, but still wants to draw a textual string, it should do so by assigning the string as the `BMenuItem`'s label and

calling the inherited version of `DrawContent()`, not by calling `DrawString()`. This preserves the `BMenuItem`'s ability to display a trigger character in the string.

See also: `Highlight()`, `Frame()`, `ContentLocation()`, `GetContentSize()`

## Frame()

`BRect Frame(void) const`

Returns the rectangle that frames the entire menu item, in the coordinate system of the `BMenu` to which the item belongs. If the item hasn't been added to a menu, the return value is indeterminate.

See also: `BMenu::AddItem()`

## GetContentSize()

protected:

`virtual void GetContentSize(float *width, float *height)`

Writes the size of the item's content area into the variables referred to by *width* and *height*. The content area of an item is the area where its label (or whatever substitutes for the label) is drawn.

A `BMenu` calls `GetContentSize()` for each of its items as it arranges them in a column or a row; the function is not called for items in a matrix. The information it provides helps determine where each item is located and the overall size of the menu.

`GetContentSize()` must report a size that's large enough to display the content of the item (and separate one item from another). By default, it reports an area just large enough to display the item's label. This area is calculated from the label and the `BMenu`'s current font.

If you design a class derived from `BMenuItem` and implement your own `Draw()` or `DrawContent()` function, you should also implement a `GetContentSize()` function to report how much room will be needed to draw the item's contents.

See also: `DrawContent()`, `ContentLocation()`

## Highlight()

protected:

`virtual void Highlight(bool flag)`

Highlights the menu item when *flag* is `TRUE`, and removes the highlighting when *flag* is `FALSE`. Highlighting simply inverts all the colors in the item's frame rectangle (except for the check mark).

This function is called by the `Draw()` function whenever the item is selected and needs to be drawn in its highlighted state. There's no reason to call it yourself, unless you define your own version of `Draw()`. However, it can be reimplemented in a derived class, if items belonging to that class need to be highlighted in some way other than simple inversion.

See also: `Draw()`

**IsEnabled()** *see* `SetEnabled()`

**isMarked()** *see* `SetMarked()`

**IsSelected()**

protected:

`bool IsSelected(void) const`

Returns `TRUE` if the menu item is currently selected, and `FALSE` if not. Selected items are highlighted.

**Label()** *see* `SetLabel()`

**Menu()**

`BMenu *Menu(void) const`

Returns the menu where the item is located, or `NULL` if the item hasn't yet been added to a menu.

See also: `BMenu::AddItem()`

**Message()** *see* `SetMessage()`

**SetEnabled(), IsEnabled()**

`virtual void SetEnabled(bool enabled)`

`bool IsEnabled(void) const`

`SetEnabled()` enables the `BMenuItem` if the *enabled* flag is `TRUE`, disables it if *enabled* is `FALSE`, and updates the item if it's visible on-screen. If the item controls a submenu, this function calls the submenu's `SetEnabled()` virtual function, passing it the same flag. This ensures that the submenu is enabled or disabled as well.

**IsEnabled()** returns **TRUE** if the BMenuItem is enabled, its menu is enabled, and all menus above it in the hierarchy are enabled. It returns **FALSE** if the item is disabled or any objects above it in the menu hierarchy are disabled.

Items and menus are enabled by default.

When using these functions, keep in mind that:

- Disabling a BMenuItem that controls a submenu serves to disable the entire menu hierarchy under the item.
- Passing an argument of **TRUE** to **SetEnabled()** is not sufficient to enable the item if it's located in a disabled branch of the menu hierarchy. It can only undo a previous **SetEnabled()** call (with an argument of **FALSE**) on the same item.

See also: **BMenu::SetEnabled()**

### **SetLabel(), Label()**

```
virtual void SetLabel(const char *string)
const char *Label(void) const
```

**SetLabel()** frees the item's current label and copies *string* to replace it. If the menu is visible on-screen, it will be redisplayed with the item's new label. If necessary, the menu will become wider (or narrower) so that it fits the new label.

The Interface Kit calls this virtual function to:

- Set the initial label of an item that controls a submenu to the name of the submenu, and
- Subsequently set the item's label to match the marked item in the submenu, if the submenu was set up to have this feature.

**Label()** returns a pointer to the current label.

See also: **BMenu::SetLabelFromMarked()**, the BMenuItem constructor

### **SetMarked(), IsMarked()**

```
virtual void SetMarked(bool flag)
bool IsMarked(void) const
```

**SetMarked()** adds a check mark to the left of the item label if *flag* is **TRUE**, or removes an existing mark if *flag* is **FALSE**. If the menu is visible on-screen, it's redisplayed with or without the mark.

**IsMarked()** returns whether the item is currently marked.

See also: **BMenu::SetLabelFromMarked()**, **BMenu::FindMarked()**

### **SetMessage(), Message(), Command()**

```
virtual void SetMessage(BMessage *message)
```

```
BMessage *Message(void) const
```

```
ulong Command(void) const
```

**SetMessage()** makes *message* the model BMessage for the menu item, deleting any previous message assigned to the item. The model message is first set by the BMenuItem constructor; **SetMessage()** allows you to change the message in midstream. You might need to change it, for example, when the item's label changes. Passing a **NULL** *message* frees the current model BMessage object without replacing it.

When a menu item is invoked, its model message is copied, relevant information is added to the copy, and the copy is posted so that it will be dispatched to the target BHandler. (The information that gets added to the copy is described under the BMenuItem constructor.)

**Message()** returns a pointer to the BMenuItem's model message and **Command()** returns its *what* data member. If the BMenuItem doesn't post a message, both functions return **NULL**.

The BMessage that **Message()** returns belongs to the BMenuItem. You can modify it by adding and removing data, but you shouldn't delete it or do anything that will cause it to be deleted. In particular, you shouldn't post or send the message anywhere, since that would transfer ownership to a message loop and subject the message to automatic deletion.

It's possible to set and return a model BMessage for a separator item. However, the message will never be used.

See also: the BMenuItem constructor, **SetTarget()**

### **SetShortcut(), Shortcut()**

```
virtual void SetShortcut(char shortcut, ulong modifiers)
```

```
char Shortcut(ulong *modifiers = NULL) const
```

**SetShortcut()** sets the *shortcut* character that's displayed at the right edge of the menu item and the set of *modifiers* that are associated with the character. These two arguments work just like the arguments passed to the BMenuItem constructor. See the constructor for a more complete description.

**Shortcut()** returns the character that's used as the keyboard shortcut for invoking the item, and writes a mask of all the modifier keys the shortcut requires to the variable referred to

by *modifiers*. Since the Command key is required to operate the keyboard shortcut for any menu item, `B_COMMAND_KEY` will always be part of the *modifiers* mask. The mask can also be tested against the `B_CONTROL_KEY`, `B_OPTION_KEY`, and `B_SHIFT_KEY` constants.

The shortcut is initially set by the `BMenuItem` constructor.

See also: the `BMenuItem` constructor

## SetTarget(), Target()

```
virtual long SetTarget(BHandler *target)
virtual long SetTarget(BLooper *target, bool targetsPreferredHandler)
BHandler *Target(BLooper **looper = NULL) const
```

These functions set and return the object that's targeted to handle messages posted by the `BMenuItem`.

The version of `SetTarget()` that takes a single argument sets the *target* `BHandler` object. It's successful only if it can also discern a `BLooper` object where the `BMenuItem` can post messages so that they will be dispatched to that target. To post a message, the `BMenuItem` calls the `BLooper`'s `PostMessage()` function and names the *target* as the object that should receive the message:

```
theLooper->PostMessage(theMessage, target);
```

Therefore, the *target* `BHandler` must be able, through its `Looper()` function, to reveal the `BLooper` object with which it is associated. It can do so if:

- It's a `BLooper` itself (such as a `BWindow`), so that it can fulfill the roles of both `BLooper` and `BHandler`.
- It has been added to a `BLooper` (as `BViews` are added to `BWindows`).

Once it becomes the `BMenuItem`'s *target*, the `BHandler` must maintain its association with the `BLooper`. If it moves to another `BLooper`, `PostMessage()` will fail.

The version of `SetTarget()` that takes two arguments sets the `BLooper` object where the `BMenuItem` should post messages. If the *targetsPreferredHandler* flag is `FALSE`, messages will be targeted to the *looper* object itself—it will act both as `BLooper` and `BHandler`. In other words, passing a `BLooper` and `FALSE` to the version of `SetTarget()` that takes two arguments accomplishes the same thing as simply passing the `BLooper` alone to the version that takes one argument. These two lines of code have the same result:

```
myItem->SetTarget(someLooper, FALSE);
myItem->SetTarget(someLooper);
```

The two-argument version of `SetTarget()` becomes interesting only if the *targetsPreferredHandler* flag is `TRUE`. In this case, messages are targeted to the *looper*'s



preferred handler (the object returned by its `PreferredHandler()` function). This permits the targeting decision to be made dynamically, when the user invokes the item:

```
looper->PostMessage(theMessage, looper->PreferredHandler());
```

For example, the preferred handler for a `BWindow` object is the current focus view. Therefore, by passing a `BWindow` *looper* and `TRUE` to `SetTarget()`,

```
myItem->SetTarget(someWindow, TRUE);
```

the menu item can be targeted to whatever `BView` happens to be in focus at the time the user operates the menu. This is useful for items—like Cut, Copy, and Paste—that act on the current selection. (Note, however, that if the *looper*'s `PreferredHandler()` is `NULL`, the `BLooper` itself becomes the target, just as it would if the *targetsPreferredHandler* flag were `FALSE`.)

When successful, `SetTarget()` returns `B_NO_ERROR`. It fails and returns `B_BAD_VALUE` if the proposed *target* or *looper* is `NULL`. The one-argument version also returns `B_BAD_VALUE` if it can't discover a `BLooper` from the proposed *target*.

`Target()` returns the current target and, if a pointer to a *looper* is provided, fills in the `BLooper` where the `BMenuItem` will post messages. If the target `BHandler` is the preferred handler of the *looper*, `Target()` returns `NULL`. In other words, passing a `BLooper` and `TRUE` to `SetTarget()` causes `Target()` to report that there is a *looper*, but a `NULL` target; the `BLooper` is known, but the target `BHandler` is not. Passing a `BLooper` and `FALSE` to `SetTarget()` causes `Target()` to report that the same object is both *looper* and target.

By default, the `BLooper` and `BHandler` roles are both filled by the `BWindow` at the root of the menu hierarchy (the `BWindow` where the menu bar is located). These defaults are established when the `BMenuItem` becomes part of a menu hierarchy that's rooted in a window, but only if another *target* (or *looper*) hasn't already been set. If a target hasn't been set and the `BMenuItem` isn't part of a rooted menu hierarchy, `Target()` returns `NULL`.

See also: `BView::Looper()`, `BWindow::PreferredHandler()`

## SetTrigger(), Trigger()

```
virtual void SetTrigger(char trigger)
char Trigger(void) const
```

`SetTrigger()` sets the *trigger* character that the user can type to invoke the item while the item's menu is open on-screen. If a *trigger* is not set, the Interface Kit will select one for the item, so it's not necessary to call `SetTrigger()`.

The character passed to this function has to match a character displayed in the item—either the keyboard shortcut or a character in the label. The case of the character doesn't matter; lowercase arguments will match uppercase characters in the item and uppercase arguments will match lowercase characters. When the item can be invoked by its trigger, the trigger character is underlined.

If more than one character in the item matches the character passed, `SetTrigger()` tries first to mark the keyboard shortcut. Failing that, it tries to mark an uppercase letter at the beginning of a word. Failing that, it marks the first instance of the character in the label.

If the *trigger* doesn't match any characters in the item, the item won't have a trigger, not even one selected by the system.

`Trigger()` returns the character set by `SetTrigger()`, or `NULL` if `SetTrigger()` didn't succeed or if `SetTrigger()` was never called and the trigger is selected automatically.

See also: `BMenu::SetTriggersEnabled()`

`Shortcut()` see `SetShortcut()`

`Submenu()`

`BMenu *Submenu(void) const`

Returns the `BMenu` object that the item controls, or `NULL` if the item doesn't control a submenu.

See also: the `BMenuItem` constructor, the `BMenu` class

`Target()` see `SetTarget()`

`Trigger()` see `SetTrigger()`

# BPicture

Derived from: public BObject  
Declared in: <interface/Picture.h>

## Overview

A BPicture object holds a set of drawing instructions in the Application Server, where they can be reused over and over again simply by passing the object to BView's `DrawPicture()` function. Because it contains instructions for producing an image, not the rendered result of those instructions, a picture (unlike a bitmap) is independent of the resolution of the display device.

## Recording a Picture

Drawing instructions are captured by bracketing them with calls to a BView's `BeginPicture()` and `EndPicture()` functions. An empty BPicture object is passed to `BeginPicture()`; `EndPicture()` returns the same object, fully initialized. For example:

```
BPicture *myPict;  
someView->BeginPicture(new BPicture);  
/* drawing code goes here */  
myPict = someView->EndPicture();
```

The BPicture object records all of the drawing instructions given to the BView following the `BeginPicture()` call and preceding the `EndPicture()` call. Only the drawing that the BView does is recorded; drawing done by children and other views attached to the window is ignored, as is everything except drawing code.

If the BPicture object passed to `BeginPicture()` isn't empty, the new drawing is appended to the code that's already in place.

## The Picture Definition

The picture captures everything that affects the image that's drawn. It takes a snapshot of the BView's graphics parameters—the pen size, high and low colors, font size, and so on—at the time `BeginPicture()` is called. It then captures all subsequent modifications to those parameters, such as calls to `MovePenTo()`, `SetLowColor()`, and `SetFontSize()`. However, changes to the coordinate system (`ScrollBy()` and `ScrollTo()`) are ignored.

The picture records all primitive drawing instructions—such as, `DrawBitmap()`, `StrokeEllipse()`, `FillRect()`, and `DrawString()`. It can even include a call to `DrawPicture()`; one picture can incorporate another.

The BPicture traces exactly what BView drew and reproduces it precisely. For example, whatever pen size happens to be in effect when a line is stroked will be the pen size that the picture records, whether it was explicitly set while the BPicture was being recorded or assumed from the BView's graphics environment.

The picture makes its own copy of any data that's passed during the recording session. For example, it copies the bitmap passed to `DrawBitmap()` and the picture passed to `DrawPicture()`. If that bitmap or picture later changes, it won't affect what was recorded.

See also: `BView::BeginPicture()`, `BView::DrawPicture()`, the BPictureButton class

## Constructor and Destructor

### BPicture()

```
BPicture(void)
BPicture(const BPicture &picture)
BPicture(void *data, long size)
```

Initializes the BPicture object by ensuring that it's empty, by copying data from another *picture*, or by copying *size* bytes of picture *data*. The data should be taken, directly or indirectly, from another BPicture object.

### ~BPicture()

```
virtual ~BPicture(void)
```

Destroys the Application Server's record of the BPicture object and deletes all its picture data.

## Member Functions

### **Data()**

`void *Data(void) const`

Returns a pointer to the data contained in the BPicture. The data can be copied from the object, stored on disk (perhaps as a resource), and later used to initialize another BPicture object.

See also: the BPicture constructor

### **DataSize()**

`long DataSize(void) const`

Returns how many bytes of data the BPicture object contains.

See also: **Data()**



# BPictureButton

Derived from: public BControl  
Declared in: <interface/PictureButton.h>

## Overview

A BPictureButton object draws a button with a graphic image on its face, rather than a textual label. The image is set by a BPicture object.

Like other BControl objects, BPictureButtons can have two values, **B\_CONTROL\_OFF** and **B\_CONTROL\_ON**. A separate BPicture object is associated with each value. How the BPictureButton displays these pictures depends on its behavior—whether it's set to remain in one state or to toggle between two states:

- A one-state BPictureButton usually has a value of 0 (**B\_CONTROL\_OFF**), and it displays the BPicture associated with that value. However, while it's being operated (while the cursor is over the button on-screen and the user keeps the mouse button down), its value is set to 1 (**B\_CONTROL\_ON**) and it displays the alternate picture. That picture should be a highlighted version of the picture that's normally shown.

This behavior is exactly like an ordinary, labeled BButton object. Just as a BButton displays the same label, a one-state BPictureButton shows the same picture. Both kinds of objects are appropriate devices for initiating an action of some kind.

- A two-state BPictureButton toggles between the **B\_CONTROL\_OFF** and **B\_CONTROL\_ON** values. Each time the user operates the button, its value changes. The picture that's displayed changes with the value. The two BPictures are alternatives to each other. The **B\_CONTROL\_ON** picture might be a highlighted version of the **B\_CONTROL\_OFF** picture, but it doesn't need to be. The value of the object changes only after it has been toggled to the other state, not while it's being operated.

This behavior is exactly like a BCheckBox or an individual BRadioButton. Like those objects, a two-state BPictureButton is an appropriate device for setting a state.

Every BPictureButton must be assigned at least two BPictures. If it's a one-state button, one picture will be the one that's normally shown and another will be shown while the button is being operated. If it's a two-state button, one picture is shown when the button is turned on and one when it's off.

If a one-state button can be disabled, it also needs to be assigned an image that can be shown while it's disabled. If a two-state button can be disabled, it needs two additional

images—one in case it's disabled while in the `B_CONTROL_OFF` state and another if it's disabled in the `B_CONTROL_ON` state.

Often the BPictures that are assigned to a BPictureButton simply wrap around a bitmap image. For example:

```
BPicture *myPict;
someView->BeginPicture(new BPicture);
someView->DrawBitmap(&buttonBitmap);
myPict = someView->EndPicture();
```

See also: the BPicture class

## Constructor and Destructor

### BPictureButton()

```
BPictureButton(BRect frame, const char* name,
               BPicture *off,
               BPicture *on,
               BMessage *message,
               ulong behavior = B_ONE_STATE_BUTTON,
               ulong resizingMode = B_FOLLOW_LEFT | B_FOLLOW_TOP,
               ulong flags = B_WILL_DRAW | B_NAVIGABLE)
```

Initializes the BPictureButton by assigning it two images—an *off* picture that will be displayed when the object's value is `B_CONTROL_OFF` and an *on* picture that's displayed when the value is `B_CONTROL_ON`—and by setting its *behavior* to either `B_ONE_STATE_BUTTON` or `B_TWO_STATE_BUTTON`. A one-state button displays the *off* image normally and the *on* image to highlight the button as it's being operated by the user. A two-state button toggles between the *off* image and the *on* image (between the `B_CONTROL_OFF` and `B_CONTROL_ON` values). The initial value is set to `B_CONTROL_OFF`.

If the BPictureButton can be disabled, it will need additional BPicture images that indicate its disabled state. They can be set by calling `SetDisabledOff()` and `SetDisabledOn()`.

All the BPictures assigned to the BPictureButton object become its property. It takes responsibility for deleting them when they're no longer needed.

The *message* parameter is the same as the one declared for the BControl constructor. It establishes a model for the messages the BPictureButton sends to a target object each time it's invoked. See `SetMessage()`, `SetTarget()`, and `Invoke()` in the BControl class for more information.



The *frame*, *name*, *resizingMode*, and *flags* parameters are the same as those declared for the BView constructor. They're passed up the inheritance hierarchy to the BView class unchanged. See the BView constructor for details.

See also: the BControl and BView constructors, `SetEnabledOff()`, `BControl::Invoke()`, `BControl::SetMessage()`, `BControl::SetTarget()`

### **~BPictureButton()**

virtual `~BPictureButton(void)`

Deletes the model message and the BPicture objects that have been assigned to the BPictureButton.

## Member Functions

**Behavior()** see `SetBehavior()`

### **Draw()**

virtual void `Draw(BRect updateRect)`

Draws the BPictureButton. This function is called as the result of an update message to draw the button in its current appearance; it's also called from the `MouseDown()` function to draw the button in its highlighted state.

See also: `BView::Draw()`

### **KeyDown()**

virtual void `KeyDown(ulong aChar)`

Augments the inherited version of `KeyDown()` to respond when *aChar* is `B_ENTER` or `B_SPACE`, by:

- Momentarily highlighting the button,
- Temporarily changing its value while it's being highlighted, and
- Posting a copy of the model BMessage to the target receiver.

< Note that this function matches the BButton `KeyDown()` function. It regards all BPictureButtons as being one-state buttons. >

See also: `BView::KeyDown()`, `BControl::Invoke()`

## MouseDown()

virtual void **MouseDown**(BPoint *point*)

Responds to a mouse-down event in the button by tracking the cursor while the user holds the mouse button down. If the BPictureButton is a one-state object, this function resets its value as the cursor moves in and out of the button on-screen. The **SetValue()** virtual function is called to make the change each time. If it's a two-state object, the value is not reset. < However, the picture corresponding to the **B\_CONTROL\_ON** value is shown while the cursor is in the button on-screen and the mouse button remains down. >

If the cursor is inside the BPictureButton's bounds rectangle when the user releases the mouse button, this function posts a copy of the model message so that it will be dispatched to the target handler. If it's a one-state object, it's value is reset to **B\_CONTROL\_OFF**. If it's a two-state object, it's value is toggled on or off and the corresponding picture is displayed.

See also: **BView::MouseDown()**, **BControl::Invoke()**, **SetBehavior()**

## SetBehavior(), Behavior()

virtual void **SetBehavior**(ulong *behavior*)

ulong **Behavior**(void) const

These functions set and return whether the BPictureButton is a **B\_ONE\_STATE\_BUTTON** or a **B\_TWO\_STATE\_BUTTON**. If it's a one-state button, its value is normally set to **B\_CONTROL\_OFF** and it displays a fixed image (the *off* picture passed to the constructor or the one passed to **SetEnabledOff()**). Its value is reset as its being operated and it displays the alternate image (the *on* picture passed to the constructor or the one passed to **SetEnabledOn()**).

If it's a two-state button, its value toggles between **B\_CONTROL\_OFF** and **B\_CONTROL\_ON** each time the user operates it. The image the button displays similarly toggles between two pictures (the *off* and *on* images passed to the constructor or the ones passed to **SetEnabledOff()** and **SetEnabledOn()**).

See also: the BPictureButton constructor

**SetEnabledOff(), SetEnabledOn(), SetDisabledOff(), SetDisabledOn(), EnabledOff(), EnabledOn(), DisabledOff(), DisabledOn**

```
virtual void SetEnabledOff(BPicture *picture)
virtual void SetEnabledOn(BPicture *picture)
virtual void SetDisabledOff(BPicture *picture)
virtual void SetDisabledOn(BPicture *picture)
inline BPicture *EnabledOff(void) const
inline BPicture *EnabledOn(void) const
inline BPicture *DisabledOff(void) const
inline BPicture *DisabledOn(void) const
```

These functions set and return the images the BPictureButton displays. Each BPictureButton object needs to be assigned at least two BPicture objects—one corresponding to the **B\_CONTROL\_OFF** value and another corresponding to the **B\_CONTROL\_ON** value. These are the images that are displayed when the BPictureButton is enabled, as it is by default. They're initially set when the object is constructed and can be replaced by calling the **SetEnabledOff()** and **SetEnabledOn()** functions.

If a BPictureButton can be disabled, it needs to display an image that indicates its disabled condition. A two-state button might be disabled when its value is either **B\_CONTROL\_OFF** or **B\_CONTROL\_ON**, so it needs two BPictures to indicate disabling, one corresponding to each value. They can be set by calling **SetDisabledOff()** and **SetDisabledOn()**.

The value of a one-state button is always **B\_CONTROL\_OFF** (except when it's being operated), so it needs only a single BPicture to indicate disabling; you can set it by calling **SetDisabledOff()**.

All four of the **Set...()** functions free the image previously set, if any, and replace it with *picture*. The *picture* belongs to the BPictureButton; it should not be freed or assigned to any other object.

The last four functions listed above return the BPictureButton's four images, or **NULL** if it hasn't been assigned a BPicture object in the requested category.

See also: the BPictureButton constructor



# BPoint

Derived from: *none*  
Declared in: <interface/Point.h>

## Overview

BPoint objects represent points on a two-dimensional coordinate grid. Each object holds an  $x$  coordinate value and a  $y$  coordinate value declared as public data members. These values locate a specific point,  $(x, y)$ , relative to a given coordinate system.

Because the BPoint class defines a basic data type for graphic operations, its data members are publicly accessible and it declares no virtual functions. It's a simple class that doesn't inherit from BObject or any other class and doesn't retain class information that it can reveal at run time. In the Interface Kit, BPoint objects are typically passed and returned by value, not through pointers.

For an introduction to coordinate geometry on the BeBox, see "The Coordinate Space" on page 14.

## Data Members

float $x$	The coordinate value measured horizontally along the $x$ -axis.
float $y$	The coordinate value measured vertically along the $y$ -axis.

## Constructor

### BPoint()

```
inline BPoint(float x, float y)
inline BPoint(const BPoint& point)
inline BPoint(void)
```

Initializes a new BPoint object to  $(x, y)$ , or to the same values as *point*. For example:

```
BPoint somePoint(155.7, 336.0);
BPoint anotherPoint(somePoint);
```

Here, both *somePoint* and *anotherPoint* are initialized to (155.7, 336.0).

If no coordinate values are assigned to the BPoint when it's declared,

```
BPoint emptyPoint;
```

its initial values are indeterminate.

BPoint objects can also be initialized or modified using the Set() function,

```
emptyPoint.Set(155.7, 336.0);
anotherPoint.Set(221.5, 67.8);
```

or the assignment operator:

```
somePoint = anotherPoint;
```

See also: Set(), the assignment operator

## Member Functions

### ConstrainTo()

```
void ConstrainTo(BRect rect)
```

Constrains the point so that it lies inside the *rect* rectangle. If the point is already contained in the rectangle, it remains unchanged. However, if it falls outside the rectangle, it's moved to the nearest edge. For example, this code

```
BPoint point(54.9, 76.3);
BRect rect(10.0, 20.0, 40.0, 80.0);
point.Constrain(rect);
```

modifies the point to (40.0, 76.3).

See also: BRect::Contains()

### PrintToStream()

```
void PrintToStream(void) const
```

Prints the contents of the BPoint object to the standard output stream (`stdout`) in the form:

```
"BPoint(x, y)"
```

where  $x$  and  $y$  stand for the current values of the BPoint's data members.

### Set()

```
inline void Set(float x, float y)
```

Assigns the coordinate values  $x$  and  $y$  to the BPoint object. For example, this code

```
BPoint point;  
point.Set(27.0, 53.4);
```

is equivalent to:

```
BPoint point;  
point.x = 27.0;  
point.y = 53.4;
```

See also: the BPoint constructor

## Operators

### = (assignment)

```
inline BPoint& operator =(const BPoint&)
```

Assigns the  $x$  and  $y$  values of one BPoint object to another BPoint:

```
BPoint a, b;  
a.Set(21.5, 17.0);  
b = a;
```

Point  $b$ , like point  $a$ , is set to (21.5, 17.0).

**== (equality)**

```
bool operator ==(const BPoint&) const
```

Compares the data members of two BPoint objects and returns **TRUE** if each one exactly matches its counterpart in the other object, and **FALSE** if not. In the following example, the equality operator would return **FALSE**:

```
BPoint a(21.5, 17.0);
BPoint b(17.5, 21.0);
if ( a == b )
    . . .
```

**!= (inequality)**

```
bool operator !=(const BPoint&) const
```

Compares two BPoint objects and returns **TRUE** unless their data members match exactly (the two points are the same), in which case it returns **FALSE**. This operator is the inverse of the == (equality) operator.

**+ (addition)**

```
BPoint operator +(const BPoint&) const
```

Combines two BPoint objects by adding the *x* coordinate of the second to the *x* coordinate of the first and the *y* coordinate of the second to the *y* coordinate of the first, and returns a BPoint object that holds the result. For example:

```
BPoint a(77.0, 11.0);
BPoint b(55.0, 33.0);
BPoint c = a + b;
```

Point *c* is initialized to (132.0, 44.0).

**+= (addition and assignment)**

```
BPoint& operator +=(const BPoint&)
```

Modifies a BPoint object by adding another point to it. As in the case of the + (addition) operator, the members of the second point are added to their counterparts in the first point:

```
BPoint a(77.0, 11.0);
BPoint b(55.0, 33.0);
a += b;
```

Point *a* is modified to (132.0, 44.0).



**- (subtraction)**

**BPoint operator -(const BPoint&) const**

Subtracts one BPoint object from another by subtracting the  $x$  coordinate of the second from the  $x$  coordinate of the first and the  $y$  coordinate of the second from the  $y$  coordinate of the first, and returns a BPoint object that holds the result. For example:

```
BPoint a(99.0, 66.0);  
BPoint b(44.0, 88.0);  
BPoint c = a - b;
```

Point  $c$  is initialized to (55.0, -22.0).

**-- (subtraction and assignment)**

**BPoint& operator --(const BPoint&)**

Modifies a BPoint object by subtracting another point from it. As in the case of the - (subtraction) operator, the members of the second point are subtracted from their counterparts in the first point. For example:

```
BPoint a(99.0, 66.0);  
BPoint b(44.0, 88.0);  
a -= b;
```

Point  $a$  is modified to (55.0, -22.0).



# BPolygon

Derived from: public BObject  
Declared in: <interface/Polygon.h>

## Overview

A BPolygon object represents a *polygon*—a closed, many-sided figure that describes an area within a two-dimensional coordinate system. It differs from a BRect object in that it can have any number of sides and the sides don't have to be aligned with the coordinate axes.

A BPolygon is defined as a series of connected points. Each point is a potential vertex in the polygon. An outline of the polygon could be constructed by tracing a straight line from the first point to the second, from the second point to the third, and so on through the whole series, then by connecting the first and last points if they're not identical.

The BView functions that draw a polygon—`StrokePolygon()` and `FillPolygon()`—take BPolygon objects as arguments. `StrokePolygon()` offers the option of leaving the polygon open—of not stroking the line that connects the first and last points in the list. The polygon therefore won't look like a polygon, but like a chain of lines fastened at their endpoints.

## Constructor and Destructor

### BPolygon()

`BPolygon(BPoint *pointList, long numPoints)`  
`BPolygon(const BPolygon *polygon)`  
`BPolygon(void)`

Initializes the BPolygon by copying *numPoints* from *pointList*, or by copying the list of points from another *polygon*. If one polygon is constructed from another, the original and the copy won't share any data; independent memory is allocated for the copy to hold a duplicate list of points.

If a BPolygon is constructed without a point list, points must be set with the `AddPoints()` function.

See also: `AddPoints()`

**~BPolygon()**

```
virtual ~BPolygon(void)
```

Frees all the memory allocated to hold the list of points.

## Member Functions

**AddPoints()**

```
void AddPoints(const BPoint *pointList, long numPoints)
```

Appends *numPoints* from *pointList* to the list of points that already define the polygon.

See also: the BPolygon constructor

**CountPoints()**

```
inline long CountPoints(void) const
```

Returns the number of points that define the polygon.

**Frame()**

```
inline BRect Frame(void) const
```

Returns the polygon's frame rectangle—the smallest rectangle that encloses the entire polygon.

**MapTo()**

```
void MapTo(BRect source, BRect destination)
```

Modifies the polygon so that it fits the *destination* rectangle exactly as it originally fit the *source* rectangle. Each vertex of the polygon is modified so that it has the same proportional position relative to the sides of the destination rectangle as it originally had to the sides of the source rectangle.

The polygon doesn't have to be contained in either rectangle. However, to modify a polygon so that it's exactly inscribed in the destination rectangle, you should pass its frame rectangle as the source:

```
BRect frame = myPolygon->Frame();  
myPolygon->MapTo(frame, anotherRect);
```

## PrintToStream()

```
void PrintToStream(void) const
```

Prints the BPolygon's point list to the standard output stream (**stdout**). The BPoint version of this function is called to report each point as a string in the form

```
"BPoint(x, y)"
```

where *x* and *y* stand for the coordinate values of the point in question.

See also: **BPoint::PrintToStream()**

## Operators

### = (assignment)

```
BPolygon& operator =(const BPolygon&)
```

Copies the point list of one BPolygon object and assigns it to another BPolygon. After the assignment, the two objects describe the same polygon, but are independent of each other. Destroying one of the objects won't affect the other.



# BPopupMenu

Derived from: public BMenu  
Declared in: <interface/PopupMenu.h>

## Overview

A BPopupMenu is a specialized menu that's typically used in isolation, rather than as part of an extensive menu hierarchy. By default, it operates in radio mode—the last item selected by the user, and only that item, is marked in the menu.

A menu of this kind can be used to choose one from among a limited set of mutually exclusive states—to pick a paper size or paragraph style, for example, or to select a category of information. It should not be used to group different kinds of choices (as other menus may), nor should it include items that initiate actions rather than set states, except in certain well-defined cases.

A pop-up menu can be used in any of four ways:

- It can be controlled by a BMenuBar object, often one that contains just a single item. The BMenuBar, in effect, functions as a button that pops up a list. The label of the marked item in the list can be displayed as the label of the controlling item in the BMenuBar. In this way, the BMenuBar is able to show the current state of the hidden menu. When this is the case, the menu pops up so its marked item is directly over the controlling item.
- A BPopupMenu can also be controlled by a view other than a BMenuBar. It might be associated with a particular image the view displays, for example, and appear over the image when the user moves the cursor there and presses the mouse button. Or it might be associated with the view as a whole and come up under the cursor wherever the cursor happens to be. When the view is notified of a mouse-down event, it calls BPopupMenu's Go() function to show the menu on-screen.
- The BPopupMenu might also be controlled by a particular mouse button, typically the secondary mouse button. When the user presses the button, the menu appears at the location of the cursor. Instead of passing responsibility for the mouse-down event to a BView, the BWindow would intercept it and place the menu on-screen.
- Finally, the application's main menu must be a BPopupMenu object. This menu should be set up to behave like an ordinary menu, even though it's not included in an ordinary menu hierarchy. (The main menu is the one that holds items with application-wide significance, like "About . . ." and "Quit". It's accessible when the

application is the active application by pressing on the application icon in the left top corner of the screen. See `SetMainMenu()` in the `BApplication` class.)

Other than `Go()` (and the constructor), this class implements no functions that you'd ever need to call from application code. In all other respects, a `BPopupMenu` can be treated like any other `BMenu`.

## Constructor and Destructor

### `BPopupMenu()`

```
BPopupMenu(const char *name, bool radioMode = TRUE,
            bool labelFromMarked = TRUE,
            menu_layout layout = B_ITEMS_IN_COLUMN)
```

Initializes the `BPopupMenu` object. If the object is added to a `BMenuBar`, its *name* also becomes the initial label of its controlling item (just as for other `BMenus`).

If the *labelFromMarked* flag is `TRUE` (as it is by default), the label of the controlling item will change to reflect the label of the item that the user last selected. In addition, the menu will operate in radio mode (regardless of the value passed as the *radioMode* flag). When the menu pops up, it will position itself so that the marked item appears directly over the controlling item in the `BMenuBar`.

If *labelFromMarked* is `FALSE`, the menu pops up < so that its first item is over the controlling item >.

If the *radioMode* flag is `TRUE` (as it is by default), the last item selected by the user will always be marked. In this mode, one and only one item within the menu can be marked at a time. If *radioMode* is `FALSE`, items aren't automatically marked or unmarked.

However, the *radioMode* flag has no effect unless the *labelFromMarked* flag is `FALSE`. As long as *labelFromMarked* is `TRUE`, radio mode will also be `TRUE`.

The `BPopupMenu` that's used as the application's main menu should have both *labelFromMarked* and *radioMode* set to `FALSE`.

The *layout* of the items in a `BPopupMenu` can be either `B_ITEMS_IN_ROW` or the default `B_ITEMS_IN_COLUMN`. It should never be `B_ITEMS_IN_MATRIX`. The menu is resized so that it exactly fits the items that are added to it.

The new `BPopupMenu` is empty; you add items to it by calling `BMenu`'s `AddItem()` function.

See also: `BMenu::SetRadioMode()`, `BMenu::SetLabelFromMarked()`



**~BPopUpMenu()**

```
virtual ~BPopUpMenu(void)
```

Does nothing. The BMenu destructor is sufficient to clean up after a BPopUpMenu.

**Member Functions****Go()**

```
BMenuItem *Go(BPoint screenPoint,
               bool deliversMessage = FALSE,
               bool openAnyway = FALSE)
BMenuItem *Go(BPoint screenPoint,
               bool deliversMessage,
               bool openAnyway,
               BRect clickToOpenRect)
```

Places the pop-up menu on-screen so that its left top corner is located at *screenPoint* in the screen coordinate system. **Go()** doesn't return until the user dismisses the menu from the screen. If the user invoked an item in the menu, it returns a pointer to the item. If no item was invoked, it returns **NULL**.

**Go()** is typically called from within the **MouseDown()** function of a BView. For example:

```
void MyView::MouseDown(BPoint point)
{
    BMenuItem *selected;
    BMessage *copy;
    . . .
    ConvertToScreen(&point);
    selected = myPopUp->Go(point);
    . . .
    if ( selected ) {
        BLooper *looper;
        BHandler *target = selected->Target(&looper);
        if ( target == NULL )
            target = looper->PreferredHandler();
        copy = new BMessage(selected->Message());
        looper->PostMessage(copy, target);
    }
    . . .
}
```

**Go()** operates in two modes:

- If the *deliversMessage* flag is **TRUE**, the BPopUpMenu works just like a menu that's controlled by a BMenuBar. When the user invokes an item in the menu, the item posts a message to its target.

- If the *deliversMessage* flag is **FALSE**, a message is not posted. Invoking an item doesn't automatically accomplish anything. It's up to the application to look at the returned **BMenuItem** and decide what to do. It can mimic the behavior of other menus and post the message—as shown in the example above—or it can take some other course of action.

In the example, a copy of the **BMessage** returned by the item's **Message()** function was posted, not the returned message itself. Posting the returned message would turn it over to a message loop, which would eventually delete it. It would then be unavailable the next time the item was invoked.

**Go()** always puts the pop-up menu on-screen, but ordinarily keeps it there only as long as the user holds a mouse button down. When the user releases the button, the menu is hidden and **Go()** returns. However, the *openAnyway* flag and the *clickToOpenRect* arguments can alter this behavior so that the menu will stay open even when the user releases the mouse button (or even if a mouse button was never down). It will take another user action—such as invoking an item in the menu or clicking elsewhere—to dismiss the menu.

If the *openAnyway* flag is **TRUE**, **Go()** keeps the menu on-screen even if no mouse buttons are held down. This permits a user to open and operate a pop-up menu from the keyboard. If *openAnyway* is **FALSE**, mouse actions determine whether the menu stays on-screen.

If the user has the click-to-open menu preference turned on and releases the mouse button while the cursor lies inside the *clickToOpenRect* rectangle, **Go()** interprets the action as clicking to open the menu and keeps it on-screen. If the cursor is outside the rectangle when the mouse button goes up, the menu is removed from the screen and **Go()** returns. The rectangle should be stated in the screen coordinate system.

See also: **BMenuItem::SetMessage()**

## ScreenLocation()

protected:

```
virtual BPoint ScreenLocation(void)
```

Determines where the pop-up menu should appear on-screen (when it's being run automatically, not by **Go()**). As explained in the description of the class constructor, this largely depends on whether the label of the superitem changes to reflect the item that's currently marked in the menu. The point returned is stated in the screen coordinate system.

This function is called only for **BPopUpMenus** that have been added to a menu hierarchy (a **BMenuBar**). You should not call it to determine the point to pass to **Go()**. However, you can override it to change where a customized pop-up menu defined in a derived class appears on-screen when it's controlled by a **BMenuBar**.

See also: **BMenu::SetLabelFromMarked()**, **BMenu::ScreenLocation()**, the **BPopUpMenu** constructor

# BPrintJob

Derived from:                   public BObject  
Declared in:                    <interface/PrintJob.h>

## Overview

A BPrintJob object runs a printing session. It negotiates everything after the user's initial request to print—from engaging the Print Server to formatting pages, calling upon BViews to draw, and spooling the results to the printer.

A print job begins when the user requests the application to print something. In response, the application should create a BPrintJob object, assign the job a name, and call `InitJob()` to initialize the printing environment. For example:

```
void MyDocumentManager::Print()
{
    BPrintJob *job = new BPrintJob("document");
    if ( job->InitJob() < B_NO_ERROR )
        goto end;
    else {
        . . .
    }
    . . .
end:
    delete job;
    return;
}
```

`InitJob()` has the Print Server interact with the user to set up the parameters for the job—the number of copies, the size of the paper, scaling, orientation on the page, and so on.

You may want to store the user's choices with the document so that they can be used to set the initial configuration for the job when the document is next printed. By calling

`Config()`, you can get the job configuration the user set up; `SetConfig()` initializes the configuration that's presented to the user. For example:

```
BMessage *configuration;
. . .
void MyDocumentManager::Print()
{
    BPrintJob *job = new BPrintJob("document");
    if ( configuration )
        job->SetConfig(configuration);
    if ( job->InitJob() < B_NO_ERROR )
        goto end;
    if ( job->CanContinue() ) {
        if ( configuration )
            delete configuration;
        configuration = job->Config();
    }
    else
        goto end;
    . . .
}
```

A number of things can happen to derail a print job after it has started—most significantly, the user can cancel it at any time. To be sure that the job hasn't been canceled or something else hasn't happened to defeat it, you can call `CanContinue()` at critical junctures in your code, as illustrated above. This function will tell you whether it's sensible to continue with the job.

The next step after initializing the job is to call `BeginPrinting()` to set up a spool file and begin the production of pages. After all the pages are produced, `Commit()` is called to commit them to the printer.

```
job->BeginPrinting();
/* draw pages here */
job->Commit();
```

`BeginPrinting()` and `Commit()` bracket all the drawing that's done during the job.

Each page is produced by asking one or more `BViews` to draw within the page's printable rectangle (the rectangle that excludes the unprinted margin around the edge of the paper). You can call `DrawView()` any number of times for a single page to ask any number of

BViews to contribute to the page. After all views have drawn, the page is spooled to the file that will eventually be committed to the printer. For example:

```

for ( . . . ) {
    if ( job->CanContinue() ) {
        job->DrawView(someView, viewRect, pointOnPage);
        job->DrawView(anotherView, anotherRect, differentPoint);
        . . .
        job->SpoolPage();
    }
    else
        goto end;
}

```

**DrawView()** calls the BView's **Draw()** function. That function can test whether it's drawing on the screen or on the printed page by calling the BView **IsPrinting()** function. **SpoolPage()** is called just once for each page.

< This is the first release of the printing API; it will be enhanced in future releases to provide greater control over printing parameters. >

See also: **BView::IsPrinting()**

## Constructor and Destructor

### **BPrintJob()**

**BPrintJob(char \*name)**

Initializes the BPrintJob object and assigns the job a *name*. The Print Server isn't contacted until **InitJob()** is called. The spool file isn't created until **BeginPrinting()** starts the production of pages.

See also: **InitJob()**, **BeginPrinting()**

### **~BPrintJob()**

**virtual ~BPrintJob(void)**

Frees all memory allocated by the object.

## Member Functions

### BeginPrinting()

void BeginPrinting(void)

Opens a spool file for the job and prepares for the production of a series of pages. Call this function only once per printing session—just after initializing the job and just before drawing the first page.

See also: `Commit()`

### CancelJob()

void CancelJob(void)

Cancels the print job programmatically and gets rid of the spool file. The job cannot be restarted; you must delete the `BPrintJob` object. Create a new object to renew printing.

### CanContinue()

bool CanContinue(void)

Returns `TRUE` if there's no impediment to continuing with the print job, and `FALSE` if the user has canceled the job, the spool file has grown too big, or something else has happened to terminate printing. It's a good idea to liberally sprinkle `CanContinue()` queries throughout your printing code to make sure that the work you're about to do won't be wasted.

### Commit()

void Commit(void)

Commits all spooled pages to the printer. This ends the print job; when `Commit()` returns, the `BPrintJob` object can be deleted. `Commit()` can be called only once per job.

See also: `BeginPrinting()`

`Config()` see `SetConfig()`

**DrawView(), SpoolPage()**

```
virtual void DrawView(BView *view, BRect rect, BPoint point)
void SpoolPage(void)
```

**DrawView()** calls upon a *view* to draw the *rect* portion of its display at *point* on the page. The *view*'s **Draw()** function will be called with *rect* passed as the update rectangle. The rectangle should be stated in the BView's coordinate system and it should be fashioned so that the view draws only in the page's printable rectangle. The *point* should be stated in a coordinate system that has the origin at the top left corner of the printable rectangle.

The *view* must be attached to a window; that is, it must be known to the Application Server. However, when printing, a BView can be asked to draw portions of its display that are not visible on-screen. Its drawing is not limited by the clipping region, its bounds rectangle, or the frame rectangles of ancestor views.

**DrawView()** doesn't look down the view hierarchy; it asks only the named *view* to draw, not any of its children. However, any number of BViews can draw on a page if they are subjects of separate **DrawView()** calls.

After all views have drawn and the page is complete, **SpoolPage()** adds it to the spool file. **SpoolPage()** must be called once to terminate each page.

See also: **PrintableRect(), BView::Draw()**

**FirstPage(), LastPage()**

```
long FirstPage(void)
long LastPage(void)
```

< These functions both currently return 0. >

**InitJob()**

```
long InitJob(void)
```

Engages the Print Server and initializes the job. If **SetConfig()** has been called to establish a recommended configuration for the job, this function will pass it to the Print Server so the Server can present it to the user. Otherwise, a default configuration will be used.

**InitJob()** returns **B\_ERROR** if it has trouble communicating with the Server or if the job can't be established for any other reason. It returns **B\_NO\_ERROR** if all goes well.

See also: **SetConfig()**

**LastPage()** see **FirstPage()**

**PaperRect(), PrintableRect()**

BRect PaperRect(void)

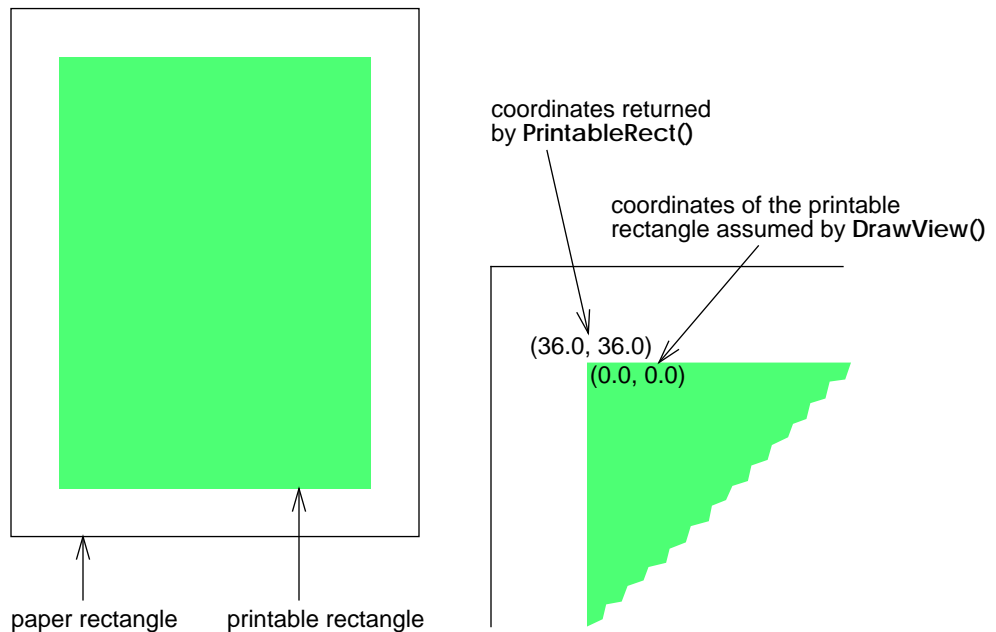
BRect PrintableRect(void)

These functions return rectangles that describe the size of a printed page

**PaperRect()** returns a rectangle that records the presumed size of the paper that the printer will use. It has 0.0 as its left and top coordinate values, and right and bottom coordinates that reflect the size of a sheet of paper. The size depends on choices made by the user when setting up the print job.

**PrintableRect()** returns a rectangle that encloses the portion of a page where printing can appear. It's stated in the same coordinate system as the rectangle returned by **PaperRect()**, but excludes the margins around the edge of the paper. When drawing on the printed page, the left top corner of this rectangle is taken to be the coordinate origin, (0.0, 0.0).

The diagram below illustrates the paper and printable rectangles, along with a closer view showing the coordinates of the left top corner of the printable rectangle as **PrintableRect()** would report them and as **DrawView()** would assume them, given a half-inch margin.



See also: **DrawView()**



**SetConfig(), Config()**

```
void SetConfig(BMessage *configuration)
```

```
BMessage *Config(void)
```

These functions set and return the group of parameters that configure the Print Server for the current job. The parameters are recorded in a BMessage object that can be regarded as a black box; the entries in the message are interpreted by the Print Server and will be documented when the Server and the print driver API are documented.

**Config()** can be called to get the current configuration message, which can then be flattened and stored with the document. You can retrieve it later and pass it to **SetConfig()** to set initial configuration values the next time the document is printed, as illustrated in the “Overview”.

See also: **InitJob()**

**SpoolPage()** see **DrawView()**



# BRadioButton

Derived from: public BControl  
Declared in: <interface/RadioButton.h>

## Overview

A BRadioButton object draws a labeled, two-state button that's displayed in a group along with other similar buttons. The button itself is a round icon that has a filled center when the BRadioButton is turned on, and is empty when it's off. The label appears next to the icon.

Only one radio button in the group can be on at a time. When the user clicks a button to turn it on, the button that's currently on is turned off. The user can turn a button off only by turning another one on; one button in the group must be on at all times. The button that's on has a value of 1 (B\_CONTROL\_ON); the others have a value of 0 (B\_CONTROL\_OFF).

The BRadioButton class handles the interaction between radio buttons in the following way: A direct user action can only turn on a radio button, not turn it off. However, when the user turns a button on, the BRadioButton object turns off all sibling BRadioButtons—all BRadioButtons that have the same parent as the one that was turned on.

This means that a parent view should have no more than one group of radio buttons among its children. Each set of radio buttons should be assigned a separate parent—perhaps an empty BView that simply contains the radio buttons and does no drawing of its own.

## Constructor

### BRadioButton()

```
BRadioButton(BRect frame, const char *name, const char *label,  
             BMessage *message,  
             ulong resizingMode = B_FOLLOW_LEFT | B_FOLLOW_TOP,  
             ulong flags = B_WILL_DRAW | B_NAVIGABLE)
```

Initializes the BRadioButton by passing all arguments to the BControl constructor without change. BControl initializes the radio button's *label* and assigns it a model *message* that identifies the action that should be taken when the radio button is turned on. When the

user turns the button on, the BRadioButton posts a copy of the *message* so that it can be delivered to the target handler.

The *frame*, *name*, *resizingMode*, and *flags* arguments are the same as those declared for the BView class and are passed without change from BControl to the BView constructor.

The BRadioButton draws at the bottom of its frame rectangle beginning at the left side. It ignores any extra space at the top or on the right. (However, the user can click anywhere within the *frame* rectangle to turn on the radio button). When the object is attached to a window, the height of the rectangle will be adjusted so that there is exactly the right amount of room to accommodate the label.

See also: the BControl and BView constructors, **AttachedToWindow()**

## Member Functions

### AttachedToWindow()

virtual void **AttachedToWindow**(void)

Augments the BControl version of **AttachedToWindow()** to set the view and low colors of the BRadioButton to the match its parent's view color, and to resize the radio button vertically to fit the height of the label it displays. The height of the label depends on the BRadioButton's font (which the BControl class sets to Emily).

See also: **BControl::AttachedToWindow()**

### Draw()

virtual void **Draw**(BRect *updateRect*)

Draws the radio button—the circular icon—and its label. The center of the icon is filled when the BRadioButton's value is 1 (**B\_CONTROL\_ON**); it's left empty when the value is 0 (**B\_CONTROL\_OFF**).

See also: **BView::Draw()**

### KeyDown()

virtual void **KeyDown**(ulong *aChar*)

Augments the inherited versions of **KeyDown()** to turn the radio button on and post a message to the target BHandler when *aChar* is **B\_SPACE** or **B\_ENTER**.

See also: **BView::KeyDown()**, **SetValue()**

## MouseDown()

virtual void **MouseDown**(BPoint *point*)

Responds to a mouse-down event in the radio button by tracking the cursor while the user holds the mouse button down. If the cursor is pointing to the radio button when the user releases the mouse button, this function turns the button on (and consequently turns all sibling BRadioButtons off), calls the BRadioButton's **Draw()** function, and posts a message that will be delivered to the target BHandler. Unlike a BCheckBox, a BRadioButton posts the message—it's "invoked"—only when it's turned on, not when it's turned off.

See also: **BControl::Invoke()**, **BControl::SetTarget()**, **SetValue()**

## SetValue()

virtual void **SetValue**(long *value*)

Augments the BControl version of **SetValue()** to turn all sibling BRadioButtons off (set their values to 0) when this BRadioButton is turned on (when the *value* passed is anything but 0).

See also: **BControl::SetValue()**

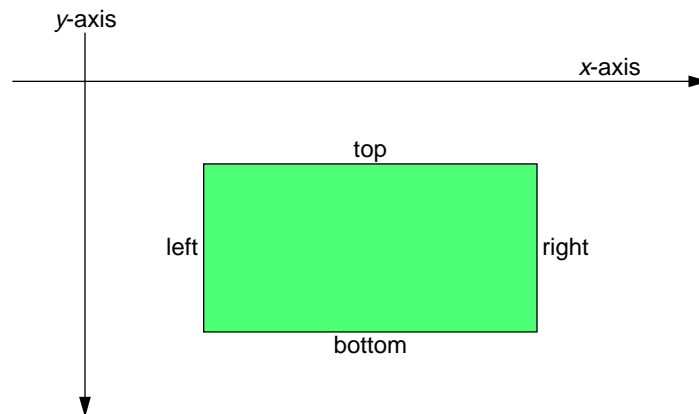


# BRect

Derived from: none  
Declared in: <interface/Rect.h>

## Overview

A BRect object represents a *rectangle*, one with sides that parallel the *x* and *y* coordinate axes. The rectangle is defined by its left, top, right, and bottom coordinates, as illustrated below:



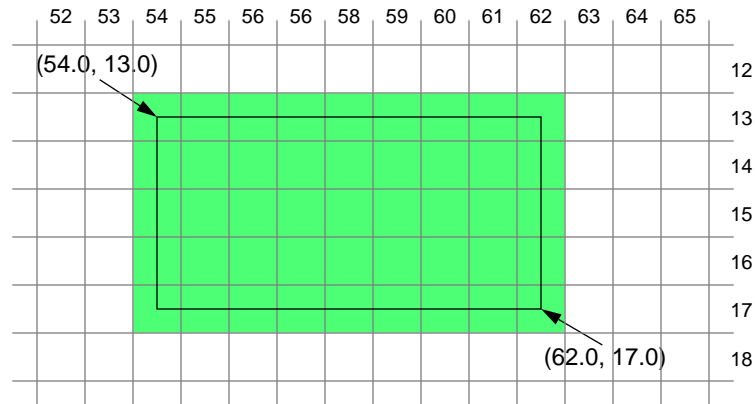
In a valid rectangle, the top *y* coordinate value is never greater than the bottom *y* coordinate, and the left *x* coordinate value is never greater than the right.

A BRect is the simplest, most basic way of specifying an area in a two-dimensional coordinate system. Windows, scroll bars, buttons, text fields, and the screen itself are all specified as rectangles. For more details on the definition of a rectangle, see “Coordinate Geometry” on page 16 in the chapter introduction.

When used to define the frame of a window or a view, or the bounds of a bitmap, the sides of the rectangle must line up on screen pixels. For this reason, the rectangle can’t have any fractional coordinates. Coordinate units have a one-to-one correspondence with screen pixels.

Integral coordinates fall at the center of screen pixels, so frame rectangles cover a larger area than their coordinate values would indicate. Just as the number of elements in an array is one greater than the largest index, a frame rectangle covers one more column of pixels than its width and one more row than its height.

The figure below illustrates why this is the case. It shows a rectangle with a right side 8.0 units from its left (62.0–54.0) and a bottom 4.0 units below its top (17.0–13.0). Because the pixels that lie on all four sides of the rectangle are considered to be inside it, there's an extra pixel in each direction. When the rectangle is filled on-screen, it covers a 9-pixel-by-5-pixel area.



Because the BRect structure is a basic data type for graphic operations, it's constructed more simply than most other Interface Kit classes: All its data members are publicly accessible, it doesn't have virtual functions, it doesn't inherit from BObject or any other class, and it doesn't retain class information that it can reveal at run time. Within the Interface Kit, BRect objects are passed and returned by value.

## Data Members

float <b>left</b>	The coordinate value of the rectangle's leftmost side (the smallest $x$ coordinate in a valid rectangle).
float <b>top</b>	The coordinate value of the rectangle's top (the smallest $y$ coordinate in a valid rectangle).
float <b>right</b>	The coordinate value of the rectangle's rightmost side (the largest $x$ coordinate in a valid rectangle).
float <b>bottom</b>	The coordinate value of the rectangle's bottom (the largest $y$ coordinate in a valid rectangle).



## Constructor

### BRect()

```
inline BRect(float left, float top, float right, float bottom)
inline BRect(BPoint leftTop, BPoint rightBottom)
inline BRect(const BRect& rect)
inline BRect(void)
```

Initializes a BRect with its four coordinate values—*left*, *top*, *right*, and *bottom*. The four values can be directly stated,

```
BRect rect(11.0, 24.7, 301.5, 99.0);
```

or they can be taken from two points designating the rectangle's left top and right bottom corners,

```
BPoint leftTop(11.0, 24.7);
BPoint rightBottom(301.5, 99.0);
BRect rect(leftTop, rightBottom);
```

or they can be copied from another rectangle:

```
BRect anotherRect(11.0, 24.7, 301.5, 99.0);
BRect rect(anotherRect);
```

A rectangle that's not assigned any initial values,

```
BRect rect;
```

is constructed to be invalid (its top and left are greater than its right and bottom), until a specific assignment is made, typically with the `Set()` function:

```
rect.Set(77.0, 2.25, 510.8, 393.0);
```

See also: `Set()`

## Member Functions

### Contains()

```
bool Contains(BPoint point) const
bool Contains(BRect rect) const
```

Returns **TRUE** if *point*—or *rect*—lies inside the area the BRect defines, and **FALSE** if not. A rectangle contains a point even if the point coincides with one of the rectangle's corners or lies on one of its edges.

One rectangle contains another if their union is the same as the first rectangle and their intersection is the same as the second—that is, if the second rectangle lies entirely within

the first. A rectangle is considered to be inside another rectangle even if they have one or more sides in common. Two identical rectangles contain each other.

See also: `Intersects()`, the `&` (intersection) and `|` (union) operators, `BPoint::ConstrainTo()`

**Height()** see `Width()`

### **InsetBy()**

```
void InsetBy(float horizontal, float vertical)
void InsetBy(BPoint point)
```

Modifies the `BRect` by insetting its left and right sides by *horizontal* units and its top and bottom sides by *vertical* units. (If a *point* is passed, its *x* coordinate value substitutes for *horizontal* and its *y* coordinate value substitutes for *vertical*.)

For example, this code

```
BRect rect(10.0, 40.0, 100.0, 140.0);
rect.InsetBy(20.0, 30.0);
```

produces a rectangle identical to one that could be constructed as follows:

```
BRect rect(30.0, 70.0, 80.0, 110.0);
```

If *horizontal* or *vertical* is negative, the rectangle becomes larger in that dimension, rather than smaller.

See also: `OffsetBy()`

### **IntegerWidth(), IntegerHeight()**

```
inline long IntegerWidth(void) const
inline long IntegerHeight(void) const
```

These functions return the width and height of the rectangle expressed as integers. Fractional widths and heights are rounded up to the next whole number.

See also: `Width()`

## Intersects()

bool Intersects(BRect *rect*) const

Returns TRUE if the BRect has any area—even a corner or part of a side—in common with *rect*, and FALSE if it doesn't.

See also: the & (intersection) operator

## IsValid()

inline bool IsValid(void) const

Returns TRUE if the BRect's right side is greater than or equal to its left and its bottom is greater than or equal to its top, and FALSE otherwise. An invalid rectangle doesn't designate any area, not even a line or a point.

LeftBottom() see SetLeftBottom()

LeftTop() see SetLeftTop()

## OffsetBy(), OffsetTo()

void OffsetBy(float *horizontal*, float *vertical*)

void OffsetBy(BPoint *point*)

void OffsetTo(BPoint *point*)

void OffsetTo(float *x*, float *y*)

These functions reposition the rectangle in its coordinate system, without altering its size or shape.

**OffsetBy()** adds *horizontal* to the left and right coordinate values of the rectangle and *vertical* to its top and bottom coordinates. (If a *point* is passed, *point.x* substitutes for *horizontal* and *point.y* for *vertical*.)

**OffsetTo()** moves the rectangle so that its left top corner is at *point*—or at (*x*, *y*). The coordinate values of all its sides are adjusted accordingly.

See also: **InsetBy()**

**PrintToStream()**

```
void PrintToStream(void) const
```

Prints the contents of the BRect object to the standard output stream (**stdout**) in the form:

```
"BRect(left, top, right, bottom)"
```

where *left*, *top*, *right*, and *bottom* stand for the current values of the BRect's data members.

**RightBottom()** see **SetRightBottom()****RightTop()** see **SetRightTop()****Set()**

```
inline void Set(float left, float top, float right, float bottom)
```

Assigns the values *left*, *top*, *right*, and *bottom* to the BRect's corresponding data members. The following code

```
BRect rect;
rect.Set(0.0, 25.0, 50.0, 75.0);
```

is equivalent to:

```
BRect rect;
rect.left = 0.0;
rect.top = 25.0;
rect.right = 50.0;
rect.bottom = 75.0;
```

See also: the BRect constructor

**SetLeftBottom(), LeftBottom()**

```
void SetLeftBottom(const BPoint point)
```

```
inline BPoint LeftBottom(void) const
```

These functions set and return the left bottom corner of the rectangle. **SetLeftBottom()** alters the BRect so that its left bottom corner is at *point*, and **LeftBottom()** returns its current left and bottom coordinates as a BPoint object.

See also: **SetLeftTop()**, **SetRightBottom()**, **SetRightTop()**

**SetLeftTop(), LeftTop()**

```
void SetLeftTop(const BPoint point)
inline BPoint LeftTop(void) const
```

These functions set and return the left top corner of the rectangle. **SetLeftTop()** alters the **BRect** so that its left top corner is at *point*, and **LeftTop()** returns its current left and top coordinates as a **BPoint** object.

See also: **SetLeftBottom()**, **SetRightTop()**, **SetRightBottom()**

**SetRightBottom(), RightBottom()**

```
void SetRightBottom(const BPoint point)
inline BPoint RightBottom(void) const
```

These functions set and return the right bottom corner of the rectangle. **SetRightBottom()** alters the **BRect** so that its right bottom corner is at *point*, and **RightBottom()** returns its current right and bottom coordinates as a **BPoint** object.

See also: **SetRightTop()**, **SetLeftBottom()**, **SetLeftTop()**

**SetRightTop(), RightTop()**

```
void SetRightTop(const BPoint point)
inline BPoint RightTop(void) const
```

These functions set and return the right top corner of the rectangle. **SetRightTop()** alters the **BRect** so that its right top corner is at *point*, and **RightTop()** returns its current right and top coordinates as a **BPoint** object.

See also: **SetRightBottom()**, **SetLeftTop()**, **SetLeftBottom()**

**Width(), Height()**

```
inline float Width(void) const
inline float Height(void) const
```

These functions return the width of the rectangle (the difference between the coordinates of its left and right sides) and its height (the difference between its top and bottom coordinates). If either value is negative, the rectangle is invalid.

The width and height of a rectangle are not accurate guides to the number of pixels it covers on-screen. As illustrated in the “Overview” to this class, a rectangle without

fractional coordinates covers an area that's one pixel broader than its coordinate width and one pixel taller than its coordinate height.

See also: `IntegerWidth()`

## Operators

### = (assignment)

```
inline BRect& operator =(const BRect&)
```

Assigns the data members of one BRect object to another BRect:

```
BRect a(27.2, 36.8, 230.0, 359.1);
BRect b;
b = a;
```

Rectangle *b* is made identical to rectangle *a*.

### == (equality)

```
bool operator ==(BRect) const
```

Compares the data members of two BRect objects and returns **TRUE** if each one exactly matches its counterpart in the other object, and **FALSE** if any of the members don't match. In the following example, the equality operator would return **FALSE**, since the two objects have different right boundaries:

```
BRect a(11.5, 22.5, 66.5, 88.5);
BRect b(11.5, 22.5, 46.5, 88.5);
if ( a == b )
    . . .
```

### != (inequality)

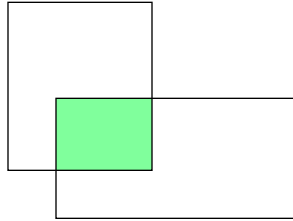
```
char operator !=(BRect) const
```

Compares two BRect objects and returns **TRUE** unless their data members match exactly (the two rectangles are identical), in which case it returns **FALSE**. This operator is the inverse of the `==` (equality) operator.

**& (intersection)**

**BRect operator &(BRect) const**

Returns the intersection of two rectangles—a rectangle enclosing the area they have in common. The shaded area below shows where the two outlined rectangles intersect.



The intersection is computed by taking the greatest left and top coordinate values of the two rectangles, and the smallest right and bottom values. In the following example,

```
BRect a(10.0, 40.0, 80.0, 100.0);
BRect b(35.0, 15.0, 95.0, 65.0);
BRect c = a & b;
```

rectangle *c* will be identical to one constructed as follows:

```
BRect c(35.0, 40.0, 80.0, 65.0);
```

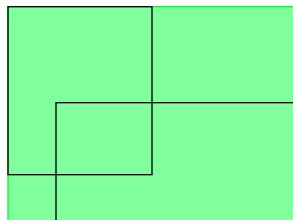
If the two rectangles don't actually intersect, the result will be invalid. You can test for this by calling the `Intersects()` function on the original rectangles, or by calling `IsValid()` on the result.

See also: `Intersects()`, `IsValid()`, the `|` (union) operator

**| (union)**

**BRect operator |(BRect) const**

Returns the union of two rectangles—the smallest rectangle that encloses them both. The shaded area below illustrates the union of the two outlined rectangles. Note that it includes areas not in either of them.



The union is computed by selecting the smallest left and top coordinate values from the two rectangles, and the greatest right and bottom coordinate values. In the following example,

```
BRect a(10.0, 40.0, 80.0, 100.0);  
BRect b(35.0, 15.0, 95.0, 65.0);  
BRect c = a | b;
```

rectangle *c* will be identical to one constructed as follows:

```
BRect c(10.0, 15.0, 95.0, 100.0);
```

Note that two rectangles will have a valid union even if they don't intersect.

See also: the **&** (intersection) operator



# BRegion

Derived from: public BObject  
Declared in: <interface/Region.h>

## Overview

A BRegion object describes an arbitrary area within a two-dimensional coordinate system. The area can have irregular boundaries, contain holes, or be discontinuous. It's convenient to think of a region as a set of locations or points, rather than as a closed shape like a rectangle or a polygon.

The points that a region includes can be described by a set of rectangles. Any point that lies within at least one of the rectangles belongs to the region. You can define a region incrementally by passing rectangles to functions like `Set()`, `Include()`, and `Exclude()`.

BView's `GetClippingRegion()` function modifies a BRegion object so that it represents the current clipping region of the view. A BView can pass `GetClippingRegion()` a pointer to an empty BRegion,

```
BRegion temp;  
GetClippingRegion(&temp);
```

then call BRegion's `Intersects()` and `Contains()` functions to test whether the potential drawing it might do falls within the region:

```
if ( temp.Intersects(someRect) )  
    . . .
```

## Constructor and Destructor

### BRegion()

```
BRegion(const BRegion& region)  
BRegion(void)
```

Initializes the BRegion object to have the same area as another *region*—or, if no other region is specified, to an empty region.

The original BRegion object and the newly constructed one each have their own copies of the data describing the region. Altering or freeing one of the objects will not affect the other.

BRegion objects can be allocated on the stack and assigned to other objects:

```
BRegion regionOne(anotherRegion);
BRegion regionTwo = regionOne;
```

However, due to their size, it's more efficient to pass them by pointer rather than by value.

### ~BRegion

```
virtual ~BRegion(void)
```

Frees any memory that was allocated to hold data describing the region.

## Member Functions

### Contains()

```
bool Contains(BPoint point) const
```

Returns TRUE if *point* lies within the region, and FALSE if not.

### Exclude()

```
void Exclude(BRect rect)
void Exclude(const BRegion *region)
```

Modifies the region so that it excludes all points contained within *rect* or *region* that it might have included before.

See also: `Include()`, `IntersectWith()`

### Frame()

```
BRect Frame(void) const
```

Returns the frame rectangle of the BRegion—the smallest rectangle that encloses all the points within the region.

If the region is empty, the rectangle returned won't be valid.

See also: `BRect::IsValid()`

## Include()

```
void Include(BRect rect)  
void Include(const BRegion *region)
```

Modifies the region so that it includes all points contained within the *rect* or *region* passed as an argument.

See also: `Exclude()`

## IntersectWith()

```
void IntersectWith(const BRegion *region)
```

Modifies the region so that it includes only those points that it has in common with another *region*.

See also: `Include()`

## Intersects()

```
bool Intersects(BRect rect) const
```

Returns `TRUE` if the BRegion has any area in common with *rect*, and `FALSE` if not.

## MakeEmpty()

```
void MakeEmpty(void)
```

Empties the BRegion of all its points. It will no longer designate any area and its frame rectangle won't be valid.

See also: the BRegion constructor

## OffsetBy()

```
void OffsetBy(long horizontal, long vertical)
```

Offsets all points contained within the region by adding *horizontal* to each *x* coordinate value and *vertical* to each *y* coordinate value.

**PrintToStream()**

```
void PrintToStream(void) const
```

Prints the contents of the BRegion to the standard output stream (**stdout**) as an array of strings. Each string describes a rectangle in the form:

```
"BRect(left, top, right, bottom)"
```

where *left*, *top*, *right*, and *bottom* are the coordinate values that define the rectangle.

The first string in the array describes the BRegion's frame rectangle. Each subsequent string describes one portion of the area included in the BRegion.

See also: **BRect::PrintToStream()**, **Frame()**

**Set()**

```
void Set(BRect rect)
```

Modifies the BRegion so that it describes an area identical to *rect*. A subsequent call to **Frame()** should return the same rectangle (unless some other change was made to the region in the interim).

See also: **Include()**, **Exclude()**

**Operators****= (assignment)**

```
BRegion& operator =(const BRegion&)
```

Assigns the region described by one BRegion object to another BRegion:

```
BRegion region = anotherRegion;
```

After the assignment, the two regions will be identical, but independent, copies of one another. Each object allocates its own memory to store the description of the region.

# BScrollBar

Derived from: public BView  
Declared in: <interface/ScrollBar.h>

## Overview

A BScrollBar object displays a scroll bar that users can operate to scroll the contents of another view, a *target view*. Scroll bars usually come in pairs, one horizontal and one vertical, and are often grouped as siblings of the target view under a common parent. That way, when the parent is resized, the target and scroll bars can be automatically resized to match. (A companion class, BScrollView, defines just such a container view; a BScrollView object sets up the scroll bars for a target view and makes itself the parent of the target and the scroll bars.)

## The Update Mechanism

BScrollBars are different from other views in one important respect: All their drawing and event handling is carried out within the Application Server, not in the application. A BScrollBar object doesn't receive `Draw()` or `MouseDown()` notifications; the Server intercepts updates and interface messages that would otherwise be reported to the BScrollBar and handles them itself. As the user moves the knob on a scroll bar or presses a scroll arrow, the Application Server continuously refreshes the scroll bar's image on-screen and informs the application with a steady stream of messages reporting value-changed events.

The window dispatches these messages by calling the BScrollBar's `ValueChanged()` function. Each function call notifies the BScrollBar of a change in its value and, consequently, of a need to scroll the target view.

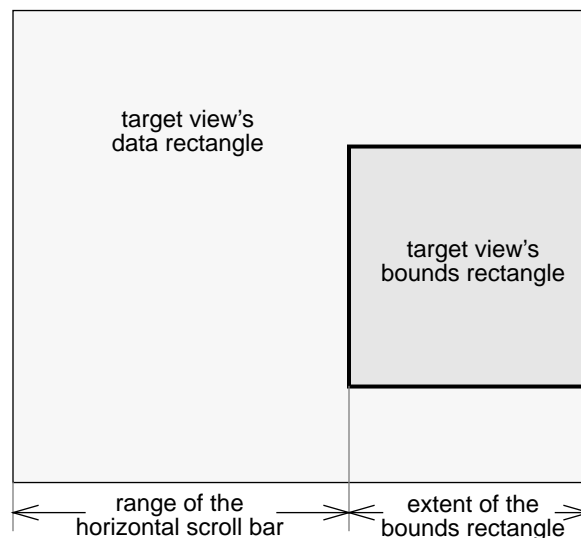
Confining the update mechanism for scroll bars to the Application Server limits the volume of communication between the application and Server and enhances the efficiency of scrolling. The application's messages to the Server can concentrate on updating the target view as its contents are being scrolled, rather than on updating the scroll bars themselves.

## Value and Range

A scroll bar's value determines what the target view displays. The default assumption is that the left coordinate value of the target view's bounds rectangle should match the value of the horizontal scroll bar, and the top of the target view's bounds rectangle should match the value of the vertical scroll bar. When a BScrollBar is notified of a change of value (through its `ValueChanged()` function), it scrolls the target view to put the new value at the left or top of the bounds rectangle.

The value reported in a `ValueChanged()` notification depends on where the user moves the scroll bar's knob and on the range of values the scroll bar represents. The range is first set in the BScrollBar constructor and can be modified by the `SetRange()` function.

The range must be large enough to bring all the coordinate values where the target view can draw into its bounds rectangle. If everything the target view can draw is conceived as being enclosed in a "data rectangle," the range of a horizontal scroll bar must extend from a minimum that makes the left side of the target's bounds rectangle coincide with the left side of its data rectangle, to a maximum that puts the right side of the bounds rectangle at the right side of the data rectangle. This is illustrated in part below:



As this illustration helps demonstrate, the maximum value of a horizontal scroll bar can be no less than the right coordinate value of the data rectangle minus the width of the bounds rectangle. Similarly, for a vertical scroll bar, the maximum value can be no less than the bottom coordinate of the data rectangle minus the height of the bounds rectangle. The range of a scroll bar subtracts the dimensions of the target's bounds rectangle from its data rectangle. (The minimum values of horizontal and vertical scroll bars can be no greater than the left and top sides of the data rectangle.)

What the target view can draw may change from time to time as the user adds or deletes data. As this happens, the range of the scroll bar should be updated with the `SetRange()` function. The range may also need to be recalculated when the target view is resized.

## Scroll Bar Options

Users have control over some aspects of how scroll bars look and behave. With the ScrollBar preferences application, they can choose:

- Whether the knob should be a fixed size, or whether it should grow and shrink to proportionally represent how much of a document (how much of the data rectangle) is visible within the target view. A proportional knob is the default.
- Whether double, bidirectional scroll arrows should appear on each end of the scroll bar, or whether each end should have only a single, unidirectional arrow. Double arrows are the default.
- Which of three patterns should appear on the knob.
- What the size of the knob should be—the minimum length of a proportional knob or the fixed length of a knob that’s not proportional. The default length is 15 pixels.

When this class constructs a new BScrollBar, it conforms the object to the choices the user has made.

See also: `set_scroll_bar_info()`, `BView::ScrollBar()`, the BScrollView class

## Hook Functions

`ValueChanged()`

Scrolls the target view when the BScrollBar is informed that its value has changed; can be implemented to alter the default interpretation of the scroll bar’s value.

## Constructor and Destructor

`BScrollBar()`

`BScrollBar(BRect frame, const char *name, BView *target,  
long min, long max, orientation posture)`

Initializes the BScrollBar and connects it to the *target* view that it will scroll. It will be a horizontal scroll bar if *posture* is `B_HORIZONTAL` and a vertical scroll bar if *posture* is `B_VERTICAL`.

The range of values that the scroll bar can represent at the outset is set by *min* and *max*. These values should be calculated from the boundaries of a rectangle that encloses the entire contents of the target view—everything that it can draw. If *min* and *max* are both 0, the scroll bar is disabled and the knob is not drawn.

The object's initial value is 0 < even if that falls outside the range set for the scroll bar >.

The other arguments, *frame* and *name*, are the same as for other BViews:

- The *frame* rectangle locates the scroll bar within its parent view. For consistency in the user interface, a horizontal scroll bar should be **B\_H\_SCROLL\_BAR\_HEIGHT** coordinate units high, and a vertical scroll bar should be **B\_V\_SCROLL\_BAR\_WIDTH** units wide.
- The BScrollBar's *name* identifies it and permits it to be located by the `FindView()` function. It can be **NULL**.

Unlike other BViews, the BScrollBar constructor doesn't set an automatic resizing mode. By default, scroll bars have the resizing behavior that befits their posture—horizontal scroll bars resize themselves horizontally (as if they had a resizing mode that combined **B\_FOLLOW\_LEFT\_RIGHT** with **B\_FOLLOW\_BOTTOM**) and vertical scroll bars resize themselves vertically (as if their resizing mode combined **B\_FOLLOW\_TOP\_BOTTOM** with **B\_FOLLOW\_RIGHT**).

### **~BScrollBar()**

virtual `~BScrollBar(void)`

Disconnects the scroll bar from its target.

## Member Functions

**GetRange()** see **SetRange()**

**GetSteps()** see **SetSteps()**

### **Orientation()**

inline orientation `Orientation(void) const`

Returns **HORIZONTAL** if the object represents a horizontal scroll bar and **VERTICAL** if it represents a vertical scroll bar.

See also: the BScrollBar constructor



**SetProportion(), Proportion()**

```
void SetProportion(float ratio)
float Proportion(void) const
```

These functions set and return a value between 0.0 and 1.0 that represents the proportion of the entire document that can be displayed within the target view—the ratio of the width (or height) of the target’s bounds rectangle to the width (or height) of its data rectangle. This ratio determines the size of a proportional scroll knob relative to the whole scroll bar. It’s not adjusted to take into account the minimum size of the knob.

The proportion should be reset as the size of the data rectangle changes (as data is entered and removed from the document) and when the target view is resized.

**SetRange(), GetRange()**

```
void SetRange(long min, long max)
void GetRange(long *min, long *max) const
```

These functions modify and return the range of the scroll bar. **SetRange()** sets the minimum and maximum values of the scroll bar to *min* and *max*. **GetRange()** places the current minimum and maximum in the variables that *min* and *max* refer to.

If the scroll bar’s current value falls outside the new range, it will be reset to the closest value—either *min* or *max*—within range. **ValueChanged()** is called to inform the BScrollBar of the change whether or not it’s attached to a window.

If the BScrollBar is attached to a window, any change in its range will be immediately reflected on-screen. The knob will move to the appropriate position to reflect the current value.

Setting both the minimum and maximum to 0 disables the scroll bar. It will be drawn without a knob.

See also: the BScrollBar constructor

**SetSteps(), GetSteps()**

```
void SetSteps(long smallStep, long bigStep)
void GetSteps(long *smallStep, long *bigStep) const
```

**SetSteps()** sets how much a single user action should change the value of the scroll bar—and therefore how far the target view should scroll. **GetSteps()** provides the current settings.

When the user presses one of the scroll arrows at either end of the scroll bar, its value changes by a *smallStep*. When the user clicks in the bar itself (other than on the knob), it

changes by a *bigStep*. For an application that displays text, the small step of a vertical scroll bar should be large enough to bring another line of text into view.

The default small step is 1, which should be too small for most purposes; the default large step is 10, which is also probably too small.

< Currently, a BScrollBar's steps can be successfully set only after it's attached to a window. >

See also: `ValueChanged()`

### SetTarget(), Target()

```
void SetTarget(BView *view)
void SetTarget(const char *name)
inline BView *Target(void) const
```

These functions set and return the target of the BScrollBar, the view that the scroll bar scrolls. `SetTarget()` sets the target to *view*, or to the BView identified by *name*. `Target()` returns the current target view. The target can also be set when the BScrollBar is constructed.

`SetTarget()` can be called either before or after the BScrollBar is attached to a window. If the target is set by *name*, the named view must eventually be found within the same window as the scroll bar. Typically, the target and its scroll bars are children of a container view that serves to bind them together as a unit.

See also: the BScrollBar constructor, `ValueChanged()`, `BView::ScrollBar()`

### SetValue(), Value()

```
void SetValue(long value)
long Value(void) const
```

These functions modify and return the value of the scroll bar. The value is usually set as the result of user actions; `SetValue()` provides a way to do it programmatically. `Value()` returns the current value, whether set by `SetValue()` or by the user.

`SetValue()` assigns a new *value* to the scroll bar and calls the `ValueChanged()` hook function, whether or not the new value is really a change from the old. If the *value* passed lies outside the range of the scroll bar, the BScrollBar is reset to the closest value within range—that is, to either the minimum or the maximum value previously specified.

If the scroll bar is attached to a window, changing its value updates its on-screen display. The call to `ValueChanged()` enables the object to scroll the target view so that it too is updated to conform to the new value.

The initial value of a scroll bar is 0.

See also: `ValueChanged()`, `SetRange()`

**Target()** see `SetTarget()`

**Value()** see `SetValue()`

### **ValueChanged()**

virtual void `ValueChanged(long newValue)`

Responds to a notification that the value of the scroll bar has changed to *newValue*. For a horizontal scroll bar, this function interprets *newValue* as the coordinate value that should be at the left side of the target view's bounds rectangle. For a vertical scroll bar, it interprets *newValue* as the coordinate value that should be at the top of the rectangle. It calls `ScrollTo()` to scroll the target view's contents accordingly.

`ValueChanged()` does nothing if a target BView hasn't been set—or if the target has been set by name, but the name doesn't correspond to an actual BView within the scroll bar's window.

Derived classes can override this function to interpret *newValue* differently, or to do something in addition to scrolling the target view.

`ValueChanged()` is called as the result both of value-changed messages received from the Application Server and of `SetValue()` and `SetRange()` function calls within the application.

See also: `SetTarget()`



# BScrollView

Derived from: public BView  
Declared in: <interface/ScrollView.h>

## Overview

A BScrollView object is a container for another view, a *target view*, typically a view that can be scrolled. The BScrollView creates and positions the scroll bars the target view needs and makes itself the parent of the scroll bars and the target view. It's a convenient way to set up scroll bars for another view.

If requested, the BScrollView draws a one-pixel wide black border around its children. Otherwise, it does no drawing and simply contains the family of views it set up.

The `ScrollBar()` function provides access to the scroll bars the BScrollView creates, so you can set their ranges and values as needed.

## Constructor and Destructor

### BScrollView()

```
BScrollView(const char *name, BView *target,  
            ulong resizingMode = B_FOLLOW_LEFT | B_FOLLOW_TOP,  
            ulong flags = 0,  
            bool horizontal = FALSE,  
            bool vertical = FALSE,  
            bool bordered = TRUE)
```

Initializes the BScrollView. It will have a frame rectangle large enough to contain the *target* view and any scroll bars that are requested. If *horizontal* is **TRUE**, there will be a horizontal scroll bar. If *vertical* is **TRUE**, there will be a vertical scroll bar. Scroll bars are not provided unless you ask for them.

If *bordered* is **TRUE**, as it is by default, the frame rectangle will also be large enough to draw a narrow black border around the target view and scroll bars. A BScrollView can be used without scroll bars to simply contain and border the target view.

The BScrollView adapts its frame rectangle from the frame rectangle of the target view. It positions itself so that its left and top sides are exactly where the left and top sides of the

target view originally were. It then adds the target view as its child along with any requested scroll bars. In the process, it modifies the target view's frame rectangle (but not its bounds rectangle) so that it will fit within its new parent.

If the resize mode of the target view is `B_FOLLOW_ALL_SIDES`, it and the scroll bars will be automatically resized to fill the container view whenever the container view is resized.

The scroll bars created by the `BScrollView` have an initial range extending from a minimum of 0 to a maximum of 1000. You'll generally need to ask for the scroll bars (using the `ScrollBar()` function) and set their ranges to more appropriate values.

The *name*, *resizeMode*, and *flags* arguments are identical to those declared in the `BView` class and are passed unchanged to the `BView` constructor.

See also: the `BView` constructor

### **~BScrollView()**

virtual `~BScrollView(void)`

Does nothing.

## Member Functions

### **AttachedToWindow()**

virtual void `AttachedToWindow(void)`

Resizes scroll bars belonging to `BScrollViews` that occupy the right bottom corner of a document window (`B_DOCUMENT_WINDOW`) so that room is left for the resize knob. This function assumes that vertical scroll bars are `B_V_SCROLL_BAR_WIDTH` units wide and horizontal scroll bars are `B_H_SCROLL_BAR_HEIGHT` units high. It doesn't check to make sure the window is actually resizable.

See also: `BView::AttachedToWindow()`

### **Draw()**

virtual void `Draw(BRect updateRect)`

Draws a one-pixel wide black border around the target view and scroll views, provided the *bordered* flag wasn't set to `FALSE` in the `BScrollView` constructor.

See also: the `BScrollView` constructor, `BView::Draw()`

**IsBordered()** see **SetBordered()**

**ScrollBar()**

BScrollBar \*ScrollBar(*orientation posture*) const

Returns the horizontal scroll bar if *posture* is **B\_HORIZONTAL** and the vertical scroll bar if *posture* is **B\_VERTICAL**. If the BScrollView doesn't contain a scroll bar with the requested orientation, this function returns **NULL**.

See also: the BScrollBar class

**SetBordered(), IsBordered()**

virtual void SetBordered(*bool bordered*)

inline bool IsBordered(*void*) const

**SetBordered()** determines whether a narrow black border will be drawn around the edge of the view. Calling this function is equivalent to passing a *bordered* flag to the BScrollView constructor. **Bordered()** returns the current flag.

See also: the BScrollView constructor





# BSeparatorItem

Derived from: public BMenuItem  
Declared in: <interface/MenuItem.h>

## Overview

A BSeparatorItem is a menu item that serves only to separate the items that precede it in the menu list from the items that follow it. It's drawn as a horizontal line across the menu from the left border to the right. Although it has an indexed position in the menu list just like other items, it doesn't have a label, can't be selected, posts no messages, and is permanently disabled.

Since the separator is drawn horizontally, it's assumed that items in the menu are arranged in a column, as they are by default. It's inappropriate to use a separator in a menu bar or another menu where the items are arranged in a row.

A separator can be added to a BMenu by constructing an object of this class and calling BMenu's `AddItem()` function. As a shorthand, you can simply call BMenu's `AddSeparatorItem()` function, which constructs the object for you and adds it to the list.

A BSeparatorItem that's returned to you (by BMenu's `ItemAt()` function, for example) will always respond `NULL` to `Message()`, `Command()`, and `Submenu()` queries and `FALSE` to `IsEnabled()`.

See also: `BMenu::AddSeparatorItem()`

## Constructor and Destructor

### `BSeparatorItem()`

`BSeparatorItem(void)`

Initializes the BSeparatorItem and disables it.

### `~BSeparatorItem()`

`virtual ~BSeparatorItem(void)`

Does nothing.

## Member Functions

### Draw()

protected:

virtual void Draw(void)

Draws the item as a horizontal line across the width of the menu.

### GetContentSize()

protected:

virtual void GetContentSize(float \*width, float \*height)

Provides a minimal size for the item so that it won't constrain the size of the menu.

### SetEnabled()

virtual void SetEnabled(bool flag)

Does nothing. A BSeparatorItem is disabled when it's constructed and must stay that way.

# BStringView

Derived from: public BView  
Declared in: <interface/StringView.h>

## Overview

A BStringView object draws a static character string. The user can't select the string or edit it; a BStringView doesn't respond to user actions. An instance of this class can be used to draw a label or other text that simply delivers a message of some kind to the user. Use a BTextView object for selectable and editable text.

You can also draw strings by calling BView's **DrawString()** function. However, assigning a string to a BStringView object locates it in the view hierarchy. The string will be updated automatically, just like other views. And, by setting the resizing mode of the object, you can make sure that it will be positioned properly when the window or the view it's in (the parent of the BStringView) is resized.

## Constructor and Destructor

### BStringView()

```
BStringView(BRect frame, const char *name, const char *text,  
            ulong resizingMode = B_FOLLOW_LEFT | B_FOLLOW_TOP,  
            ulong flags = B_WILL_DRAW)
```

Initializes the BStringView by assigning it a *text* string, the **B\_OP\_OVER** drawing mode, and the Erich bitmap font. These last two values are cached and communicated to the Application Server when the BStringView is attached to a window.

The *frame*, *name*, *resizingMode*, and *flags* arguments are the same as those declared for the BView class. They're passed unchanged to the BView constructor.

The *frame* rectangle needs to be large enough to display the entire string in the current font. The string is drawn at the bottom of the frame rectangle and, by default, is aligned to the left side. A different horizontal alignment can be set by calling **SetAlignment()**.

See also: **SetAlignment()**

**~BStringView()**

virtual ~BStringView(void)

Frees the text string.

## Member Functions

**Alignment()** *see* **SetAlignment()****Draw()**

virtual void Draw(BRect *updateRect*)

Draws the string along the bottom of the BStringView's frame rectangle in the current high color.

See also: **BView::Draw()**

**SetAlignment(), Alignment()**

void SetAlignment(alignment *flag*)

inline alignment Alignment(void) const

These functions align the string within the BStringView's frame rectangle and return the current alignment. The alignment *flag* can be:

<b>B_ALIGN_LEFT</b>	The string is aligned at the left side of the frame rectangle.
<b>B_ALIGN_RIGHT</b>	The string is aligned at the right side of the frame rectangle.
<b>B_ALIGN_CENTER</b>	The string is aligned so that the center of the string falls midway between the left and right sides of the frame rectangle.

The default is **B\_ALIGN\_LEFT**.

**SetText(), Text()**

```
void SetText(const char *string)
```

```
inline const char *Text(void) const
```

These functions set and return the text string that the BStringView draws. **SetText()** frees the previous string and copies *string* to replace it. **Text()** returns the null-terminated string.



# BTextControl

Derived from:                   public BControl  
Declared in:                   <interface/TextControl.h>

## Overview

A BTextControl object displays a labeled text field that behaves like other control devices. When the user takes certain key actions after modifying the text in the field, it posts a message to a designated target.

There are two parts to the view: A static label on the left, which the user cannot modify, and an editable field on the right, which behaves just like a one-line BTextView. In fact, the BTextControl installs a BTextView object as its child to handle editing chores within this part of the view. It's this child view that responds to events for the BTextControl rather than the control object itself.

The child BTextView must become the focus view for the window before the user can enter or edit text in the field. If the user modifies the contents of the field and then causes the child to cease being the focus view, the BTextControl posts a copy of its model message to its target, just like any other BControl object when it's invoked. The message notifies the target that the user has finished making changes to the text. (It doesn't matter what causes the change in focus—a click in another text field, for example, or a B\_TAB character that navigates to another view.)

The message is also posted when the user types a B\_ENTER character, though this doesn't change the focus view. It selects all the text in the field.

You can also arrange for another message—a “modification message”—to be posted when the user makes the first change to the text after the child BTextView has become the focus view (or after B\_ENTER caused all the text to be selected).

Because the label is drawn by the BTextControl itself and the editable text is drawn by its child BTextView, you can assign different properties (color or font, for example) to each string. The BTextControl has only one child, so ChildAt() returns it when passed an index of 0.

## Constructor and Destructor

### BTextControl()

```
BTextControl(BRect frame, const char *name,
             const char *label, const char *text,
             BMessage *message,
             ulong resizingMode = B_FOLLOW_LEFT | B_FOLLOW_TOP,
             ulong flags = B_WILL_DRAW | B_NAVIGABLE)
```

Initializes the BTextControl by assigning it a *label* and some *text*, both of which can be NULL. If the *label* is NULL, the text can fill the bounds rectangle. Otherwise, half the view is assigned to the label and half to the text, though the exact proportion can be changed by the SetDivider() function. The label always is on the left and the text always on the right. By default, both label and text are aligned at the left margins of their respective sections; call SetAlignment() to alter the alignment.

The *message* parameter is the same as the one declared for the BControl constructor. It establishes a model for the messages the BTextControl will send when it's invoked. It can be NULL. See SetMessage(), SetTarget(), and Invoke() in the BControl class for more information.

The *frame*, *name*, *resizingMode*, and *flags* arguments are the same as those declared for the BView class and are passed up the inheritance hierarchy to the BView constructor without change.

See also: SetDivider(), SetAlignment(), BControl::SetMessage(), BControl::SetTarget(), BControl::Invoke()

### ~BTextControl()

```
virtual ~BTextControl(void)
```

Frees memory allocated by the BTextControl and its BTextView child.

## Member Functions

### AttachedToWindow()

```
virtual void AttachedToWindow(void)
```

Augments the BControl version of AttachedToWindow() to make the background color of the BTextControl the same as the background color of its parent and to set up its child BTextView.

See also: BView::AttachedToWindow(), BControl::AttachedToWindow()



**Divider()** *see* **SetDivider()**

**Draw()**

virtual void **Draw**(BRect *updateRect*)

Draws the label. (The BTextControl defers to its child BTextView to draw the editable text string.)

See also: **BView::Draw()**

**GetAlignment()** *see* **SetAlignment()**

**Label()** *see* **SetLabel()**

**MakeFocus()**

virtual void **MakeFocus**(bool *flag* = TRUE)

Passes the **MakeFocus()** instruction on to the child BTextView. If the *flag* is **TRUE**, this function selects all the text in the child BTextView, which becomes the new focus view for the window. If the *flag* is **FALSE**, the child will no longer be the focus view. If the text has changed when the child ceases to be the focus view, the BTextControl is considered to have been invoked; a copy of its model message is posted so that it will be delivered to the target handler.

Note that the BTextControl itself never becomes the focus view, so will return **FALSE** to all **IsFocus()** queries.

See also: **BView::MakeFocus()**

**ModificationMessage()** *see* **SetModificationMessage()**

**MouseDown()**

virtual void **MouseDown**(BPoint *point*)

Does nothing. The child BTextView handles the job of responding to the user.

See also: **BTextView::MouseDown()**

**SetAlignment(), GetAlignment()**

virtual void **SetAlignment**(alignment *forLabel*, alignment *forText*)

void **GetAlignment**(alignment *\*forLabel*, alignment *\*forText*) const

These functions set and report the alignment of the label and the text within their respective portions of the view. Three settings are possible:

<b>B_ALIGN_LEFT</b>	The label or text is aligned at the left boundary of its part of the view rectangle.
<b>B_ALIGN_RIGHT</b>	The label or text is aligned at the right boundary of its part of the view rectangle.
<b>B_ALIGN_CENTER</b>	The label or text is centered within its part of the view rectangle.

The default alignment is **B\_ALIGN\_LEFT** for both label and text.

See also: **SetDivider()**

**SetDivider(), Divider()**

virtual void **SetDivider**(float *xCoordinate*)

float **Divider**(void) const

These functions set and return the *x* coordinate value that marks the division between the label portion of the view rectangle on the left and the text portion on the right. It's stated in the coordinate system of the BTextControl.

See also: the BTextControl constructor

**SetEnabled()**

virtual void **SetEnabled**(bool *enabled*)

Disables the BTextControl if the *enabled* flag is **FALSE**, and reenables it if *enabled* is **TRUE**. BTextControls are enabled by default.

This function augments the BControl version of **SetEnabled()**. When the control is disabled, it makes the text unselectable (and therefore uneditable) and draws it in a way that displays its disabled state. When the control is re-enabled, it makes the text editable (and therefore selectable) and draws it as normal text.

See also: **BControl::SetEnabled()**

**SetLabel(), Label()**

```
virtual void SetLabel(const char *text)
const char *Label(void) const
```

These functions set and return the label displayed by the BTextControl. The label is first set by the constructor.

**SetModificationMessage(), ModificationMessage()**

```
virtual void SetModificationMessage(BMessage *message)
BMessage *ModificationMessage(void) const
```

These functions set and return the message that the BTextControl posts when the user begins to enter or edit text.

**SetModificationMessage()** assigns *message* to the BTextControl, freeing the message previously assigned, if any. The message becomes the responsibility of the BTextControl object and will be freed only when it's replaced by another message or the BTextControl is freed; you shouldn't free it yourself. Passing a NULL pointer to this function deletes the current modification message without replacing it.

The assigned BMessage becomes the model for the message that the BTextControl posts when the user first modifies the text after the child BTextView has become the focus view (or after the user pressed the Enter key). The message is sent only for the first character the user types, pastes, or deletes. Subsequent changes don't invoke the message, until after the user presses the Enter key to select all the text or after the child BTextView loses focus view status and regains it again.

Before posting the message, the BTextControl adds two data entries to the copy:

<u>Data name</u>	<u>Type code</u>	<u>Description</u>
“when”	B_DOUBLE_TYPE	When the user modified the text, as measured in microseconds since the machines was last booted.
“source”	B_OBJECT_TYPE	A pointer to the BTextControl object.

These names should not be used for any data that you place in the model *message*.

**ModificationMessage()** returns the model message.

### SetText(), Text()

virtual void SetText(const char \*text)

const char \*Text(void) const

These functions set and return the text displayed by the BTextControl—or rather by its child BTextView. The text is first set by the constructor.

# BTextView

Derived from: public BView  
Declared in: <interface/TextView.h>

## Overview

The BTextView class defines a view that displays text on-screen and supports a standard user interface for entering, selecting, and editing text from the keyboard and mouse. It also supports the principal editing commands—Cut, Copy, Paste, Delete, and Select All.

BTextView objects are suitable for displaying small amounts of text in the user interface and for creating textual data in ASCII format. Full-scale text editors and word processors will need to define their own objects to handle richer data formats.

A BTextView displays all its text in a single font, the font that it inherits as a BView graphics parameter. Multiple fonts are not supported. Paragraph properties—such as alignment and tab widths—are similarly uniform for all text displayed within the view.

## Resizing

A BTextView can be made to resize itself to exactly fit the text that the user enters. This is sometimes appropriate for small one-line text fields. See the `MakeResizable()` function.

## Shortcuts and Menu Items

When a BTextView is the focus view for its window, it responds to these standard keyboard shortcuts for cutting, copying, and pasting text:

- Command-*x* to cut text and copy it to the clipboard,
- Command-*c* to copy text without cutting it, and
- Command-*v* to paste text taken from the clipboard.

These shortcuts work even in the absence of Cut, Copy, and Paste menu items; they're implemented by the BWindow for any view that might be the focus view. All the focus view has to do is cooperate, as a BTextView does, by handling the messages the shortcuts generate.

The only trick is to set up menu items that are compatible with the shortcuts. Follow these guidelines if you put a menu with editing commands in a window that has a BTextView:

- Create Cut, Copy, and Paste menu items and assign them the Command-x, Command-c, and Command-v shortcuts.
- Assign the items model **B\_CUT**, **B\_COPY** and **B\_PASTE** messages. These messages don't need to contain any information (other than a *what* data member initialized to the proper constant).
- Target the messages to the BWindow's focus view (or directly to the BTextView). No changes to the BTextView are necessary. When it gets these messages, the BTextView calls its **Cut()**, **Copy()**, and **Paste()** functions.

You can also set up menu items that trigger calls to other BTextView editing and layout functions. Simply create menu items like Select All or Align at Left that are targeted to the focus view of the window where the BTextView is located, or to the BTextView itself. The model messages assigned to these items can be structured with whatever command constants and data entries you wish; the BTextView class imposes no constraints.

Then, in a class derived from BTextView, implement a **MessageReceived()** function that responds to messages posted from the menu items by calling BTextView functions like **SelectAll()** and **SetAlignment()**. For example:

```
void myText::MessageReceived(BMessage *message)
{
    switch ( message->what ) {
        case SELECT_ALL:
            SelectAll();
            break;
        case ALIGN_AT_LEFT:
            SetAlignment(B_ALIGN_LEFT);
            break;
        case ALIGN_AT_RIGHT:
            SetAlignment(B_ALIGN_RIGHT);
            break;
        . . .
        default:
            BTextView::MessageReceived(message);
            break;
    }
}
```

The **MessageReceived()** function you implement should be sure to call BTextView's version of the function, which already handles **B\_CUT**, **B\_COPY**, and **B\_PASTE** messages.

## Newlines and Carriage Returns

A BTextView object treats newline characters (`'\n'`, `0x0a`) and carriage return characters (`'\r'`, `0x0d`) alike. It converts received return characters into newlines and stores them only as newlines. By default, none of keys on the BeBox is mapped to a carriage return. The `B_ENTER` character is a newline.

## Hook Functions

<code>AcceptsChar()</code>	Can be implemented to preview the characters the user types and either accept or reject them before they're added to the display.
<code>BreaksAtChar()</code>	Breaks word selection on spaces, tabs, and other invisible characters, permitting all adjacent visible characters to be selected when the user double-clicks a word. This function can be augmented to break word selection on other characters in addition to the invisible ones.

## Constructor and Destructor

### `BTextView()`

```
BTextView(BRect frame, const char *name, BRect textRect,
          ulong resizingMode, ulong flags)
```

Initializes the BTextView to the *frame* rectangle, stated in its eventual parent's coordinate system, assigns it an identifying *name*, sets its resizing behavior to *resizingMode* and its drawing behavior with *flags*. These four arguments—*frame*, *name*, *resizingMode*, and *flags*—are identical to those declared for the BView class and are passed unchanged to the BView constructor.

The text rectangle, *textRect*, is stated in the BTextView's coordinate system. It determines where text is placed within the view's bounds rectangle:

- The first line of text is placed at the top of the text rectangle. As additional lines of text are entered into the view, the text grows downward and may actually extend beyond the bottom of the rectangle.
- The left and right sides of the text rectangle determine where lines of text are placed within the view. Lines can be aligned to either side of the rectangle, or they can be centered between the two sides. See the `SetAlignment()` function.
- When lines wrap on word boundaries, the width of the text rectangle determines the maximum length of a line; each line of text can be as long as the rectangle is wide.

When word wrapping isn't turned on, lines can extend beyond the boundaries of the text rectangle. See the `SetWordWrap()` function.

The bottom of the text rectangle is ignored; it doesn't limit the amount of text the view can contain. The text can be limited by the number of characters, but not by the number of lines.

The constructor establishes the following default properties for a new `BTextView`:

- The text is left-aligned.
- The tab width is 44.0 coordinate units.
- Automatic indenting and word wrapping are turned off.
- The text is selectable and editable.
- All characters the user may type are acceptable.

A `BTextView` isn't fully initialized until it's assigned to a window and it receives an `AttachedToWindow()` notification.

See also: `AttachedToWindow()`, the `BView` constructor

### `~BTextView()`

virtual `~BTextView(void)`

Frees the memory the `BTextView` allocated to hold the text and to store information about it.

## Member Functions

### `AcceptsChar()`

virtual bool `AcceptsChar(ulong aChar) const`

Implemented by derived classes to return `TRUE` if *aChar* designates a character that the `BTextView` can add to its text, and `FALSE` if not. By returning `FALSE`, this function prevents the character from being displayed or retained by the object.

`AcceptsChar()` is called for every character the user types (including those, like `B_BACKSPACE` and `B_RIGHT_ARROW`, that are used for editing the text). The default version of this function always returns `TRUE`, but it can be overridden in a derived class to restrict the text the user can enter. For example, a `BTextView` might reject uppercase letters, or permit only numbers, or allow only those characters that are valid in a pathname.

Sometimes, a character will be meaningful and trigger a response of some kind, even though it can't be displayed. For example, a `B_TAB` (0x09) might be rejected as a character to display, and instead shift the selection to another text field. Similarly, a `BTextView` that



has room to display only a single line of text might return **FALSE** for the newline character (**B\_ENTER**, 0x0a), yet take the occasion to simulate a click on a button.

When rejecting a character outright (not using it to take some other action), an application has an obligation to explain to the user why the character is unacceptable, perhaps by displaying an alert panel or dialog box.

As an alternative to implementing an **AcceptsChar()** function, you can simply inform the **BTextView** at the outset that certain characters should not be allowed. Call **DisallowChar()** when setting up the **BTextView** to tell it which characters won't be acceptable.

See also: **KeyDown()**, **DisallowChar()**

**Alignment()** see **SetAlignment()**

**AllowChar()** see **DisallowChar()**

### **AttachedToWindow()**

virtual void **AttachedToWindow()**(void)

Completes the initialization of the **BTextView** object after it becomes attached to a window. This function sets up the object so that it can correctly format text and display it. It makes sure that all properties that were previously set—for example, word wrapping, tab width, and alignment—are correctly reflected in the display on-screen. In addition, it calls **SetFontName()** and **SetFontSize()** to set the font to the 9.0-point Erich bitmap font (no rotation, 90° shear).

Because the **BTextView** uses pulses to animate (or “blink”) the caret, the vertical line that marks the current insertion point, it enables pulsing in the window and fixes the pulse rate at 2 per second (once every 500,000 microseconds).

This function is called for you when the **BTextView** becomes part a window's view hierarchy; you shouldn't call it yourself, though you can override it to set a different default font and do other graphics initialization. For more information on when it's called, see the **BView** class.

An **AttachedToWindow()** function that's implemented by a derived class should begin by incorporating the **BTextView** version:

```
void MyText::AttachedToWindow()
{
    BTextView::AttachedToWindow()
    . . .
}
```

If it doesn't, the BTextView won't be able to properly display the text.

See also: `BView::AttachedToWindow()`, `SetFontName()`

### BreaksAtChar()

virtual bool `BreaksAtChar(ulong aChar) const`

Implemented by derived classes to return `TRUE` if the *aChar* character can break word selection, and `FALSE` if it cannot. The BTextView class calls this function when the user selects a word by double-clicking it. A return of `TRUE` means that the character breaks the selection—it cannot be selected as part of the word. A return of `FALSE` means that the character will be included in the selected word.

By default, `BreaksAtChar()` returns `TRUE` if the character is a `B_SPACE` (0x20), a `B_TAB` (0x09), a newline (`B_ENTER`, 0x0a), or some other character with an ASCII value less than that of a space, and `FALSE` otherwise.

It can be reimplemented to add hyphens to the list of characters that break word selection, as follows:

```
bool MyTextView::BreaksAtChar(ulong someChar)
{
    if ( someChar == '-' )
        return TRUE;
    return BTextView::BreaksAtChar(someChar);
}
```

See also: `Text()`

`CharAt()` see `Text()`

### Copy()

virtual void `Copy(BClipboard *clipboard)`

Copies the current selection to the clipboard. The *clipboard* argument is identical to the global `be_clipboard` object.

See also: `Paste()`, `Cut()`

`CountLines()` see `GoToLine()`

`CurrentLine()` see `GoToLine()`

## Cut()

virtual void **Cut**(BClipboard \*clipboard)

Copies the current selection to the clipboard, deletes it from the BTextView's text, and removes it from the display. The *clipboard* argument is identical to the global `be_clipboard` object.

See also: **Paste()**, **Copy()**

## Delete()

void **Delete**(void)

Deletes the current selection from the BTextView's text and removes it from the display, without copying it to the clipboard.

See also: **Cut()**

## DisallowChar(), AllowChar()

void **DisallowChar**(ulong *aChar*)

void **AllowChar**(ulong *aChar*)

These functions inform the BTextView whether the user should be allowed to enter *aChar* into the text. By default, all characters are allowed. Call **DisallowChar()** for each character you want to prevent the BTextView from accepting, preferably when first setting up the object.

**AllowChar()** reverses the effect of **DisallowChar()**.

Alternatively, and for more control over the context in which characters are accepted or rejected, you can implement an **AcceptsChar()** function for the BTextView.

**AcceptsChar()** is called for each key-down event that's reported to the object.

See also: **AcceptsChar()**

**DoesAutoindent()** see **SetAutoindent()**

**DoesWordWrap()** see **SetWordWrap()**

## Draw()

virtual void Draw(BRect *updateRect*)

Draws the text on-screen. The Interface Kit calls this function for you whenever the text display needs to be updated—for example, whenever the user edits the text, enters new characters, or scrolls the contents of the BTextView.

See also: [BView::Draw\(\)](#)

## FrameResized()

virtual void FrameResized(float *width*, float *height*)

Overrides the BView version of this function to reset the ranges of the BTextView's scroll bars and to update the sizes of their proportional knobs whenever the size of the BTextView changes.

See also: [BView::FrameResized\(\)](#)

## GetSelection()

void GetSelection(long \**start*, long \**finish*)

Provides the current selection by writing the offset before the first selected character into the variable referred to by *start* and the offset after the last selected character into the variable referred to by *finish*. If no characters are selected, both offsets will record the position of the current insertion point.

The offsets designate positions between characters. The position at the beginning of the text is offset 0, the position between the first and second characters is offset 1, and so on. If the 175th through the 202nd characters were selected, the *start* offset would be 174 and the *finish* offset would be 202.

If the text isn't selectable, both offsets will be 0.

See also: [Select\(\)](#)

**GetText()** see [Text\(\)](#)

## GoToLine(), CountLines(), CurrentLine()

```
void GoToLine(long index)
long CurrentLine(void) const
inline long CountLines(void) const
```

**GoToLine()** moves the insertion point to the beginning of the line at *index*. The first line has an index of 0, the second line an index of 1, and so on. If the *index* is out-of-range, the insertion point is moved to the beginning of the line with the nearest in-range index—that is, to either the first or the last line.

**CurrentLine()** returns the index of the line where the first character of the selection—or the character following the insertion point—is currently located.

**CountLines()** returns how many lines of text the BTextView currently contains.

Like other functions that change the selection, **GoToLine()** doesn't automatically scroll the display to make the new selection visible. Call **ScrollToSelection()** to be sure that the user can see the start of the selection.

See also: **ScrollToSelection()**

## Highlight()

```
void Highlight(long start, long finish)
```

Highlights the characters from *start* through *finish*, where *start* and *finish* are the same sort of offsets into the text array as are passed to **Select()**.

**Highlight()** is the function that the BTextView calls to highlight the current selection. You don't need to call it yourself for this purpose. It's in the public API just in case you may need to highlight a range of text in some other circumstance.

See also: **Select()**

## IndexAtPoint()

```
long IndexAtPoint(BPoint point) const
long IndexAtPoint(float x, float y) const
```

Returns the index of the character displayed closest to *point*—or (*x*, *y*)—in the BTextView's coordinate system. The first character in the text array is at index 0.

If the point falls after the last line of text, the return value is the index of the last character in the last line. If the point falls before the first line of text, or if the BTextView doesn't contain any text, the return value is 0.

See also: **Text()**

## Insert()

```
void Insert(const char *text, long length)
void Insert(const char *text)
```

Inserts *length* characters of *text*—or if a *length* isn't specified, all the characters of the *text* string up to the null character that terminates it—at the beginning of the current selection. The current selection is not deleted and the insertion is not selected.

See also: `SetText()`

`IsEditable()` see `MakeEditable()`

`IsSelectable()` see `MakeSelectable()`

## KeyDown()

```
virtual void KeyDown(ulong aChar)
```

Enters text at the current selection in response to the user's typing. This function is called from the window's message loop for every report of a key-down event—once for every character the user types. However, it does nothing unless the `BTextView` is the focus view and the text it contains is editable.

If *aChar* is one of the arrow keys (`B_UP_ARROW`, `B_LEFT_ARROW`, `B_DOWN_ARROW`, or `B_RIGHT_ARROW`), `KeyDown()` moves the insertion point in the appropriate direction. If *aChar* is the `B_BACKSPACE` character, it deletes the current selection (or one character at the current insertion point). Otherwise, it checks whether the character was registered as unacceptable (by `DisallowChar()`) and it calls the `AcceptsChar()` hook function to give the application a chance to reject the character or handle it in some other way. If the character isn't disallowed and `AcceptsChar()` returns `TRUE`, it's entered into the text and displayed.

See also: `BView::KeyDown()`, `AcceptsChar()`, `DisallowChar()`

## LineHeight()

```
inline float LineHeight(void) const
```

Returns the height of a single line of text, as measured from the baseline of one line of single-spaced text to the baseline of the line above or below it.

The height is stated in coordinate units and depends on the current font. It's the sum of how far characters can ascend above and descend below the baseline, plus the amount of leading that separates lines.

See also: `BView::GetFontInfo()`

**LineWidth()**

```
float LineWidth(long index = 0) const
```

Returns the width of the line at *index*—or, if no *index* is given, the width of the first line. The value returned is the sum of the widths (in coordinate units) of all the characters in the line, from the first through the last, including tabs and spaces.

Line indices begin at 0.

If the *index* passed is out-of-range, it's reinterpreted to be the nearest in-range index—that is, as the index to the first or the last line.

**MakeEditable(), IsEditable()**

```
void MakeEditable(bool flag = TRUE)
```

```
bool IsEditable(void) const
```

The first of these functions sets whether the user can edit the text displayed by the BTextView; the second returns whether or not the text is currently editable. Text is editable by default.

To edit text, the user must be able to select it. Therefore, when **MakeEditable()** is called with an argument of **TRUE** (or with no argument), it makes the text both editable and selectable. Similarly, when **IsEditable()** returns **TRUE**, the text is selectable as well as editable; **IsSelectable()** will also return **TRUE**.

A value of **FALSE** means that the text can't be edited, but implies nothing about whether or not it can be selected.

See also: **MakeSelectable()**

**MakeFocus()**

```
virtual void MakeFocus(bool flag = TRUE)
```

Overrides the BView version of **MakeFocus()** to highlight the current selection when the BTextView becomes the focus view (when *flag* is **TRUE**) and to unhighlight it when the BTextView no longer is the focus view (when *flag* is **FALSE**). However, the current selection is highlighted only if the BTextView's window is the current active window.

This function is called for you whenever the user's actions make the BTextView become the focus view, or force it to give up that status.

See also: **BView::MakeFocus()**, **MouseDown()**

## MakeResizable()

```
void MakeResizable(BView *containerView)
```

Makes the BTextView's frame rectangle and text rectangle automatically grow and shrink to exactly enclose all the characters entered by the user. The *containerView* is a view that should be resized with the BTextView; typically it's a view that draws a border around the text (like a BScrollView object) and is the parent of the BTextView. This function won't work without a container view.

**MakeResizable()** is an alternative to the automatic resizing behavior provided in the BView class. It triggers resizing on the user's entry of text, not on a change in the parent view's size. The two schemes are incompatible; the BTextView and the container view should not automatically resize themselves when their parents are resized.

< This function currently requires the text to be either left aligned or center aligned; it doesn't work for text that's right aligned. >

See also: **SetAlignment()**

## MakeSelectable(), IsSelectable()

```
void MakeSelectable(bool flag = TRUE)
```

```
bool IsSelectable(void) const
```

The first of these functions sets whether it's possible for the user to select text displayed by the BTextView; the second returns whether or not the text is currently selectable. Text is selectable by default.

When text is selectable but not editable, the user can select one or more characters to copy to the clipboard, but can't position the insertion point (an empty selection), enter characters from the keyboard, or paste new text into the view.

Since the user must be able to select text to edit it, calling **MakeSelectable()** with an argument of **FALSE** causes the text to become uneditable as well as unselectable. Similarly, if **IsSelectable()** returns **FALSE**, the user can neither select nor edit the text; **IsEditable()** will also return **FALSE**.

A value of **TRUE** means that the text is selectable, but says nothing about whether or not it's also editable.

See also: **MakeEditable()**

## MessageReceived()

```
virtual void MessageReceived(BMessage *message)
```

Overrides the BHandler version of **MessageReceived()** to handle four messages.



If this function gets a **B\_SIMPLE\_DATA** message, it looks for a data named “text” registered as **B\_ASCII\_TYPE**. Failing that, it looks for a single character named “char” registered as **B\_LONG\_TYPE**. If successful, it assumes that the message was dragged and dropped on the view. It changes the current selection to the point of drop and inserts the text or character at that point.

This function handles **B\_CUT**, **B\_COPY**, and **B\_PASTE** messages by calling the **Cut()**, **Copy()**, and **Paste()** virtual functions. For the **BTextView** to get these messages, Cut, Copy, and Paste menu items should be:

- Assigned model messages with **B\_CUT**, **B\_COPY**, and **B\_PASTE** as their **what** data members, and
- Targeted to the **BTextView**, or to the current focus view in the window that displays the **BTextView**.

The **BTextView**, through this function, takes care of the rest.

To inherit this functionality, **MessageReceived()** functions implemented by derived classes should be sure to call the **BTextView** version.

See also: **BMenuItem::SetMessage()**, **BMenuItem::SetTarget()**

## MouseDown()

virtual void **MouseDown**(**BPoint** *point*)

Selects text and positions the insertion point in response to the user’s mouse actions. If the **BTextView** isn’t already the focus view for its window, this function calls **MakeFocus()** to make it the focus view.

**MouseDown()** is called for each mouse-down event that occurs inside the **BTextView**’s frame rectangle.

See also: **BView::MouseDown()**, **BView::MakeFocus()**

## MouseMoved()

virtual void **MouseMoved**(**BPoint** *point*, *along* *transit*, **BMessage** *\*message*)

Responds to messages reporting mouse-moved events by changing the cursor to the standard I-beam image for editing text whenever the cursor enters the view and by resetting it to the standard hand image when the cursor exits the view.

The cursor is changed to an I-beam only for text that is selectable, and only if the **BTextView** is the current focus view in the active window.

See also: **BView::MouseMoved()**

## Paste()

virtual void Paste(BClipboard \*clipboard)

Takes textual data from the clipboard and pastes it into the text. The new text replaces the current selection, or is placed at the site of the current insertion point.

The *clipboard* argument is identical to the global `be_clipboard` object.

See also: `Cut()`, `Copy()`

## Pulse()

virtual void Pulse(void)

Turns the caret marking the current insertion point on and off when the BTextView is the focus view in the active window. `Pulse()` is called by the system at regular intervals.

This function is first declared in the BView class.

See also: `BView::Pulse()`

## ScrollToSelection()

void ScrollToSelection(void)

Scrolls the text so that the beginning of the current selection is within the visible region of the view, provided that the BTextView is equipped with a scroll bar that permits scrolling in the required direction (horizontal or vertical).

See also: `BView::ScrollBy()`

## Select()

void Select(long start, long finish)

Selects the characters from *start* up to *finish*, where *start* and *finish* are offsets into the BTextView's text. The offsets designate positions between characters. For example,

```
Select(0, 2);
```

selects the first two characters of text,

```
Select(17, 18);
```

selects the eighteenth character, and

```
Select(0, TextLength());
```

selects the entire text just as the `SelectAll()` function does. If *start* and *finish* are the same, the selection will be empty (an insertion point).

Normally, the selection is changed by the user. This function provides a way to change it programmatically.

If the BTextView is the current focus view in the active window, `Select()` highlights the new selection (or displays a blinking caret at the insertion point). However, it doesn't automatically scroll the contents of the BTextView to make the new selection visible. Call `ScrollToSelection()` to be sure that the user can see the start of the selection.

See also: `Text()`, `GetSelection()`, `ScrollToSelection()`, `GoToLine()`, `MouseDown()`

### SelectAll()

```
void SelectAll(void)
```

Selects the entire text of the BTextView, and highlights it if the BTextView is the current focus view in the active window.

See also: `Select()`

### SetAlignment(), Alignment()

```
void SetAlignment(alignment where)
```

```
alignment Alignment(void) const
```

These functions set the way text is aligned within the text rectangle and return the current alignment. Three settings are possible:

<code>B_ALIGN_LEFT</code>	Each line is aligned at the left boundary of the text rectangle.
<code>B_ALIGN_RIGHT</code>	Each line is aligned at the right boundary of the text rectangle.
<code>B_ALIGN_CENTER</code>	Each line is centered between the left and right boundaries of the text rectangle.

The default is `B_ALIGN_LEFT`.

### SetAutoindent(), DoesAutoindent()

```
void SetAutoindent(bool flag)
```

```
bool DoesAutoindent(void) const
```

These functions set and return whether a new line of text is automatically indented the same as the preceding line. When set to `TRUE` and the user types Return at the end of a line

that begins with tabs or spaces, the new line will automatically indent past those tabs and spaces to the position of the first visible character.

The default value is **FALSE**.

### SetFontName(), SetFontSize(), SetFontRotation(), SetFontShear()

virtual void **SetFontName**(const char \**name*)

virtual void **SetFontSize**(float *points*)

virtual void **SetFontRotation**(float *degrees*)

virtual void **SetFontShear**(float *angle*)

These functions override their BView counterparts to recalculate the layout of the text when the font changes, and to prevent the text displayed by a BTextView object from being rotated.

Font rotation is disabled; the BTextView version of **SetFontRotation()** does nothing. The other three functions invoke their BView counterparts to change the font, then make sure the entire text is recalculated and rewrapped for the new font. However, the text display is not updated.

**SetFontName()** and **SetFontSize()** are called by **AttachedToWindow()** to set the BTextView's default font to 9.0-point Erich.

See also: **BView::SetFontName()**

### SetMaxChars()

void **SetMaxChars**(long *max*)

Sets the maximum number of characters that the BTextView can accept. The default is the maximum number of characters that can be designated by a **long** integer, a number sufficiently large to accommodate all uses of a BTextView. Use this function only if you need to restrict the number of characters that the user can enter in a text field.

### SetSymbolSet()

virtual void **SetSymbolSet**(const char \**name*)

Overrides its BView counterpart to recalculate the text layout when the symbol set changes.

See also: **BView::SetSymbolSet()**

**SetTabWidth(), TabWidth()**

```
void SetTabWidth(float width)
float TabWidth(void) const
```

These functions set the distance between tab stops to *width* coordinate units and return the current tab width. Tabs cannot be removed nor can they be individually set; all tabs have a uniform width. The default tab width is 44.0 coordinate units.

**SetText()**

```
void SetText(const char *text, long length)
void SetText(const char *text)
```

Removes any text currently in the BTextView and copies *length* characters of *text* to replace it—or all the characters in the *text* string, up to the null character, if a *length* isn't specified. If *text* is NULL or *length* is 0, this function empties the BTextView. Otherwise, it copies the required number of *text* characters passed to it.

This function is typically used to set the text initially displayed in the view. If the BTextView is attached to a window, it's updated to show its new contents.

See also: [Text\(\)](#), [TextLength\(\)](#)

**SetTextRect(), TextRect()**

```
void SetTextRect(BRect rect)
inline BRect TextRect(void) const
```

[SetTextRect\(\)](#) makes *rect* the BTextView's text rectangle—the rectangle that locates where text is placed within the view. This replaces the text rectangle originally set in the BTextView constructor. The layout of the text is recalculated to fit the new rectangle, and the text is redisplayed.

[TextRect\(\)](#) returns the current text rectangle.

See also: the BTextView constructor

**SetWordWrap(), DoesWordWrap()**

```
void SetWordWrap(bool flag)
bool DoesWordWrap(void) const
```

These functions set and return whether the BTextView wraps lines on word boundaries, dropping entire words that don't fit at the end of a line to the next line. Words break on tabs, spaces, and other invisible characters; all adjacent visible characters wrap together.

By default, word wrapping is turned off (`DoesWordWrap()` returns `FALSE`). Lines break only on a newline character (where the user types return).

See also: `SetTextRect()`

`TabWidth()` see `SetTabWidth()`

### `Text()`, `GetText()`, `CharAt()`

```
const char *Text(void)
```

```
const char *GetText(char *buffer, long index, long length) const
```

```
char CharAt(long index) const
```

These functions reveal the text contained in the `BTextView`.

`Text()` returns a pointer to the text, which may be a pointer to an empty string if the `BTextView` is empty. The returned pointer can be used to read the text, but not to alter it (use `SetText()`, `Insert()`, `Delete()`, and other `BTextView` functions to do that).

`GetText()` copies up to *length* characters of the text into *buffer*, beginning with the character at *index*, and adds a null terminator (`'\0'`). The first character in the `BTextView` is at index 0, the second at index 1, and so on. Fewer than *length* characters are copied if there aren't that many between *index* and the end of the text. The results won't be reliable if the *index* is out-of-range.

`CharAt()` returns the specific character located at *index*.

The pointer that `Text()` returns is to the `BTextView`'s internal representation of the text. When it returns, the text string is guaranteed to be null-terminated and without gaps. However, the `BTextView` may have had to manipulate the text to get it in that condition. Therefore, there may be a performance price to pay if `Text()` is called frequently. If you're going to copy the text, it's more efficient to have `GetText()` do it for you. If you're going to index into the text, it may be more efficient to call `CharAt()`.

The pointer that `Text()` returns may no longer be valid after the user or the program next changes the text. Even if valid, the string may no longer be null-terminated and gaps may appear.

See also: `TextLength()`

## TextLength()

long TextLength(void) const

Returns the number of characters the BTextView currently contains—the number of characters that `Text()` returns (not counting the null terminator).

See also: `Text()`, `SetMaxChars()`

## TextRect() see SetTextRect()

## WindowActivated()

virtual void WindowActivated(bool *flag*)

Highlights the current selection when the BTextView's window becomes the active window (when *flag* is `TRUE`)—provided that the BTextView is the current focus view—and removes the highlighting when the window ceases to be the active window (when *flag* is `FALSE`).

If the current selection is empty (if it's an insertion point), it's highlighted by turning the caret on and off (blinking it).

The Interface Kit calls this function for you whenever the BTextView's window becomes the active window or it loses that status.

See also: `BView::WindowActivated()`, `MakeFocus()`





# BView

Derived from: public BHandler  
Declared in: <interface/View.h>

## Overview

BView objects are the agents for drawing and message handling within windows. Each object sets up and takes responsibility for a particular *view*, a rectangular area that's associated with at most one window at a time. The object draws within the view rectangle and responds to reports of events elicited by the images drawn.

Classes derived from BView implement the actual functions that draw and handle messages; BView merely provides the framework. For example, a BTextView object draws and edits text in response to the user's activity on the keyboard and mouse. A BButton draws the image of a button on-screen and responds when the button is clicked. BTextView and BButton inherit from the BView class—as do most classes in the Interface Kit.

The following Kit classes derive, directly or indirectly, from BView:

BControl	BButton	BMenu
BScrollBar	BPictureButton	BMenuBar
BScrollView	BRadioButton	BMenuField
BBox	BCheckBox	BPopupMenu
BStringView	BColorControl	BListView
BTextView	BTextControl	

Serious applications will need to define their own classes derived from BView.

## Views and Windows

For a BView to do its work, you must attach it to a window. The views in a window are arranged in a hierarchy—there can be views within views—with those that are most directly responsible for drawing and message handling located at the terminal branches of the hierarchy and those that contain and organize other views situated closer to its trunk and root. A BView begins life unattached. You can add it to a hierarchy by calling the `AddChild()` function of the BWindow, or of another BView.

Within the hierarchy, a BView object plays two roles:

- It's a BHandler for messages delivered to the window thread. BViews implement the functions that respond to the most common system messages—including those that report keyboard and mouse events. They can also be targeted to handle application-defined messages that affect what they view displays.
- It's an agent for drawing. Adding a BView to a window gives it an independent graphics environment. A BView draws on the initiative of the BWindow and the Application Server, whenever they determine that the appearance of any part of the view rectangle needs to be “updated.” It also draws on its own initiative in response to events.

The relationship of BViews to BWindows and the framework for drawing and responding to the user were discussed in the introduction to this chapter. The concepts and terminology presented there are assumed in this class description. See especially “BView Objects” on page 11, “The View Hierarchy” on page 13, “Drawing” beginning on page 18, and “Responding to the User” beginning on page 41.

BViews can also be called upon to create bitmap images. See the BBitmap class for details.

## User Interface

Since they provide the content that's displayed within windows, BViews carry most of the burden of implementing an application's user interface. Often this is simply a matter of how a BView implements a hook function—how `Draw()` presents the view or how `MouseDown()` handles a double-click. User-interface guidelines should be followed, but the BView is essentially on its own. However, in some cases the Interface Kit provides a mechanism that derived classes can participate in, if they coordinate with Kit-defined code. Two such mechanisms are described below—keyboard navigation and the drag-and-drop delivery of messages.

### Keyboard Navigation

Keyboard navigation is a mechanism for allowing users to manipulate views—especially buttons, check boxes, and other control devices—from the keyboard. It gives users the ability to:

- Move the focus of keyboard actions from view to view within a window by pressing the Tab key, and
- Operate the view that's currently in focus by pressing the space bar and Enter key (to invoke it) or the arrow keys (to move around inside it).

The first ability—navigation between views—is implemented by the Interface Kit. The second—navigation within a view—is up to individual applications, as are most view-

specific aspects of the user interface. The only trick, and it's not a difficult one, is to make the two kinds of navigation work together.

To have the BView class you implement participate in the navigation mechanism, you need to coordinate four pieces of code:

- Include **B\_NAVIGABLE** in the BView's flag mask whenever it's possible for the user to navigate to it (when it can become the focus view). This flag should be removed from the mask when the view is disabled, and included again when it's re-enabled. The mask is first set on construction and can be altered with the **SetFlags()** function.
- Make sure the BView's **Draw()** function provides some sort of visual indication of whether the view is the current focus for keyboard actions. Guidelines are forthcoming on what the indication should be. Currently, Be-defined views underline text (for example, a button label) when the view is in focus, and avoid drawing the underline when it's not. **Draw()** can call **IsFocus()** to test the BView's current status.
- Override the **MakeFocus()** hook function to have it change the way the view is displayed when it becomes the focus view and when it loses that status. It's perhaps simplest just to have **MakeFocus()** call **Draw()**.
- Override **KeyDown()** to handle the keystrokes that are used to operate the view (for view-internal navigation). Always incorporate the inherited version so that it can take care of navigation between views.

Several Kit classes that derive from BView implement these functions. For example, BControl has a simple **KeyDown()** function and a **MakeFocus()** function that calls **Draw()**. If you base your class on BControl, you won't have to implement **MakeFocus()** and may find that its **KeyDown()** is adequate for your needs.

## Drag and Drop

The BView class supports a drag-and-drop user interface. The user can transfer a parcel of information from one place to another by dragging an image from a source view and dropping it on a destination view—perhaps a view in a different window or even a different application.

A source BView initiates dragging by calling **DragMessage()** from within its **MouseDown()** function. The BView bundles all information relevant to the dragging session into a BMessage object and passes it to **DragMessage()**. It also passes an image to represent the data package on-screen.

The Application Server then takes charge of the BMessage object and animates the image as the user drags it on-screen. As the image moves across the screen, the views it passes over are informed with **MouseMoved()** function calls. These notifications give views a chance to show the user whether or not they're willing to accept the message being dragged. When the user releases the mouse button, dropping the dragged message, the message is delivered to the BWindow and targeted to the destination BView.

Aside from creating a `BMessage` object and passing it to `DragMessage()`, or implementing `MouseMoved()` and `MessageReceived()` functions to handle any messages that come its way, there's nothing an application needs to do to support a drag-and-drop user interface. The bulk of the work is done by the Application Server and Interface Kit.

## Locking the Window

If a `BView` is attached to a window, any operation that affects the view might also affect the window and the `BView`'s shadow counterpart in the Application Server. For this reason, any code that calls a `BView` function should first lock the window—so that one thread can't modify essential data structures while another thread is using them. A window can be locked by only one thread at a time.

By default, before they do anything else, almost all `BView` functions check to be sure the caller has the window locked. If the window isn't properly locked, they print warning messages and fail.

This check should help you develop an application that correctly regulates access to windows and views. However, it adds a certain amount of time to each function call. Once your application has been debugged and is ready to ship, you can turn the check off by calling `BWindow`'s `SetDiscipline()` function and passing it an argument of `FALSE`. The discipline flag is separately set for each window.

`BView` functions can require the window to be locked only if the view has a window to lock; the requirement can't be enforced if the `BView` isn't attached to a window. However, as discussed under “Views and the Server” on page 31 of the introduction to this chapter, many `BView` functions, including all those that depend on graphics parameters, don't work at all unless the view is attached—in which case the window must be locked.

Whenever the system calls a `BView` function to notify it of something—whenever it calls `WindowActivated()`, `Draw()`, `MessageReceived()` or another hook function—it first locks the window thread. The application doesn't have to explicitly lock the window when responding to an update, an interface message, or some other notification. The window is already locked.

## Derived Classes

When it comes time for a `BView` to draw, its `Draw()` virtual function is called automatically. When it needs to respond to an event, a virtual function named after the kind of event is called—`MouseMoved()`, `KeyDown()`, and so on. Classes derived from `BView` implement these hook functions to do the particular kind of drawing and message handling characteristic of the derived class.

- Some classes derived from `BView` implement control devices—buttons, dials, selection lists, check boxes, and so on—that translate user actions on the keyboard and mouse into more explicit instructions for the application. In the Interface Kit,

BMenu, BListView, BButton, BCheckBox, and BRadioButton are examples of control devices.

- Other BViews visually organize the display—for example, a view that draws a border around and arranges other views, or one that splits a window into two or more resizable panels. The BBox, BScrollBar, and BScrollView classes fall into this category.
- Some BViews implement highly organized displays the user can manipulate, such as a game board or a scientific simulation.
- Perhaps the most important BViews are those that permit the user to create, organize, and edit data. These views display the current selection and are the focus of most user actions. They carry out the main work of an application. BTextView is the only Interface Kit example of such a view.

Almost all the BView classes defined in the Interface Kit fall into the first two of these groups. Control devices and organizational views can serve a variety of different kinds of applications, and therefore can be implemented in a kit that's common to all applications

However, the BViews that will be central to most applications fall into the last two groups. Of particular importance are the BViews that manage editable data. Unfortunately, these are not views that can be easily implemented in a common kit. Just as most applications devise their own data formats, most applications will need to define their own data-handling views.

Nevertheless, the BView class structures and simplifies the task of developing application-specific objects that draw in windows and interact with the user. It takes care of the lower-level details and manages the view's relationship to the window and other views in the hierarchy. You should make yourself familiar with this class before implementing your own application-specific BViews.

## Hook Functions

<b>AllAttached()</b>	Can be implemented to finish initializing the BView after it's attached to a window, where the initialization depends on a descendent view's <b>AttachedToWindow()</b> function having been called.
<b>AllDetached()</b>	Can be implemented to prepare the BView for being detached from a window, where the preparations depend on a descendent view's <b>DetachedFromWindow()</b> function having been called.
<b>AttachedToWindow()</b>	Can be implemented to finish initializing the BView after it becomes part of a window's view hierarchy.

<code>DetachedFromWindow()</code>	Can be implemented to prepare the BView for its impending removal from a window's view hierarchy.
<code>Draw()</code>	Can be implemented to draw the view.
<code>FrameMoved()</code>	Can be implemented to respond to a message notifying the BView that it has moved in its parent's coordinate system.
<code>FrameResized()</code>	Can be implemented to respond to a message informing the BView that its frame rectangle has been resized.
<code>KeyDown()</code>	Can be implemented to respond to a message reporting a key-down event.
<code>MakeFocus()</code>	Makes the BView the focus view, or causes it to give up being the focus view; can be augmented to take any action the change in status may require.
<code>MouseDown()</code>	Can be implemented to respond to a message reporting a mouse-down event.
<code>MouseMove()</code>	Can be implemented to respond to a notification that the cursor has entered the view's visible region, moved within the visible region, or exited from the view.
<code>Pulse()</code>	Can be implemented to do something at regular intervals. This function is called repeatedly when no other messages are pending.
<code>WindowActivated()</code>	Can be implemented to respond to a notification that the BView's window has become the active window, or has lost that status.

## Constructor and Destructor

### `BView()`

`BView(BRect frame, const char *name, ulong resizingMode, ulong flags)`

Sets up a view with the *frame* rectangle, which is specified in the coordinate system of its eventual parent, and assigns the BView an identifying *name*, which can be `NULL`.

When it's created, a BView doesn't belong to a window and has no parent. It's assigned a parent by having another BView adopt it with the `AddChild()` function. If the other view is in a window, the BView becomes part of that window's view hierarchy. A BView can be made a child of the window's top view by calling BWindow's version of the `AddChild()` function.

When the BView gains a parent, the values in *frame* are interpreted in the parent's coordinate system. The sides of the view must be aligned on screen pixels. Therefore, the *frame* rectangle should not contain coordinates with fractional values. Fractional coordinates will be rounded to the nearest whole number.

The *resizingMode* mask determines the behavior of the view when its parent is resized. It should combine one constant for horizontal resizing,

```
B_FOLLOW_LEFT
B_FOLLOW_RIGHT
B_FOLLOW_LEFT_RIGHT
B_FOLLOW_H_CENTER
```

with one for vertical resizing:

```
B_FOLLOW_TOP
B_FOLLOW_BOTTOM
B_FOLLOW_TOP_BOTTOM
B_FOLLOW_V_CENTER
```

For example, if **B\_FOLLOW\_LEFT** is chosen, the margin between the left side of the view and left side of its parent will remain constant—the view's left side will “follow” the parent's left side. Similarly, if **B\_FOLLOW\_RIGHT** is chosen, the view's right side will follow the parent's right side. If **B\_FOLLOW\_H\_CENTER** is chosen, the horizontal center of the view will maintain a constant distance from the horizontal center of the parent.

If the constants name opposite sides of the view rectangle—left and right, or top and bottom—the view will necessarily be resized in that dimension when the parent is.

If a side is not mentioned, the distance between that side of the view and the corresponding side of the parent is free to fluctuate. This may mean that the view will move within its parent's coordinate system when the parent is resized. **B\_FOLLOW\_RIGHT** plus **B\_FOLLOW\_BOTTOM**, for example, would keep a view from being resized, but the view will move to follow the right bottom corner of its parent whenever the parent is resized. **B\_FOLLOW\_LEFT** plus **B\_FOLLOW\_TOP** prevents a view from being resized *and* from being moved.

In addition to the constants listed above, there are two other possibilities:

```
B_FOLLOW_ALL_SIDES
B_FOLLOW_NONE
```

**B\_FOLLOW\_ALL\_SIDES** is a shorthand for **B\_FOLLOW\_LEFT\_RIGHT** and **B\_FOLLOW\_TOP\_BOTTOM**. It means that the view will be resized in tandem with its parent, both horizontally and vertically.

**B\_FOLLOW\_NONE** keeps the view at its absolute position on-screen; the parent view is resized around it. (Nevertheless, because the parent is resized, the view may wind up being moved in its parent's coordinate system.)

Typically, a parent view is resized because the user resizes the window it's in. When the window is resized, the top view is too. Depending on how the *resizingMode* flag is set for the top view's children and for the descendants of its children, automatic resizing can cascade down the view hierarchy. A view can also be resized programmatically by the `ResizeTo()` and `ResizeBy()` functions.

The resizing mode can be changed after construction with the `SetResizingMode()` function.

The *flags* mask determines what kinds of notifications the BView will receive. It can be any combination of these four constants:

<b>B_WILL_DRAW</b>	Indicates that the BView does some drawing of its own and therefore can't be ignored when the window is updated. If this flag isn't set, the BView won't receive update notifications—it won't be erased to its background color and its <code>Draw()</code> function won't be called.
<b>B_PULSE_NEEDED</b>	Indicates that the BView should receive <code>Pulse()</code> notifications.
<b>B_FRAME_EVENTS</b>	Indicates that the BView should receive <code>FrameResized()</code> and <code>FrameMoved()</code> notifications when its frame rectangle changes—typically as a result of the automatic resizing behavior described above. <code>FrameResized()</code> is called when the dimensions of the view change; <code>FrameMoved()</code> is called when the position of its left top corner in its parent's coordinate system changes.
<b>B_FULL_UPDATE_ON_RESIZE</b>	Indicates that the entire view should be updated when it's resized. If this flag isn't set, only the portions that resizing adds to the view will be included in the clipping region.
<b>B_NAVIGABLE</b>	Indicates that the BView can become the focus view for keyboard actions. This flag makes it possible for the user to navigate to the view and put it in focus by pressing the Tab key. See “Keyboard Navigation” above.

If none of these constants apply, *flags* can be `NULL`. The flags can be reset after construction with the `SetFlags()` function.

See also: `SetResizingMode()`, `SetFlags()`, `BHandler::SetName()`



**~BView()**

virtual **~BView**(void)

Removes the BView from the view hierarchy and ensures that each of its descendants is also removed and destroyed.

## Member Functions

**AddChild()**

virtual void **AddChild**(BView \*aView)

Makes *aView* a child of the BView, provided that *aView* doesn't already have a parent. If the BView is attached to a window, *aView* and all its descendants become attached to the same window. Each of them is notified of this change through **AttachedToWindow()** and **AllAttached()** function calls.

**AddChild()** fails if *aView* already belongs to a view hierarchy. A view can live with only one parent at a time.

When a BView object becomes attached to a BWindow, two other connections are automatically established for it:

- The view is added to the BWindow's flat list of BHandler objects, making it an eligible target for messages received by the BWindow.
- The BView's parent view becomes its next handler. Messages that the BView doesn't recognize will be passed to its parent.

See also: **BWindow::AddChild()**, **AttachedToWindow()**, **BLooper::AddHandler()**, **BHandler::SetNextHandler()**, **RemoveChild()**

**AddLine()** see **BeginLineArray()**

**AllAttached()** see **AttachedToWindow()**

**AllDetached()** see **DetachedFromWindow()**

**AttachedToWindow(), AllAttached()**

```
virtual void AttachedToWindow(void)
```

```
virtual void AllAttached(void)
```

Implemented by derived classes to complete the initialization of the BView when it's assigned to a window. A BView is assigned to a window when it, or one of its ancestors in the view hierarchy, becomes a child of a view already attached to a window.

**AttachedToWindow()** is called immediately after the BView is formally made a part of the window's view hierarchy and after it has become known to the Application Server and its graphics parameters are set. The **Window()** function can identify which BWindow the BView belongs to.

All of the BView's children, if it has any, also become attached to the window and receive their own **AttachedToWindow()** notifications. Parents receive the notification before their children, but only after all views have become attached to the window and recognized as part of the window's view hierarchy. This function can therefore depend on all ancestor and descendent views being in place.

For example, **AttachedToWindow()** can be implemented to set a view's background color to the same color as its parent, something that can't be done before the view belongs to a window and knows who its parent is.

```
void MyView::AttachedToWindow()
{
    if ( Parent() )
        SetViewColor(Parent()->ViewColor());
    inherited::AttachedToWindow();
}
```

The **AllAttached()** notification follows on the heels of **AttachedToWindow()**, but works its way up the view hierarchy rather than down. When **AllAttached()** is called for a BView, all its descendants have received both **AttachedToWindow()** and **AllAttached()** notifications. Therefore, parent views can depend on any calculations that their children make in either function. For example, a parent can resize itself to fit the size of its children, where their sizes depend on calculations done in **AttachedToWindow()**.

The default (BView) version of both these functions are empty.

See also: **AddChild()**, **Window()**

**BeginLineArray(), AddLine(), EndLineArray()**

```
void BeginLineArray(long count)
```

```
void AddLine(BPoint start, BPoint end, rgb_color color)
```

```
void EndLineArray(void)
```

These functions provide a more efficient way of drawing a large number of lines than repeated calls to **StrokeLine()**. **BeginLineArray()** signals the beginning of a series of up to

*count* **AddLine()** calls; **EndLineArray()** signals the end of the series. Each **AddLine()** call defines a line from the *start* point to the *end* point, associates it with a particular *color*, and adds it to the array. The lines can each be a different color; they don't have to be contiguous. When **EndLineArray()** is called, all the lines are drawn—using the then current pen size—in the order that they were added to the array.

These functions don't change any graphics parameters. For example, they don't move the pen or change the current high and low colors. Parameter values that are in effect when **EndLineArray()** is called are the ones used to draw the lines. The high and low colors are ignored in favor of the *color* specified for each line.

The *count* passed to **BeginLineArray()** is an upper limit on the number of lines that can be drawn. Keeping the count close to accurate and within reasonable bounds helps the efficiency of the line-array mechanism. It's a good idea to keep it less than 256; above that number, memory requirements begin to impinge on performance.

See also: **StrokeLine()**

### **BeginPicture(), EndPicture()**

```
void BeginPicture(BPicture *picture)
BPicture *EndPicture(void)
```

**BeginPicture()** instructs the Application Server to begin recording a set of drawing instructions for a *picture*; **EndPicture()** instructs the Server to end the recording session. It returns the same object that was passed to **BeginPicture()**.

The **BPicture** records exactly what the **BView** draws—and only what the **BView** draws—between the **BeginPicture()** and **EndPicture()** calls. The drawing of other views is ignored, as are function calls that don't draw or affect graphics parameters. The picture captures only primitive graphics operations—that is, functions defined in this class, such as **DrawString()**, **FillArc()**, and **SetFont()**. If a complex drawing function (such as **Draw()**) is called, only the primitive operations that it contains are recorded.

A **BPicture** can be recorded only if the **BView** is attached to a window. The window it's in can be off-screen and the view itself can be hidden or reside outside the current clipping region. However, if the window is on-screen and the view is visible, the drawing that the **BView** does will both be captured in the *picture* and rendered in the window.

See also: the **BPicture** class, **DrawPicture()**

### **BeginRectTracking(), EndRectTracking()**

```
void BeginRectTracking(BRect rect, along how = B_TRACK_WHOLE_RECT)
void EndRectTracking(void)
```

These functions instruct the Application Server to display a rectangular outline that will track the movement of the cursor. **BeginRectTracking()** puts the rectangle on-screen and

initiates tracking; `EndRectTracking()` terminates tracking and removes the rectangle. The initial rectangle, *rect*, is specified in the BView's coordinate system.

This function supports two kinds of tracking, depending on the constant passed as the *how* argument:

<code>B_TRACK_WHOLE_RECT</code>	The whole rectangle moves with the cursor. Its position changes, but its size remains fixed.
<code>B_TRACK_RECT_CORNER</code>	The left top corner of the rectangle remains fixed within the view while its right and bottom edges move with the cursor.

Tracking is typically initiated from within a BView's `MouseDown()` function and is allowed to continue as long as a mouse button is held down. For example:

```
void MyView::MouseDown(BPoint point)
{
    ulong buttons;

    BRect rect(point, point);
    BeginRectTracking(rect, B_TRACK_RECT_CORNER);
    do {
        snooze(30.0 * 1000.0);
        GetMouse(&point, &buttons);
    } while ( buttons );
    EndRectTracking();

    rect.SetRightBottom(point);
    . . .
}
```

This example uses `BeginRectTracking()` to drag out a rectangle from the point recorded for a mouse-down event. It sets up a modal loop to periodically check on the state of the mouse buttons. Tracking ends when the user releases all buttons. The right and bottom sides of the rectangle are then updated from the cursor location last reported by the `GetMouse()` function.

See also: `ConvertToScreen()`, `GetMouse()`

## Bounds()

`BRect Bounds(void) const`

Returns the BView's bounds rectangle. If the BView is attached to a window, this function gets the current bounds rectangle from the Application Server. If not, it returns a rectangle the same size as the BView's frame rectangle, but with the left and top sides at 0.0.

See also: `Frame()`

**ChildAt()** see Parent()

### ConstrainClippingRegion()

virtual void ConstrainClippingRegion(BRegion \*region)

Restricts the drawing that the BView can do to *region*.

The Application Server keeps track of a clipping region for each BView that's attached to a window. It clips all drawing the BView does to that region; the BView can't draw outside of it.

By default, the clipping region contains only the visible area of the view and, during an update, only the area that actually needs to be drawn. By passing a *region* to this function, an application can further restrict the clipping region. When calculating the clipping region, the Server intersects it with the *region* provided. The BView can draw only in areas common to the *region* passed and the clipping region as the Server would otherwise calculate it. The region passed can't expand the clipping region beyond what it otherwise would be.

If called during an update, **ConstrainClippingRegion()** restricts the clipping region only for the duration of the update.

Calls to **ConstrainClippingRegion()** are not additive; each *region* that's passed replaces the one that was passed in the previous call. Passing a NULL pointer removes the previous region without replacing it. The function works only for BViews that are attached to a window.

See also: **GetClippingRegion()**, **Draw()**

### ConvertToParent(), ConvertFromParent()

BPoint ConvertToParent(BPoint *localPoint*) const

void ConvertToParent(BPoint \**localPoint*) const

BRect ConvertToParent(BRect *localRect*) const

void ConvertToParent(BRect \**localRect*) const

BPoint ConvertFromParent(BPoint *parentPoint*) const

void ConvertFromParent(BPoint \**parentPoint*) const

BRect ConvertFromParent(BRect *parentRect*) const

void ConvertFromParent(BRect \**parentRect*) const

These functions convert points and rectangles to and from the coordinate system of the BView's parent. **ConvertToParent()** converts *localPoint* or *localRect* from the BView's coordinate system to the coordinate system of its parent BView. **ConvertFromParent()** does the opposite; it converts *parentPoint* or *parentRect* from the coordinate system of the BView's parent to the BView's own coordinate system.

If the point or rectangle is passed by value, the function returns the converted value. If a pointer is passed, the conversion is done in place.

Both functions fail if the BView isn't attached to a window.

See also: `ConvertToScreen()`

### **ConvertToScreen(), ConvertFromScreen()**

`BPoint ConvertToScreen(BPoint localPoint) const`

`void ConvertToScreen(BPoint *localPoint) const`

`BRect ConvertToScreen(BRect localRect) const`

`void ConvertToScreen(BRect *localRect) const`

`BPoint ConvertFromScreen(BPoint screenPoint) const`

`void ConvertFromScreen(BPoint *screenPoint) const`

`BRect ConvertFromScreen(BRect screenRect) const`

`void ConvertFromScreen(BRect *screenRect) const`

`ConvertToScreen()` converts *localPoint* or *localRect* from the BView's coordinate system to the global screen coordinate system. `ConvertFromScreen()` makes the opposite conversion; it converts *screenPoint* or *screenRect* from the screen coordinate system to the BView's local coordinate system.

If the point or rectangle is passed by value, the function returns the converted value. If a pointer is passed, the conversion is done in place.

The screen coordinate system has its origin, (0.0, 0.0), at the left top corner of the main screen.

Neither function will work if the BView isn't attached to a window.

See also: `BWindow::ConvertToScreen()`, `ConvertToParent()`

### **CopyBits()**

`void CopyBits(BRect source, BRect destination)`

Copies the image displayed in the *source* rectangle to the *destination* rectangle, where both rectangles lie within the view and are stated in the BView's coordinate system.

If the two rectangles aren't the same size, the source image is scaled to fit. If not all of the destination rectangle lies within the BView's visible region, the source image is clipped rather than scaled.

If not all of the source rectangle lies within the BView's visible region, only the visible portion is copied. It's mapped to the corresponding portion of the destination rectangle.

The BView is then invalidated so its `Draw()` function will be called to update the part of the destination rectangle that can't be filled with the source image.

The BView must be attached to a window.

### CountChildren() see Parent()

### DetachedFromWindow, AllDetached()

```
virtual void DetachedFromWindow(void)
```

```
virtual void AllDetached(void)
```

Implemented by derived classes to make any adjustments necessary when the BView is about to be removed from a window's view hierarchy. These two functions parallel the more commonly implemented `AttachedToWindow()` and `AllAttached()` functions.

`DetachedFromWindow()` notifications work their way down the hierarchy of views being detached, followed by `AllDetached()` notifications, which work their way up the hierarchy. The second function call permits an ancestor view to take actions that depend on calculations a descendant might have to make when it's first notified of being detached.

The BView is still attached to the window when both functions are called.

See also: `AttachedToWindow()`

### DragMessage()

```
void DragMessage(BMessage *message, BBitmap *image, BPoint point,
                BHandler *replyTarget = NULL)
```

```
void DragMessage(BMessage *message, BRect rect,
                BHandler *replyTarget = NULL)
```

Initiates a drag-and-drop session. The first argument, *message*, is a BMessage object that bundles the information that will be dragged and dropped on the destination view. Once passed to `DragMessage()`, this object becomes the responsibility of—and will eventually be freed by—the system. You shouldn't free it yourself, try to access it later, or pass it to another function. (Since data is copied when it's added to a BMessage, only the copies are automatically freed, not the originals.)

The second argument, *image*, represents the message on-screen; it's the visible image that the user drags. Like the BMessage, this BBitmap object becomes the responsibility of the system; it will be freed when the message is dropped. If you want to keep the image yourself, make a copy to pass to `DragMessage()`. The image isn't dropped on the destination BView; if you want the destination to have the image, you must add it to the *message* as well as pass it as the *image* argument.

The third argument, *point*, locates the point within the image that's aligned with the hot spot of the cursor—that is, the point that's aligned with the location passed to `MouseDown()` or returned by `GetMouse()`. It's stated within the coordinate system of the source image and should lie somewhere within its bounds rectangle. The bounds rectangle and coordinate system of a `BBitmap` are set when the object is constructed.

Alternatively, you can specify that an outline of a rectangle, *rect*, should be dragged instead of an image. The rectangle is stated in the `BView`'s coordinate system. (Therefore, a *point* argument isn't needed to align it with the cursor.)

The final argument, *replyTarget*, names the object that you want to handle any message that might be sent in reply to the dragged message. If *replyTarget* is `NULL`, as it is by default, any reply that's received will be directed to the `BView` object that initiated the drag-and-drop session.

This function works only for `BViews` that are attached to a window.

See also: `BMessage::WasDropped()`, the `BBitmap` class

## Draw()

virtual void `Draw(BRect updateRect)`

Implemented by derived classes to draw the *updateRect* portion of the view. The update rectangle is stated in the `BView`'s coordinate system. It's the smallest rectangle that encloses the current clipping region for the view.

Since the Application Server won't render anything a `BView` draws outside its clipping region, applications will be more efficient if they avoid sending drawing instructions to the Server for images that don't intersect with *updateRect*. For more efficiency and precision, you can ask for the clipping region itself (by calling `GetClippingRegion()`) and confine drawing to images that intersect with it.

A `BView`'s `Draw()` function is called (as the result of an update message) whenever the view needs to present itself on-screen. This may happen when:

- The window the view is in is first shown on-screen, or shown after being hidden (see the `BWindow` version of the `Hide()` function).
- The view is made visible after being hidden (see `BView`'s `Hide()` function).
- Obscured parts of the view are revealed, as when a window is moved from in high of the view or an image is dragged across the view.
- The view is resized.
- The contents of the view are scrolled (see `ScrollBy()`).
- A child view is added, removed, or resized.



- A rectangle has been invalidated that includes at least some of the view (see `Invalidate()`).
- `CopyBits()` can't completely fill a destination rectangle within the view.

See also: `BWindow::UpdateIfNeeded()`, `Invalidate()`, `GetClippingRegion()`

### **DrawBitmap(), DrawBitmapAsync()**

```
void DrawBitmap(const BBitmap *image)
void DrawBitmap(const BBitmap *image, BPoint point)
void DrawBitmap(const BBitmap *image, BRect destination)
void DrawBitmap(const BBitmap *image, BRect source, BRect destination)

void DrawBitmapAsync(const BBitmap *image)
void DrawBitmapAsync(const BBitmap *image, BPoint point)
void DrawBitmapAsync(const BBitmap *image, BRect destination)
void DrawBitmapAsync(const BBitmap *image, BRect source,
                    BRect destination)
```

These functions place a bitmap *image* in the view at the current pen position, at the *point* specified, or within the designated *destination* rectangle. The *point* and the *destination* rectangle are stated in the BView's coordinate system.

If a *source* rectangle is given, only that part of the bitmap image is drawn. Otherwise, the entire bitmap is placed in the view. The *source* rectangle is stated in the internal coordinates of the BBitmap object.

If the source image is bigger than the destination rectangle, it's scaled to fit.

The two functions differ in only one respect: `DrawBitmap()` waits for the Application Server to finish rendering the image before it returns. `DrawBitmapAsync()` doesn't wait; it passes the image to the Server and returns immediately.

See also: "Drawing Modes" on page 27 in the chapter introduction, the BBitmap class

### **DrawChar()**

```
void DrawChar(char c)
void DrawChar(char c, BPoint point)
```

Draws the character *c* at the current pen position—or at the *point* specified—and moves the pen to a position immediately to the right of the character. This function is equivalent to passing a string of one character to `DrawString()`. The *point* is specified in the BView's coordinate system.

See also: `DrawString()`

**DrawingMode()** see **SetDrawingMode()**

### DrawPicture()

```
void DrawPicture(const BPicture *picture)
void DrawPicture(const BPicture *picture, BPoint point)
```

Draws the previously recorded *picture* at the current pen position—or at the specified *point* in the BView's coordinate system. The point or pen position is taken as the coordinate origin for all the drawing instructions recorded in the BPicture.

Nothing that's done in the BPicture can affect anything in the BView's graphics state—for example, the BPicture can't reset the current high color or the pen position. Conversely, nothing in the BView's current graphics state affects the drawing instructions captured in the picture. The graphics parameters that were in effect when the picture was recorded determine what the picture looks like.

See also: **BeginPicture()**, the BPicture class

### DrawString()

```
void DrawString(const char *string)
void DrawString(const char *string, long length)
void DrawString(const char *string, BPoint point)
void DrawString(const char *string, long length, BPoint point)
```

Draws *length* characters of *string*—or, if the number of characters isn't specified, all the characters in the string, up to the null terminator ('\0').

This function places the first character on a baseline that begins at the current pen position—or at the specified *point* in the BView's coordinate system. It moves the pen to the baseline immediately to the right of the last character drawn. A series of simple **DrawString()** calls (with no *point* specified) will produce a continuous string. For example, these two lines of code,

```
DrawString("tog");
DrawString("ether");
```

will produce the same result as this one:

```
DrawString("together");
```

This is a graphical drawing function, so all the characters to be drawn should have visible representations (including whitespace). Control characters (those with values less than **B\_SPACE**, 0x20) will be rejected (skipped over) but at a substantial price in performance.

See also: **MovePenBy()**, **SetFontName()**

**EndLineArray()** see **BeginLineArray()**

**EndPicture()** see **BeginPicture()**

**EndRectTracking()** see **BeginRectTracking()**

**FillArc()** see **StrokeArc()**

**FillEllipse()** see **StrokeEllipse()**

**FillPolygon()** see **StrokePolygon()**

**FillRect()** see **StrokeRect()**

**FillRoundRect()** see **StrokeRoundRect()**

**FillTriangle()** see **StrokeTriangle()**

### **FindView()**

**BView \*FindView(const char \*name) const**

Returns the BView identified by *name*, or **NULL** if the view can't be found. Names are assigned by the BView constructor and can be modified by the **SetName()** function inherited from BHandler.

**FindView()** begins the search by checking whether the BView's name matches *name*. If not, it continues to search down the view hierarchy, among the BView's children and more distant descendants. To search the entire view hierarchy, use the BWindow version of this function.

See also: **BWindow::FindView()**, **BHandler::SetName()**

**Flags()** see **SetFlags()**

### **Flush(), Sync()**

**void Flush(void) const**

**void Sync(void) const**

These functions flush the window's connection to the Application Server. If the BView isn't attached to a window, neither function has an effect.

For reasons of efficiency, the window's connection to the Application Server is buffered. Drawing instructions destined for the Server are placed in the buffer and dispatched as a group when the buffer becomes full. Flushing empties the buffer, sending whatever it contains to the Server, even if it's not yet full.

The buffer is automatically flushed on every update. However, if you do any drawing outside the update mechanism—in response to interface messages, for example—you need to explicitly flush the connection so that drawing instructions won't languish in the buffer while waiting for it to fill up or for the next update. You should also flush it if you call any drawing functions from outside the window's thread.

**Flush()** simply flushes the buffer and returns. It does the same work as **BWindow's** function of the same name.

**Sync()** flushes the connection, then waits until the Server has executed the last instruction that was in the buffer before returning. This alternative to **Flush()** prevents the application from getting ahead of the Server (ahead of what the user sees on-screen) and keeps both processes synchronized.

It's a good idea, for example, to call **Sync()**, rather than **Flush()**, after employing **BViews** to produce a bitmap image (a **BBitmap** object). **Sync()** is the only way you can be sure the image has been completely rendered before you attempt to draw with it.

(Note that all **BViews** attached to a window share the same connection to the Application Server. Calling **Flush()** or **Sync()** for any one of them flushes the buffer for all of them.)

See also: **BWindow::Flush()**, the **BBitmap** class

## Frame()

**BRect** Frame(void) const

Returns the **BView's** frame rectangle. The frame rectangle is first set by the **BView** constructor and is altered only when the view is moved or resized. It's stated in the coordinate system of the **BView's** parent.

If the **BView** is not attached to a window, **Frame()** reports the object's own cached conception of its frame rectangle. If it is attached, **Frame()** reports the Application Server's conception of the rectangle. When a **BView** is added to a window, its cached rectangle is communicated to the Server. While it remains attached, the functions that move and resize the frame rectangle affect the Server's conception of the view, but don't alter the rectangle kept by the object. Therefore, if the **BView** is removed from the window, **Frame()** will again report the frame rectangle that it had before it was attached, no matter how much it was moved and resized while it belonged to the window.

See also: **MoveBy()**, **ResizeBy()**, the **BView** constructor

## FrameMoved()

```
virtual void FrameMoved(BPoint parentPoint)
```

Implemented by derived classes to respond to a notification that the view has moved within its parent's coordinate system. *parentPoint* gives the new location of the left top corner of the BView's frame rectangle.

FrameMoved() is called only if the B\_FRAME\_EVENTS flag is set and the BView is attached to a window.

If the view is both moved and resized, FrameMoved() is called before FrameResized(). This might happen, for example, if the BView's automatic resizing mode is a combination of B\_FOLLOW\_TOP\_BOTTOM and B\_FOLLOW\_RIGHT and its parent is resized both horizontally and vertically.

The default (BView) version of this function is empty.

< Currently, FrameMoved() is also called when a hidden window is shown on-screen. >

See also: MoveBy(), BWindow::FrameMoved(), SetFlags()

## FrameResized()

```
virtual void FrameResized(float width, float height)
```

Implemented by derived classes to respond to a notification that the view has been resized. The arguments state the new *width* and *height* of the view. The resizing could have been the result of a user action (resizing the window) or of a programmatic one (calling ResizeTo() or ResizeBy()).

FrameResized() is called only if the B\_FRAME\_EVENTS flag is set and the BView is attached to a window.

BView's version of this function is empty.

See also: ResizeBy(), BWindow::FrameResized(), SetFlags()

## GetCharEscapements(), GetCharEdges()

```
void GetCharEscapements(char charArray[], long numChars,  
                        float escapementArray[], float *factor) const
```

```
void GetCharEdges(char charArray[], long numChars,  
                 edge_info edgeArray[]) const
```

These two functions are designed for programmers who want to precisely position characters on the screen or printed page. For each character passed in the *charArray*, they write information about the horizontal dimension of the character into the

*escapementArray* or the *edgeArray*. Both functions assume the BView’s current font. Therefore, neither has any effect unless the BView is attached to a window.

< These functions provide inaccurate results for bitmap fonts. >

**Escapement.** An “escapement” is simply the width of a character recorded in very small units. The units are sufficiently tiny to permit detailed information to be kept in integer form for every character in the font—although declared as `floats`, none of the values in the *escapementArray* have fractional parts. Because the units are small, escapement values are quite large. (The term “escapement” has its historical roots in the fact that the carriage of a typewriter had to move or “escape” a certain distance after each character was typed to make room for the next character.)

The escapement of a character measures the amount of horizontal room it requires when positioned between other characters in a line of text. It includes a measurement of the space required to display the character itself, plus some extra room on the left and right edges to separate the character from its neighbors. In a proportionally spaced font, each character has a distinctive escapement. The illustration below shows the approximate escapements for the letters ‘l’ and ‘p’ as they might appear together in a word like “help” or “ballpark.” The escapement for each character is the distance between the vertical lines:



`GetCharEscapements()` measures the same space that functions such as BView’s `StringWidth()` and BTextView’s `LineWidth()` do, though it measures each character individually and records the result in arbitrary (rather than coordinate) units.

The escapement of a character in a particular font is a constant no matter what the font size. To convert an escapement value to coordinate units, you must multiply it by three values:

- A floating-point conversion factor,
- The font size (in points), and
- The resolution of the output device.

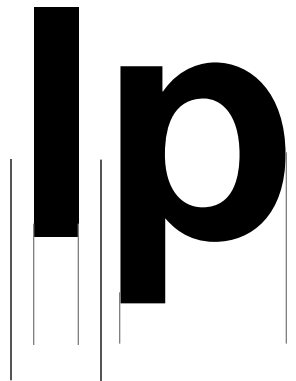
`GetCharEscapements()` writes the conversion factor into the variable referred to by *factor*. `GetFontInfo()` can provide the current font size. When the output device is a

printer, the resolution should be the actual resolution (the dpi or “dots per inch”) at which it prints. When the output device is the screen, the resolution should be 72.0. (This reflects the fact that screen pixels are taken to equal coordinate units—and one coordinate unit is 1/72 of an inch, or roughly equivalent to one typographical point.)

**Edges.** Edge values measure how far a character outline is inset from its left and right escapement boundaries. `GetCharEdges()` provides edge values in standard coordinate units, not escapement units, that take the size of the current font into account. It places the edge values into an array of `edge_info` structures. Each structure has a `left` and a `right` data member, as follows:

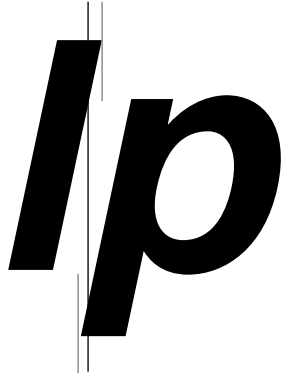
```
typedef struct {
    float left;
    float right;
} edge_info;
```

The illustration below shows typical character edges. As in the illustration above, the solid vertical lines mark escapement boundaries. The dotted lines mark off the part of each escapement that’s an edge, the distance between the character outline and the escapement boundary:



This is the normal case. The left edge is a positive value measured rightward from the left escapement boundary. The right edge is a negative value measured leftward from the right escapement boundary.

However, if the characters of a font overlap, the left edge can be a negative value and the right edge can be positive. This is illustrated below:



Note that the italic ‘*l*’ extends beyond its escapement to the right, and that the ‘*p*’ begins before its escapement to the left. In this case, instead of separating the adjacent characters, the edges determine how much they overlap.

Edge values are specific to each character and depend on nothing but the character (and the font). They don’t take into account any contextual information; for example, the right edge for italic ‘*l*’ would be the same no matter what letter followed. Edge values therefore aren’t sufficient to decide how character pairs can be kerned. Kerning is contextually dependent on the combination of two particular characters.

See also: `GetFontInfo()`

### `GetClippingRegion()`

```
void GetClippingRegion(BRegion *region) const
```

Modifies the BRegion object passed as an argument so that it describes the current clipping region of the BView, the region where the BView is allowed to draw. It’s most efficient to allocate temporary BRegions on the stack:

```
BRegion clipper;
GetClippingRegion(&clipper);
. . .
```

Ordinarily, the clipping region is the same as the visible region of the view, the part of the view currently visible on-screen. The visible region is equal to the view’s bounds rectangle minus:

- The frame rectangles of its children,
- Any areas that are clipped because the view doesn’t lie wholly within the frame rectangles of all its ancestors in the view hierarchy, and
- Any areas that are obscured by other windows or that lie in a part of the window that’s off-screen.



The clipping region can be smaller than the visible region if the program restricted it by calling `ConstrainClippingRegion()`. It will exclude any area that doesn't intersect with the region passed to `ConstrainClippingRegion()`.

While the BView is being updated, the clipping region contains just those parts of the view that need to be redrawn. This may be smaller than the visible region, or the region restricted by `ConstrainClippingRegion()`, if:

- The update occurs during scrolling. The clipping region will exclude any of the view's visible contents that the Application Server is able to shift to their new location and redraw automatically.
- The view rectangle has grown (because, for example, the user resized the window larger) and the update is needed only to draw the new parts of the view.
- The update was caused by `Invalidate()` and the rectangle passed to `Invalidate()` didn't cover all of the visible region.
- The update was necessary because `CopyBits()` couldn't fill all of a destination rectangle.

This function works only if the BView is attached to a window. Unattached BViews can't draw and therefore have no clipping region.

See also: `ConstrainClippingRegion()`, `Draw()`, `Invalidate()`

## GetFontInfo()

```
void GetFontInfo(font_info *fontInfo) const
```

Writes information about the BView's current font into the structure referred to by *fontInfo*. The `font_info` structure contains the following fields:

<code>font_name name</code>	The name of the font, which can be as long as 64 characters, plus a null terminator. The name can be set by BView's <code>SetFontName()</code> function.
<code>float size</code>	The size of the font in points. It can be set by <code>SetFontSize()</code> .
<code>float shear</code>	The shear angle, which is 90.0° by default and can vary between 45.0° and 135.0°. It can be set by <code>SetFontShear()</code> .
<code>float rotation</code>	The angle of rotation, which is 0.0° by default. It's set by <code>SetFontRotation()</code> .
<code>float ascent</code>	How far characters ascend above the baseline.

float <b>descent</b>	How far characters descend below the baseline.
float <b>leading</b>	The amount of space separating lines (between the descent of the line above and the ascent of the line below).

The ascent, descent, and leading are measured in coordinate units.

This function works only if the BView is attached to a window.

See also: `SetFontName()`

## GetKeys()

long `GetKeys(key_info *keyInfo, bool checkQueue)`

Writes information about the state of the keyboard into the `key_info` structure referred to by `keyInfo`. This structure contains fields that match the BMessage entries that record information about a key-down event. They are:

ulong <b>char_code</b>	An ASCII character value, such as 'a' or <code>B_BACKSPACE</code> .
ulong <b>key_code</b>	A code identifying the key that produced the character.
ulong <b>modifiers</b>	A mask indicating which modifier keys are down and which keyboard locks are on.
uchar <b>key_states[16]</b>	A bit array that records the state of all the keys on the keyboard, and all the keyboard locks. This array works identically to the "states" array passed in a key-down message. See "Key States" on page 56 for information on how to read information from the array.

If the `checkQueue` flag is `FALSE`, `GetKeys()` provides information about the current state of the keyboard. When this is the case, the `modifiers` field contains the same information that the `modifiers()` function returns.

However, if the `checkQueue` flag is `TRUE`, `GetKeys()` first checks the message queue to see whether it contains any messages reporting keyboard (key-down or key-up) events. If there are keyboard messages waiting in the queue, it takes the information from the oldest message, places it in the `keyInfo` structure, and removes the message from the queue. Each time `GetKeys()` is called, it gets another keyboard message from the queue. If the queue doesn't contain any keyboard messages, it reports the current state of the keyboard, just as if `checkQueue` were `FALSE`.

When called repeatedly in a loop, `GetKeys()` will empty the queue of keyboard messages and then reflect the current state of the keyboard. In this way, you can be sure that your application has not jumped ahead of the user and overlooked any reports of the user's keyboard actions.

This function never looks at the current message, even if it happens to report a keyboard event and *checkQueue* is **TRUE**. The current message isn't in the queue; to get information about it, you must call BLooper's **CurrentMessage()** function:

```
BMessage *current == myView->Window()->CurrentMessage();
```

If **GetKeys()** takes a keyboard message from the queue, all the **key\_info** fields are filled in from the message. However, if it captures the current state of the keyboard, the **char\_code** and **key\_code** fields are set to 0; these fields are appropriate only for reporting particular events.

**GetKeys()** returns **B\_NO\_ERROR** if it was able to get the requested information, and **B\_ERROR** if the return results are unreliable.

See also: **KeyDown()**, “Keyboard Information” on page 47 of the chapter introduction, **modifiers()**

## GetMouse()

```
void GetMouse(BPoint *cursor, ulong *buttons, bool checkQueue = TRUE) const
```

Provides the location of the cursor and the state of the mouse buttons. The position of the cursor is recorded in the variable referred to by *cursor*; it's provided in the BView's own coordinates. A bit is set in the variable referred to by *buttons* for each mouse button that's down. This mask may be 0 (if no buttons are down) or it may contain one or more of the following constants:

```
B_PRIMARY_MOUSE_BUTTON
B_SECONDARY_MOUSE_BUTTON
B_TERTIARY_MOUSE_BUTTON
```

The cursor doesn't have to be located within the view for this function to work; it can be anywhere on-screen. However, the BView must be attached to a window.

If the *checkQueue* flag is set to **FALSE**, **GetMouse()** provides information about the current state of the mouse buttons and the current location of the cursor.

If *checkQueue* is **TRUE**, as it is by default, this function first looks in the message queue for any pending reports of mouse-moved or mouse-up events. If it finds any, it takes the one that has been in the queue the longest (the oldest message), removes it from the queue, and reports the *cursor* location and *button* states that were recorded in the message. Each **GetMouse()** call removes another message from the queue. If the queue doesn't hold any **B\_MOUSE\_MOVED** or **B\_MOUSE\_UP** messages, **GetMouse()** reports the current state of the mouse and cursor, just as if *checkQueue* were **FALSE**.

This function is typically called from within a **MouseDown()** function to track the location of the cursor and wait for the mouse button to go up. By having it check the message queue, you can be sure that you haven't overlooked any of the cursor's movement or

missed a mouse-up event (quickly followed by another mouse-down) that might have occurred before the first `GetMouse()` call.

See also: `modifiers()`

## HandlersRequested()

virtual void `HandlersRequested(BMessage *message)`

Responds to the `B_HANDLERS_REQUESTED` *message* passed as an argument by sending a `B_HANDLERS_INFO` message in reply. The reply message contains `BMessenger` objects for the `BView`'s children in an entry labeled "handlers".

If the received *message* contains an entry named "index", the `BView` provides a `BMessenger` for the child at that index. Otherwise, if the *message* contains an entry labeled "name", the `BView` provides a `BMessenger` for the child with that name. If the *message* contains neither an index nor a name, the `BView` places `BMessengers` for all its children in the "handlers" array of the reply.

However, if the "index" or "name" doesn't successfully designate a child of the `BView`, or if the `BView` doesn't have any children, this function doesn't put any `BMessengers` in the reply message. Instead, it places an appropriate error code—`B_BAD_INDEX`, `B_NAME_NOT_FOUND`, or `B_ERROR`—in the message under the name "error".

You can override this function to use different protocols for specifying child views, or to prevent the `BView` from revealing any information about its children.

See also: `BHandler::HandlersRequested()`

## Hide(), Show()

virtual void `Hide(void)`

virtual void `Show(void)`

These functions hide a view and show it again.

`Hide()` makes the view invisible without removing it from the view hierarchy. The visible region of the view will be empty and the `BView` won't receive update messages. If the `BView` has children, they also are hidden.

`Show()` unhides a view that had been hidden. This function doesn't guarantee that the view will be visible to the user; it merely undoes the effects of `Hide()`. If the view didn't have any visible area before being hidden, it won't have any after being shown again (given the same conditions).

Calls to `Hide()` and `Show()` can be nested. For a hidden view to become visible again, the number of `Hide()` calls must be matched by an equal number of `Show()` calls.

However, `Show()` can only undo a previous `Hide()` call on the same view. If the view became hidden when `Hide()` was called to hide the window it's in or to hide one of its ancestors in the view hierarchy, calling `Show()` on the view will have no effect. For a view to come out of hiding, its window and all its ancestor views must be unhidden.

`Hide()` and `Show()` can affect a view before it's attached to a window. The view will reflect its proper state (hidden or not) when it becomes attached. Views are created in an unhidden state.

See also: `BWindow::Hide()`, `IsHidden()`

**HighColor()** see `SetHighColor()`

### **Invalidate()**

```
void Invalidate(BRect rect)  
void Invalidate(void)
```

Invalidates the *rect* portion of the view, causing update messages—and consequently `Draw()` notifications—to be generated for the BView and all descendants that lie wholly or partially within the rectangle. The rectangle is stated in the BView's coordinate system.

If no rectangle is specified, the BView's entire bounds rectangle is invalidated.

Since only BViews that are attached to a window can draw, only attached BViews can be invalidated.

See also: `Draw()`, `GetClippingRegion()`, `BWindow::UpdateIfNeeded()`

### **InvertRect()**

```
void InvertRect(BRect rect)
```

Inverts all the colors displayed within the *rect* rectangle. A subsequent `InvertRect()` call on the same rectangle restores the original colors.

The rectangle is stated in the BView's coordinate system.

See also: `system_colors()` global function

## IsFocus()

`bool IsFocus(void) const`

Returns **TRUE** if the **BView** is the current focus view for its window, and **FALSE** if it's not. The focus view changes as the user chooses one view to work in and then another—for example, as the user moves from one text field to another when filling out an on-screen form. The change is made programmatically through the **MakeFocus()** function.

See also: **BWindow::CurrentFocus()**, **MakeFocus()**

## IsHidden()

`bool IsHidden(void) const`

Returns **TRUE** if the view has been hidden by the **Hide()** function, and **FALSE** otherwise.

This function returns **TRUE** whether **Hide()** was called to hide the **BView** itself, to hide an ancestor view, or to hide the **BView**'s window. When a window is hidden, all its views are hidden with it. When a **BView** is hidden, all its descendants are hidden with it.

If the view has no visible region—perhaps because it lies outside its parent's frame rectangle or is obscured by a window in front—this function may nevertheless return **FALSE**. It reports only whether the **Hide()** function has been called to hide the view, hide one of the view's ancestors in the view hierarchy, or hide the window where the view is located.

If the **BView** isn't attached to a window, **IsHidden()** returns the state that it will assume when it becomes attached. By default, views are not hidden.

See also: **Hide()**

## IsPrinting()

`bool IsPrinting(void) const`

Returns **TRUE** if the **BView** is being asked to draw for the printer, and **FALSE** if the drawing it produces will be rendered on-screen (or if the **BView** isn't being asked to draw at all).

This function is typically called from within **Draw()** to determine whether the drawing it does is destined for the printer or the screen. When drawing to the printer, the **BView** may choose different parameters—such as fonts, bitmap images, or colors—than when drawing to the screen.

See also: the **BPrintJob** class, **Draw()**

## KeyDown()

virtual void **KeyDown**(ulong *aChar*)

Implemented by derived classes to respond to a message reporting a key-down event. Whenever a BView is the focus view of the active window, it receives a **KeyDown()** notification for each character the user types, except for those that:

- Are produced while a Command key is held down. Command key events are interpreted as keyboard shortcuts.
- Are produced by the Tab key when an Option key is held down. Option-Tab events are interpreted as instructions to change the focus view (for keyboard navigation).
- Can operate the default button in a window. The BButton object's **KeyDown()** function is called, rather than the focus view's.

The argument, *aChar*, names the character reported in the message. It's an ASCII value that takes into account the affect of any modifier keys that were held down or keyboard locks that were in effect at the time of the keystroke. For example, Shift-*i* is reported as uppercase 'I' (0x49) and Control-*i* is reported as a **B\_TAB** (0x09).

The character can be tested against ASCII codes and these constants:

<b>B_BACKSPACE</b>	<b>B_LEFT_ARROW</b>	<b>B_INSERT</b>
<b>B_ENTER</b>	<b>B_RIGHT_ARROW</b>	<b>B_DELETE</b>
<b>B_RETURN</b>	<b>B_UP_ARROW</b>	<b>B_HOME</b>
<b>B_SPACE</b>	<b>B_DOWN_ARROW</b>	<b>B_END</b>
<b>B_TAB</b>		<b>B_PAGE_UP</b>
<b>B_ESCAPE</b>	<b>B_FUNCTION_KEY</b>	<b>B_PAGE_DOWN</b>

**B\_ENTER** and **B\_RETURN** are the same character, a newline ('\n').

Only keys that generate characters produce key-down events; the modifier keys on their own do not.

You can determine which modifier keys were being held down at the time of the event by calling BLooper's **CurrentMessage()** function and looking up the "modifiers" entry in the BMessage it returns. If *aChar* is **B\_FUNCTION\_KEY** and you want to know which key produced the character, you can look up the "key" entry in the BMessage and test it against these constants:

<b>B_F1_KEY</b>	<b>B_F6_KEY</b>	<b>B_F11_KEY</b>
<b>B_F2_KEY</b>	<b>B_F7_KEY</b>	<b>B_F12_KEY</b>
<b>B_F3_KEY</b>	<b>B_F8_KEY</b>	<b>B_PRINT_KEY</b> (Print Screen)
<b>B_F4_KEY</b>	<b>B_F9_KEY</b>	<b>B_SCROLL_KEY</b> (Scroll Lock)
<b>B_F5_KEY</b>	<b>B_F10_KEY</b>	<b>B_PAUSE_KEY</b>

For example:

```

if ( aChar == B_FUNCTION_KEY ) {
    BMessage *msg = Window()->CurrentMessage();
    long key = msg->FindLong("key");
    if ( msg->Error == B_NO_ERROR ) {
        switch ( key ) {
            case B_F1_KEY:
                . . .
                break;
            case B_F2_KEY:
                . . .
                break;
            . . .
        }
    }
}

```

The `BView` version of `KeyDown()` handles keyboard navigation from view to view through `B_TAB` characters. If the view you define is navigable, its `KeyDown()` function should permit `B_SPACE` characters to operate the object and perhaps allow the arrow keys to navigate inside the view. It should also call the inherited version of `KeyDown()` to enable between-view navigation. For example:

```

void MyView::KeyDown(ulong aChar)
{
    switch ( aChar ) {
        case B_SPACE:
            /* mimic a click in the view */
            break;
        case B_RIGHT_ARROW:
            /* move one position to the right in the view */
            break;
        case B_LEFT_ARROW:
            /* move one position to the left in the view */
            break;
        default:
            inherited::KeyDown(aChar);
            break;
    }
}

```

If your `BView` is navigable but needs to respond to `B_TAB` characters—for example, if it permits users to insert tabs in a text string—its `KeyDown()` function should simply grab the characters and not pass them to the inherited function. Users will have to rely on the Option-Tab combination to navigate from your view.

See also: “Keyboard Information” on page 47 in the chapter introduction, “`B_KEY_DOWN`” on page 7 in the *Message Protocols* appendix, `BWindow::SetDefaultButton()`, `modifiers()`



## LeftTop()

BPoint LeftTop(void) const

Returns the coordinates of the left top corner of the view—the smallest *x* and *y* coordinate values within the bounds rectangle.

See also: **BRect::LeftTop()**, **Bounds()**

## LowColor() see SetHighColor()

## MakeFocus()

virtual void MakeFocus(bool *focused* = TRUE)

Makes the BView the current focus view for its window (if the *focused* flag is TRUE), or causes it to give up that status (if *focused* is FALSE). The focus view is the view that displays the current selection and is expected to handle reports of key-down events when the window is the active window. There can be no more than one focus view per window at a time.

When called to make a BView the focus view, this function invokes **MakeFocus()** for the previous focus view, passing it an argument of FALSE. It's thus called twice—once for the new and once for the old focus view.

Calling **MakeFocus()** is the only way to make a view the focus view; the focus doesn't automatically change on mouse-down events. BViews that can display the current selection (including an insertion point) or that can accept pasted data should call **MakeFocus()** in their **MouseDown()** functions.

A derived class can override **MakeFocus()** to add code that takes note of the change in status. For example, a BView that displays selectable data may want to highlight the current selection when it becomes the focus view, and remove the highlighting when it's no longer the focus view. A BView that participates in the keyboard navigation system should visually indicate that it can be operated from the keyboard when it becomes the focus view, and remove that indication when the user navigates to another view and it's notified that it's no longer the focus view.

If the BView isn't attached to a window, this function has no effect.

See also: **BWindow::CurrentFocus()**, **IsFocus()**

## MouseDown()

```
virtual void MouseDown(BPoint point)
```

Implemented by derived classes to respond to a message reporting a mouse-down event within the view. The location of the cursor at the time of the event is given by *point* in the BView's coordinates.

**MouseDown()** functions are often implemented to track the cursor while the user holds the mouse button down and then respond when the button goes up. You can call the **GetMouse()** function to learn the current location of the cursor and the state of the mouse buttons. For example:

```
void MyView::MouseDown(BPoint point)
{
    ulong buttons;
    . . .
    buttons = Window()->CurrentMessage()->FindLong("buttons");
    while ( buttons ) {
        . . .
        snooze(20.0 * 1000.0);
        GetMouse(&point, &buttons, TRUE);
    }
    . . .
}
```

It's important to snooze between **GetMouse()** calls so that the loop doesn't monopolize system resources; 20,000.0 microseconds is a minimum time to wait.

To get complete information about the mouse-down event, look inside the BMessage object returned by BLooper's **CurrentMessage()** function. The "clicks" entry in the message can tell you if this mouse-down is a solitary event or the latest in a series constituting a multiple click.

The BView version of **MouseDown()** is empty.

See also: "B\_MOUSE\_DOWN" on page 9 in the *Message Protocols* appendix, **GetMouse()**

## MouseMoved()

```
virtual void MouseMoved(BPoint point, ulong transit, BMessage *message)
```

Implemented by derived classes to respond to reports of mouse-moved events associated with the view. As the user moves the cursor over a window, the Application Server generates a continuous stream of messages reporting where the cursor is located.

The first argument, *point*, gives the cursor's new location in the BView's coordinate system. The second argument, *transit*, is one of three constants,

```
B_ENTERED_VIEW,
B_INSIDE_VIEW, or
B_EXITED_VIEW
```

which explains whether the cursor has just entered the visible region of the view, is now inside the visible region having previously entered, or has just exited from the view. When the cursor crosses a boundary separating the visible regions of two views (perhaps moving from a parent to a child view, or from a child to a parent), `MouseMoved()` is called for each of the BViews, once with a *transit* code of `B_EXITED_VIEW` and once with a code of `B_ENTERED_VIEW`.

If the user is dragging a bundle of information from one location to another, the final argument, *message*, is a pointer to the BMessage object that holds the information. If a message isn't being dragged, *message* is `NULL`.

A `MouseMoved()` function might be implemented to ignore the `B_INSIDE_VIEW` case and respond only when the cursor enters or exits the view. For example, a BView might alter its display to indicate whether or not it can accept a message that has been dragged to it. Or it might be implemented to change the cursor image when it's over the view.

`MouseMoved()` notifications should not be used to track the cursor inside a view. Use the `GetMouse()` function instead. `GetMouse()` provides the current cursor location plus information on whether any of the mouse buttons are being held down.

The default version of `MouseMoved()` is empty.

See also: “`B_MOUSE_MOVED`” on page 10 in the *Message Protocols* appendix, `DragMessage()`

## MoveBy(), MoveTo()

```
void MoveBy(float horizontal, float vertical)
```

```
void MoveTo(BPoint point)
```

```
void MoveTo(float x, float y)
```

These functions move the view in its parent's coordinate system without altering its size.

`MoveBy()` adds *horizontal* coordinate units to the left and right components of the frame rectangle and *vertical* units to the top and bottom components. If *horizontal* and *vertical* are positive, the view moves downward and to the right. If they're negative, it moves upward and to the left.

`MoveTo()` moves the upper left corner of the view to *point*—or to  $(x, y)$ —in the parent view's coordinate system and adjusts all coordinates in the frame rectangle accordingly.

Neither function alters the BView's bounds rectangle or coordinate system.

None of the values passed to these functions should specify fractional coordinates; the sides of a view must line up on screen pixels. Fractional values will be rounded to the closest whole number.

If the BView is attached to a window, these functions cause its parent view to be updated, so the BView is immediately displayed in its new location. If it doesn't have a parent or isn't attached to a window, these functions merely alter its frame rectangle.

See also: `FrameMoved()`, `ResizeBy()`, `Frame()`

### **MovePenBy(), MovePenTo(), PenLocation()**

`void MovePenBy(float horizontal, float vertical)`

`void MovePenTo(BPoint point)`

`void MovePenTo(float x, float y)`

`BPoint PenLocation(void) const`

These functions move the pen (without drawing a line) and report the current pen location.

`MovePenBy()` moves the pen *horizontal* coordinate units to the right and *vertical* units downward. If *horizontal* or *vertical* are negative, the pen moves in the opposite direction. `MovePenTo()` moves the pen to *point*—or to (*x*, *y*)—in the BView's coordinate system.

`PenLocation()` returns the point where the pen is currently positioned in the BView's coordinate system. The default pen position is at (0.0, 0.0).

Some drawing functions also move the pen—to the end of whatever they draw. In particular, this is true of `StrokeLine()`, `DrawString()`, and `DrawChar()`. Functions that stroke a closed shape (such as `StrokeEllipse()`) don't move the pen.

The pen location is a parameter of the BView's graphics environment, which the Application Server maintains. If the BView doesn't belong to a window, `MovePenTo()` and `MovePenBy()` cache the location, so that later, when the BView is attached to a window, it can be handed to the Server to become the initial pen location for the BView. If the BView belongs to a window, these functions alter the Server parameter, but don't change any value that may have previously been cached. `PenLocation()` returns the current pen position if the BView is attached, and the cached value if not.

See also: `SetPenSize()`

`MoveTo()` see `MoveBy()`

`NextSibling()` see `Parent()`

**Parent(), NextSibling(), PreviousSibling(), ChildAt(), CountChildren()**

BView \*Parent(void) const  
 BView \*NextSibling(void) const  
 BView \*PreviousSibling(void) const  
 BView \*ChildAt(long *index*) const  
 long CountChildren(void) const

These functions provide various ways of navigating the view hierarchy. **Parent()** returns the BView's parent view, unless the parent is the top view of the window, in which case it returns **NULL**. It also returns **NULL** if the BView doesn't belong to a view hierarchy and has no parent.

All the children of the same parent are arranged in a linked list. **NextSibling()** returns the next sibling of the BView in the list, or **NULL** if the BView is the last child of its parent. **PreviousSibling()** returns the previous sibling of the BView, or **NULL** if the BView is the first child of its parent.

**ChildAt()** returns the view at *index* in the list of the BView's children, or **NULL** if the BView has no such child. Indices begin at 0 and there are no gaps in the list. **CountChildren()** returns the number of children the BView has. If the BView has no children, **CountChildren()** returns **NULL**, as will **ChildAt()** for all indices, including 0.

To scan the list of a BView's children, you can increment the index passed to **ChildAt()** until it returns **NULL**. However, it's more efficient to ask for the first child and then use **NextSibling()** to walk down the sibling list. For example:

```
BView *child;
if ( child = myView->ChildAt(0) ) {
    while ( child ) {
        . . .
        child = child->NextSibling();
    }
}
```

See also: **AddChild()**

**PenLocation()** see **MovePenBy()**

**PenSize()** see **SetPenSize()**

**PreviousSibling()** see **Parent()**

## Pulse()

virtual void **Pulse**(void)

Implemented by derived classes to do something at regular intervals. Pulses are regularly timed events, like the tick of a clock or the beat of a steady pulse. A BView receives **Pulse()** notifications when no other messages are pending, but only if it asks for them with the **B\_PULSE\_NEEDED** flag.

The interval between **Pulse()** calls can be set with BWindow's **SetPulseRate()** function. The default interval is around 500 milliseconds. The pulse rate is the same for all views within a window, but can vary between windows.

Derived classes can implement a **Pulse()** function to do something that must be repeated continuously. However, for time-critical actions, you should implement your own timing mechanism.

The BView version of this function is empty.

See also: **SetFlags()**, the BView constructor, **BWindow::SetPulseRate()**

## RemoveChild()

virtual bool **RemoveChild**(BView \**childView*)

Severs the link between the BView and *childView*, so that *childView* is no longer a child of the BView. The *childView* retains all its own children and descendants, but they become an isolated fragment of a view hierarchy, unattached to a window.

If it succeeds in removing *childView*, this function returns **TRUE**. If it fails, it returns **FALSE**. It will fail if *childView* is not, in fact, a child of the BView.

Removing a BView from a window's view hierarchy also removes it from the BWindow's flat list of BHandler objects; the BView will no longer be eligible to handle messages dispatched by the BWindow.

See also: **AddChild()**, **RemoveSelf()**, **DetachedFromWindow()**

## RemoveSelf()

bool **RemoveSelf**(void)

Removes the BView from its parent and returns **TRUE**, or returns **FALSE** if the BView doesn't have a parent or for some reason can't be removed from the view hierarchy.

This function acts just like **RemoveChild()**, except that it removes the BView itself rather than one of its children.

See also: **AddChild()**, **RemoveChild()**

**ResizeBy(), ResizeTo()**

```
void ResizeBy(float horizontal, float vertical)
void ResizeTo(float width, float height)
```

These functions resize the view, without moving its left and top sides. **ResizeBy()** adds *horizontal* coordinate units to the width of the view and *vertical* units to the height. **ResizeTo()** makes the view *width* units wide and *height* units high. Both functions adjust the right and bottom components of the frame rectangle accordingly.

Since a BView's frame rectangle must be aligned on screen pixels, only integral values should be passed to these functions. Values with fractional components will be rounded to the nearest whole integer.

If the BView is attached to a window, these functions cause its parent view to be updated, so the BView is immediately displayed in its new size. If it doesn't have a parent or isn't attached to a window, these functions merely alter its frame and bounds rectangles.

See also: **FrameResized()**, **MoveBy()**, **BRect::Width()**, **Frame()**

**ResizingMode()** see **SetResizingMode()****ScrollBar()**

```
BScrollBar *ScrollBar(orientation posture) const
```

Returns a BScrollBar object that scrolls the BView (that has the BView as its target). The requested scroll bar has the *posture* orientation—**B\_VERTICAL** or **B\_HORIZONTAL**. If the BView isn't the target of a scroll bar with the specified orientation, this function returns **NULL**.

See also: **ScrollBar::SetTarget()**

**ScrollBy(), ScrollTo()**

```
void ScrollBy(float horizontal, float vertical)
void ScrollTo(BPoint point)
void ScrollTo(float x, float y)
```

These functions scroll the contents of the view.

**ScrollBy()** adds *horizontal* to the left and right components of the BView's bounds rectangle, and *vertical* to the top and bottom components. This serves to shift the display *horizontal* coordinate units to the left and *vertical* units upward. If *horizontal* and *vertical* are negative, the display shifts in the opposite direction.

**ScrollTo()** shifts the contents of the view as much as necessary to put *point*—or  $(x, y)$ —at the upper left corner of its bounds rectangle. The point is specified in the BView’s coordinate system.

Anything in the view that was visible before scrolling and also visible afterwards is automatically redisplayed at its new location. The remainder of the view is invalidated, so the BView’s **Draw()** function will be called to fill in those parts of the display that were previously invisible. The update rectangle passed to **Draw()** will be the smallest rectangle that encloses just these new areas. If the view is scrolled in only one direction, the update rectangle will be exactly the area that needs to be drawn.

These function don’t work on BViews that aren’t attached to a window.

See also: **GetClippingRegion()**

### **SetDrawingMode(), DrawingMode()**

virtual void **SetDrawingMode**(drawing\_mode *mode*)

drawing\_mode **DrawingMode**(void) const

These functions set and return the BView’s drawing mode, which can be any of the following nine constants:

<b>B_OP_COPY</b>	<b>B_OP_MIN</b>	<b>B_OP_ADD</b>
<b>B_OP_OVER</b>	<b>B_OP_MAX</b>	<b>B_OP_SUBTRACT</b>
<b>B_OP_ERASE</b>	<b>B_OP_INVERT</b>	<b>B_OP_BLEND</b>

The drawing mode is one element of the BView’s graphics environment, which the Application Server maintains. If the BView isn’t attached to a window, **SetDrawingMode()** caches the *mode*. When the BView is placed in a window and becomes known to the Server, the cached value is automatically set as the current mode. If the BView belongs to a window, **SetDrawingMode()** changes the current drawing mode, but doesn’t alter any value that may have been previously cached. **DrawingMode()** returns the current mode if the view is in a window, and the cached value if not.

The default drawing mode is **B\_OP\_COPY**. It and the other modes are explained under “Drawing Modes” on page 27 of the introduction to this chapter.

See also: “Drawing Modes” in the chapter introduction



**SetFlags(), Flags()**

```
virtual void SetFlags(ulong mask)
inline ulong Flags(void) const
```

These functions set and return the flags that inform the Application Server about the kinds of notifications the BView should receive. The *mask* set by **SetFlags()** and the return value of **Flags()** is formed from combinations of the following constants:

```
B_WILL_DRAW,
B_FULL_UPDATE_ON_RESIZE,
B_FRAME_EVENTS, and
B_PULSE_NEEDED
```

The flags are first set when the BView is constructed; they're explained in the description of the BView constructor.

To set just one of the flags, combine it with the current setting:

```
myView->SetFlags(Flags() | B_FRAME_EVENTS);
```

The *mask* passed to **SetFlags()** and the value returned by **Flags()** can be 0.

See also: the BView constructor, **SetResizingMode()**

**SetFontName(), SetFontSize(), SetFontRotation(), SetFontShear()**

```
virtual void SetFontName(const char *name)
virtual void SetFontSize(float points)
virtual void SetFontRotation(float degrees)
virtual void SetFontShear(float angle)
```

These functions set characteristics of the font in which the BView draws text. The font is part of the BView's graphics state. It's used by **DrawString()** and **DrawChar()** and assumed by **StringWidth()**, **GetFontInfo()**, and **GetCharEdges()**.

**SetFontName()** sets the precise name of the font, including the designation of whether it's bold, italic, oblique, black, narrow, or some other style. The name passed to this function must be the same as the name assigned to the font by the vendor. For example, this code

```
SetFontName("Futura II Italic ATT");
```

sets the BView's font to the TrueType™ italic Futura II font.

For **SetFontName()** to be successful, the name it's passed must select a font that's installed on the user's machine. The global **get\_font\_name()** function can provide the names of all fonts that are currently installed. (Users can see the names listed in the Keyboard application's "Font" menu.)

A handful of fonts are provided with the release, including Arial MT, Baskerville MT, Courier New, Times New Roman, and their stylistic variations. < Additional fonts can be installed by placing them in the proper subdirectory of **/system/fonts** and rebooting the machine. > The names of the bitmap fonts that come with the system are:

Emily  
Erich  
Kate

At present, they're available in only one size each—12.0 points for Emily and 9.0 points for Erich and Kate. Kate is the default font; it's built into the system. If you ask for a font that isn't available, you'll get Kate instead.

< Currently, you must specifically ask for a bitmap font. In the future, bitmap equivalents to the outline fonts will be automatically provided for on-screen display. >

**SetFontSize()** sets the size of the font. Valid sizes range from 4 points through 999 points. < Currently, fractional font sizes are not supported. >

**SetFontRotation()** sets the rotation of the baseline. The baseline rotates counterclockwise from an axis on the left side of the character. The default (horizontal) baseline is at 0°. For example, this code

```
SetFontRotation(45.0);
DrawString("to the northeast");
```

would draw a string that extended upwards and to the right. < Currently, fractional angles of rotation are not supported. >

**SetFontShear()** sets the angle at which characters are drawn relative to the baseline. The default (perpendicular) shear for all font styles, including oblique and italic ones, is 90.0°. The shear is measured counterclockwise and can be adjusted within the range 45.0° (slanted to the right) through 135.0° (slanted to the left). < Currently, fractional shear angles are not supported. >

The font name, size, rotation, and shear are all elements of the BView's graphics environment, which the Application Server maintains. If the BView isn't attached to a window, these functions cache the values they're passed so that later, when the BView is placed in a window and becomes known to the Server, the cached values can automatically be established as the current font parameters for the BView. If the BView belongs to a window, these functions alter the current parameters, but don't change any values that may have been previously cached.

< The **SetFontSize()**, **SetFontRotation()**, and **SetFontShear()** functions don't work for bitmap fonts. >

Derived classes can override these functions to take any collateral measures required by the font change. For example, BTextView and BListView override them to redisplay the text in the new font.

See also: **GetFontInfo()**, **AttachedToWindow()**, **get\_font\_name()**

**SetHighColor(), HighColor(), SetLowColor(), LowColor()**

```
virtual void SetHighColor(rgb_color color)
void SetHighColor(uchar red, uchar green, uchar blue, uchar alpha = 0)
rgb_color HighColor(void) const
virtual void SetLowColor(rgb_color color)
void SetLowColor(uchar red, uchar green, uchar blue, uchar alpha = 0)
rgb_color LowColor(void) const
```

These functions set and return the current high and low colors of the BView. These colors combine to form a pattern that's passed as an argument to the **Stroke...()** and **Fill...()** drawing functions. The **B\_SOLID\_HIGH** pattern is the high color alone, and **B\_SOLID\_LOW** is the low color alone.

The default high color is black—*red*, *green*, and *blue* values all equal to 0. The default low color is white—*red*, *green*, and *blue* values all equal to 255. < The *alpha* component of the color is currently ignored. >

The versions of **SetHighColor()** and **SetLowColor()** that take separate arguments for the *red*, *blue*, and *green* color components work by creating an **rgb\_color** data structure and passing it to the corresponding function that's declared **virtual**. Therefore, if you want to override either of these functions, you should override the virtual version. (However, due to the peculiarities of C++, overriding any version of an overloaded function hides all versions of the function. For continued access to the nonvirtual version without explicitly specifying the "BView::" prefix, you'll need to reimplement it also.)

The high and low colors are parameters of the BView's graphics environment, which is kept in the BView's shadow counterpart in the Application Server. If the BView isn't attached to a window, **SetHighColor()** and **SetLowColor()** cache the *color* value so that later, when the BView is placed in a window and becomes known to the Server, the cached value can automatically be established as the current high or low color for the BView. If the BView belongs to a window, they alter the current parameters, but don't change any values that may have previously been cached. **HighColor()** and **LowColor()** return the current parameters if the BView is in a window, and the cached values if not.

See also: "Patterns" on page 26 of the chapter introduction, **SetViewColor()**

**SetPenSize(), PenSize()**

```
virtual void SetPenSize(float size)
float PenSize(void) const
```

**SetPenSize()** sets the size of the BView's pen—the graphics parameter that determines the thickness of stroked lines—and **PenSize()** returns the current pen size. The pen size is stated in coordinate units, but is translated to a device-specific number of pixels for each output device.

The pen tip can be thought of as a brush that's centered on the line path and held perpendicular to it. If the brush is broader than one pixel, it paints roughly the same number of pixels on both sides of the path.

The default pen size is 1.0 coordinate unit. It can be set to any non-negative value, including 0.0. If set to 0.0, the size is translated to 1 pixel for all devices. This guarantees that it will always draw the thinnest possible line no matter what the resolution of the device.

Thus, lines drawn with pen sizes of 1.0 and 0.0 will look alike on the screen (one pixel thick), but the line drawn with a pen size of 1.0 will be 1/72 of an inch thick when printed, however many printer pixels that takes, while the line drawn with a 0.0 pen size will be just one pixel thick.

The pen size is a parameter of the BView's graphics environment maintained by the Application Server. If the BView isn't attached to a window, `SetPenSize()` caches the *size* so that later, when the BView is added to a window and becomes known to the Server, the cached value can automatically be established as the initial pen size for the BView. If the BView belongs to a window, this function changes the current pen size, but doesn't alter any value that may have previously been cached. `PenSize()` returns the current pen size if the BView is in a window, and the cached value if not.

See also: "The Pen" on page 24 and "Picking Pixels to Stroke and Fill" on page 34 of the chapter introduction, `StrokeArc()` and the other `Stroke...()` functions, `MovePenBy()`

### **SetResizingMode(), ResizingMode()**

```
virtual void SetResizingMode(ulong mode)
```

```
inline ulong ResizingMode(void) const
```

These functions set and return the BView's automatic resizing mode. The resizing mode is first set when the BView is constructed. The various possible modes are explained where the constructor is described.

See also: the BView constructor, `SetFlags()`

### **SetSymbolSet()**

```
virtual void SetSymbolSet(const char *name)
```

Determines the set of characters that the BView can display. A symbol set maps graphic symbols (glyphs) to character values (ASCII codes). Sets differ mainly in which symbols they associate with character values beyond the traditional ASCII range (above 0x7f), though they sometimes also differ within the traditional range as well.

The default symbol set is “Macintosh”. However, there are many other possibilities to choose from, including:

“ISO 8859/9 Latin 5”,  
 “Legal”,  
 “PC-850 Multilingual”, and  
 “Windows 3.1 Latin 2”.

The `get_symbol_set_name()` global function can provide a list of all currently available symbol sets.

Except for the bitmap fonts, every font implements every symbol set. However, some fonts may not provide all the characters in every set.

Derived classes can override this function to take any collateral measures required by the change in symbol set. For example, `BTextView` and `BListView` override it to recalculate how displayed text is laid out.

The symbol set is part of the `BView`’s graphics environment, which is to say that the Application Server maintains it. If the `BView` isn’t attached to a window, `SetSymbolSet()` copies and caches the *name* so that later, when the `BView` is added to a window and becomes known to the Server, it can automatically be established as the `BView`’s current symbol set. If the `BView` belongs to a window, this function changes the current symbol set, but doesn’t alter any string that may have previously been cached.

See also: `SetFontName()`, `get_symbol_set_name()`

### **SetViewColor(), ViewColor()**

```
virtual void SetViewColor(rgb_color color)
void SetViewColor(uchar red, uchar green, uchar blue, uchar alpha = 0)
rgb_color ViewColor(void) const
```

These functions set and return the background color that’s shown in all areas of the view rectangle that the `BView` doesn’t cover with its own drawing. When the clipping region is erased prior to an update, it’s erased to the view color. When a view is resized to expose new areas, the new areas are first displayed in the view color. The default view color is white, which matches the background color of the window’s content area.

If you know that a `BView` will cover every pixel in the clipping region when it draws, you may want to avoid having the region erased to a color that will immediately be obliterated. If you set the view color to `TRANSPARENT_32_BIT`, the Application Server will not draw its background color before updates nor fill new areas with the background color. (Note that, despite the name, this doesn’t make the view transparent—you can’t see through it to what the view behind it would draw in that region.)

If the view color is anything but white, the `B_WILL_DRAW` flag needs to be set, even if the `BView` does no other drawing except provide a background color. The flag informs the

Application Server that there are specific drawing operations (in this case, a specific background color) associated with the view.

The version of `SetViewColor()` that takes separate arguments for the *red*, *blue*, and *green* color components works by creating an `rgb_color` data structure and passing it to the corresponding function that's declared `virtual`. Therefore, you need override only the `rgb_color` version to augment both functions. (However, due to the peculiarities of C++, overriding any version of an overloaded function hides all versions of the function. For continued access to the nonvirtual version without explicitly specifying the "BView::" prefix, you'll need to reimplement it also.)

< The *alpha* color component is currently ignored. >

It's best to set the view color before the window is shown on-screen.

The view color is a parameter of the BView's graphics environment, which the Application Server maintains. If the BView doesn't belong to a window, `SetViewColor()` caches the *color* it's passed so that later, when the BView is attached to a window, it can automatically be handed to the Server. If the BView belongs to a window, `SetViewColor()` alters the Server parameter, but doesn't change any value that may have previously been cached. `ViewColor()` returns the current parameter if the BView is attached, and the cached value if not.

See also: "The View Color" on page 22 of the introduction to the chapter, `SetHighColor()`

**Show()** see `Hide()`

**StringWidth()**

```
float StringWidth(const char *string) const
float StringWidth(const char *string, long length) const
```

Returns how much room is required to draw *length* characters of *string* in the BView's current font. If no length is specified, the entire string is measured, up to the null character, '\0', which terminates it. The return value totals the width of all the characters. It measures, in coordinate units, the length of the baseline required to draw the string.

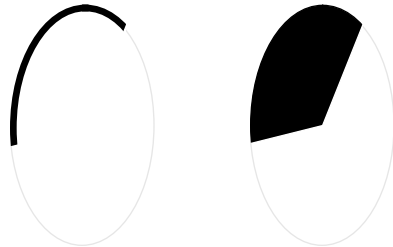
This function works only for BViews that are attached to a window (since only attached views have a current font).

See also: `GetFontInfo()`, `GetCharEscapements()`

**StrokeArc(), FillArc()**

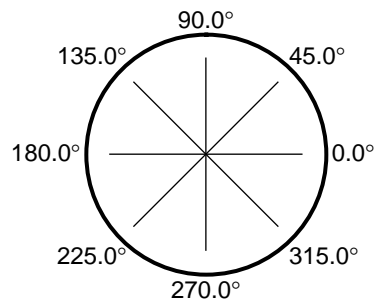
```
void StrokeArc(BRect rect, float angle, float span,
              pattern aPattern = B_SOLID_HIGH)
void StrokeArc(BPoint center, float xRadius, float yRadius, float angle, float span,
              pattern aPattern = B_SOLID_HIGH)
void FillArc(BRect rect, float angle, float span,
            pattern aPattern = B_SOLID_HIGH)
void FillArc(BPoint center, float xRadius, float yRadius, float angle, float span,
            pattern aPattern = B_SOLID_HIGH)
```

These functions draw an arc, a portion of an ellipse. **StrokeArc()** strokes a line along the path of the arc. **FillArc()** fills the wedge defined by straight lines stretching from the center of the ellipse of which the arc is a part to the end points of the arc itself. For example:



The arc is a section of the ellipse inscribed in *rect*—or the ellipse located at *center*, where the horizontal distance from the center to the edge of the ellipse is measured by *xRadius* and the vertical distance from the center to the edge is measured by *yRadius*.

The arc starts at *angle* and stretches along the ellipse for *span* degrees, where angular coordinates are measured counterclockwise with 0° on the right, as shown below:



For example, if *angle* is 180.0° and *span* is 90.0°, the arc would be the lower left quarter of the ellipse. The same arc would be drawn if *angle* were 270.0° and *span* were -90.0°. < Currently, *angle* and *span* measurements in fractions of a degree are not supported. >

The width of the line drawn by **StrokeArc()** is determined by the current pen size. Both functions draw using *aPattern*—or, if no pattern is specified, using the current high color. Neither function alters the current pen position.

See also: **StrokeEllipse()**

**StrokeEllipse(), FillEllipse()**

```
void StrokeEllipse(BRect rect, pattern aPattern = B_SOLID_HIGH)
void StrokeEllipse(BPoint center, float xRadius, float yRadius,
                  pattern aPattern = B_SOLID_HIGH)

void FillEllipse(BRect rect, pattern aPattern = B_SOLID_HIGH)
void FillEllipse(BPoint center, float xRadius, float yRadius,
                pattern aPattern = B_SOLID_HIGH)
```

These functions draw an ellipse. **StrokeEllipse()** strokes a line around the perimeter of the ellipse and **FillEllipse()** fills the area the ellipse encloses.

The ellipse has its center at *center*. The horizontal distance from the center to the edge of the ellipse is measured by *xRadius* and the vertical distance from the center to the edge is measured by *yRadius*. If *xRadius* and *yRadius* are the same, the ellipse will be a circle.

Alternatively, the ellipse can be described as one that's inscribed in *rect*. If the rectangle is a square, the ellipse will be a circle.

The width of the line drawn by **StrokeEllipse()** is determined by the current pen size. Both functions draw using *aPattern*—or, if no pattern is specified, using the current high color. Neither function alters the current pen position.

See also: **SetPenSize()**

**StrokeLine()**

```
void StrokeLine(BPoint start, BPoint end, pattern aPattern = B_SOLID_HIGH)
void StrokeLine(BPoint end, pattern aPattern = B_SOLID_HIGH)
```

Draws a straight line between the *start* and *end* points—or, if no starting point is given, between the current pen position and *end* point—and leaves the pen at the end point.

This function draws the line using the current pen size and the specified pattern. If no pattern is specified, the line is drawn in the current high color. The points are specified in the BView's coordinate system.

See also: **SetPenSize()**, **BeginLineArray()**



**StrokePolygon(), FillPolygon()**

```

void StrokePolygon(BPolygon *polygon,
                  bool isClosed = TRUE, pattern aPattern = B_SOLID_HIGH)
void StrokePolygon(BPoint *pointList, long numPoints,
                  bool isClosed = TRUE, pattern aPattern = B_SOLID_HIGH)
void StrokePolygon(BPoint *pointList, long numPoints, BRect rect,
                  bool isClosed = TRUE, pattern aPattern = B_SOLID_HIGH)
void FillPolygon(BPolygon *aPolygon,
                pattern aPattern = B_SOLID_HIGH)
void FillPolygon(BPoint *pointList, long numPoints,
                pattern aPattern = B_SOLID_HIGH)
void FillPolygon(BPoint *pointList, long numPoints, BRect rect,
                pattern aPattern = B_SOLID_HIGH)

```

These functions draw a polygon with an arbitrary number of sides. **StrokePolygon()** strokes a line around the edge of the polygon using the current pen size. If a *pointList* is specified rather than a **BPolygon** object, this function strokes a line from point to point, connecting the first and last points if they aren't identical. However, if the *isClosed* flag is **FALSE**, **StrokePolygon()** won't stroke the line connecting the first and last points that define the **BPolygon** (or the first and last points in the *pointList*). This leaves the polygon open—making it not appear to be a polygon at all, but rather a series of straight lines connected at their end points. If *isClosed* is **TRUE**, as it is by default, the polygon will appear to be a polygon, a closed figure.

**FillPolygon()** is a simpler function; it fills in the entire area enclosed by the polygon.

Both functions must calculate the frame rectangle of a polygon constructed from a point list—that is, the smallest rectangle that contains all the points in the polygon. If you know what this rectangle is, you can make the function somewhat more efficient by passing it as the *rect* parameter.

Both functions draw using the specified pattern—or, if no pattern is specified, in the current high color. Neither function alters the current pen position.

See also: **SetPenSize()**, the **BPolygon** class

**StrokeRect(), FillRect()**

```

void StrokeRect(BRect rect, pattern aPattern = B_SOLID_HIGH)
void FillRect(BRect rect, pattern aPattern = B_SOLID_HIGH)

```

These functions draw a rectangle. **StrokeRect()** strokes a line around the edge of the rectangle; the width of the line is determined by the current pen size. **FillRect()** fills in the entire rectangle.

Both functions draw using the pattern specified by *aPattern*—or, if no pattern is specified, in the current high color. Neither function alters the current pen position.

See also: `SetPenSize()`, `StrokeRoundRect()`

### **StrokeRoundRect(), FillRoundRect()**

```
void StrokeRoundRect(BRect rect, float xRadius, float yRadius,
                    pattern aPattern = B_SOLID_HIGH)
```

```
void FillRoundRect(BRect rect, float xRadius, float yRadius,
                  pattern aPattern = B_SOLID_HIGH)
```

These functions draw a rectangle with rounded corners. The corner arc is one-quarter of an ellipse, where the ellipse would have a horizontal radius equal to *xRadius* and a vertical radius equal to *yRadius*.

Except for the rounded corners of the rectangle, these functions work exactly like `StrokeRect()` and `FillRect()`.

Both functions draw using the pattern specified by *aPattern*—or, if no pattern is specified, in the current high color. Neither function alters the current pen position.

See also: `StrokeRect()`, `StrokeEllipse()`

### **StrokeTriangle(), FillTriangle()**

```
void StrokeTriangle(BPoint firstPoint, BPoint secondPoint, BPoint thirdPoint,
                  pattern aPattern = B_SOLID_HIGH)
```

```
void StrokeTriangle(BPoint firstPoint, BPoint secondPoint, BPoint thirdPoint,
                  BRect rect, pattern aPattern = B_SOLID_HIGH)
```

```
void FillTriangle(BPoint firstPoint, BPoint secondPoint, BPoint thirdPoint,
                 pattern aPattern = B_SOLID_HIGH)
```

```
void FillTriangle(BPoint firstPoint, BPoint secondPoint, BPoint thirdPoint,
                 BRect rect, pattern aPattern = B_SOLID_HIGH)
```

These functions draw a triangle, a three-sided polygon. `StrokeTriangle()` strokes a line the width of the current pen size from the first point to the second, from the second point to the third, then back to the first point. `FillTriangle()` fills in the area that the three points enclose.

Each function must calculate the smallest rectangle that contains the triangle. If you know what this rectangle is, you can make the function marginally more efficient by passing it as the *rect* parameter.

Both functions do their drawing using the pattern specified by *aPattern*—or, if no pattern is specified, in the current high color. Neither function alters the current pen position.

See also: `SetPenSize()`

**Sync()** *see Flush()*

## **Window()**

**BWindow \*Window(void) const**

Returns the **BWindow** to which the **BView** belongs, or **NULL** if the **BView** isn't attached to a window. This function returns the same object that **Looper()** (inherited from the **BHandler** class) does—except that **Window()** returns it more specifically as a pointer to a **BWindow** and **Looper()** returns it more generally as a pointer to a **BLooper**.

See also: **BHandler::Looper()** in the Application Kit, **AddChild()**, **BWindow::AddChild()**, **AttachedToWindow()**

## **WindowActivated()**

**virtual void WindowActivated(bool active)**

Implemented by derived classes to take whatever steps are necessary when the **BView**'s window becomes the active window, or when the window gives up that status. If *active* is **TRUE**, the window has become active. If *active* is **FALSE**, it no longer is the active window.

All objects in the view hierarchy receive **WindowActivated()** notifications when the status of the window changes.

**BView**'s version of this function is empty.

See also: **BWindow::WindowActivated()**



# BWindow

Derived from: public BLooper  
Declared in: <interface/Window.h>

## Overview

The BWindow class defines an application interface to windows. Each BWindow object corresponds to one window in the user interface.

At the most basic level, it's the Application Server's responsibility to provide an application with the windows it needs. The Server allocates the memory each window requires, renders images in the window on instructions from the application, and manages the user interface. It equips windows with all the accouterments that let users activate, move, resize, reorder, hide, and close them. These user actions are not mediated by the application; they're handled within the Application Server alone. However, the Server sends the application messages notifying it of user actions that affect the window. A class derived from BWindow can implement virtual functions such as **FrameResized()**, **QuitRequested()**, and **WindowActivated()** to respond to these messages.

BWindow objects are the application's interface to the Server's windows:

- Creating a BWindow object instructs the Application Server to produce a window that can be displayed to the user. The BWindow constructor determines what kind of window it will be and how it will behave. The window is initially hidden; the **Show()** function makes it visible on-screen.
- BWindow functions give the application the ability to manipulate the window programmatically—to activate, move, resize, reorder, hide, and close it just as a user might.
- Classes derived from BWindow can implement functions that respond to interface messages affecting the window.

BWindow objects communicate directly with the Server. However, before this communication can take place, the constructor for the BApplication object must establish an initial connection to the Server. You must construct the BApplication object before the first BWindow.

## View Hierarchy

A window can display images, but it can't produce them. To draw within a window, an application needs a collection of various BView objects. For example, a window might have several check boxes or radio buttons, a list of names, some scroll bars, and a scrollable display of pictures or text—all provided by objects that inherit from the BView class.

These BViews are created by the application and are associated with the BWindow by arranging them in a hierarchy under a *top view*, a view that fills the entire content area of the window. Views are added to the hierarchy by making them children of views already in the hierarchy, which at the outset means children of the top view.

A BWindow doesn't reveal the identity of its top view, but it does have functions that act on the top view's behalf. For example, BWindow's **AddChild()** function adds a view to the hierarchy as a child of the top view. Its **FindView()** function searches the view hierarchy beginning with the top view.

## Window Threads

Each window runs in its own thread—both in the Application Server and in the application. When it's constructed, a BWindow object spawns a *window thread* for the application and begins running a message loop where it receives reports of user actions associated with the window. You don't have to call **Run()** to get the message loop going, as you do for other BLoopers; **Run()** is called for you at construction time.

Actions initiated from a BWindow's message loop are executed in the window's thread. This, of course, includes all actions that are spun off from the original message. For example, if the user clicks a button in a window and this initiates a series of calculations involving a variety of objects, those calculations will be executed in the thread of the window where the button is located (unless the calculation explicitly spawns other threads or posts messages to other BLoopers).

## Quitting

To “close” a window is to remove the window from the screen, quit the message loop, kill the window thread, and delete the BWindow object. As is the case for other BLoopers, this process is initiated by a request to quit—a **B\_QUIT\_REQUESTED** message.

For a BWindow, a request to quit is an event that might be reported from the Application Server (as when the user clicks a window's close button) or from within the application (as when the user clicks a “Close” menu item).

To respond to quit-requested messages, classes derived from BWindow implement **QuitRequested()** functions. **QuitRequested()** can prevent the window from closing, or take whatever action is appropriate before the window is destroyed. It typically interacts with the user, asking, for example, whether recent changes to a document should be saved.

`QuitRequested()` is a hook function declared in the `BLooper` class; it's not documented here. See the `BLooper` class in the Application Kit for information on the function and on how classes derived from `BWindow` might implement it.

## Hook Functions

<code>FrameMoved()</code>	Can be implemented to take note of the fact that the window has moved.
<code>FrameResized()</code>	Can be implemented to take note of the fact that the window has been resized.
<code>MenusWillShow()</code>	Can be implemented to make sure menu data structures are up-to-date before the menus are displayed to the user.
<code>Minimize()</code>	Removes the window from the screen and replaces it with its minimized representation, or restores the window if it was previously minimized; can be reimplemented to provide a different representation for a minimized window.
<code>SavePanelClosed()</code>	Can be implemented to take note when the window's save panel closes.
<code>SaveRequested()</code>	Can be implemented to save the document displayed in the window when the user requests it in the save panel.
<code>ScreenChanged()</code>	Makes sure the window stays visible on-screen when the size of the pixel grid changes; can be implemented to make other adjustments when the screen changes its depth or dimensions.
<code>WindowActivated()</code>	Can be implemented to take whatever action is necessary when the window becomes the active window, or when it loses that status.
<code>WorkspaceActivated()</code>	Can be implemented to take remedial steps when the workspace where the window lives becomes the active workspace, or when it loses that status.
<code>WorkspacesChanged()</code>	Can be implemented to respond when the set of workspaces where the window can be displayed changes.
<code>Zoom()</code>	Zooms the window to a larger size, or from the larger size to its previous state; can be reimplemented to modify the target window size or make other adjustments.

## Constructor and Destructor

### BWindow()

```
BWindow(BRect frame, const char *title, window_type type, ulong flags,
        ulong workspaces = B_CURRENT_WORKSPACE)
```

Produces a new window with the *frame* content area, spawns a new thread of execution for the window, and begins running a message loop in that thread.

The first argument, *frame*, measures only the content area of the window; it excludes the border and the title tab at the top. The window's top view will be exactly the same size and shape as its frame rectangle—though the top view is located in the window's coordinate system and the window's frame rectangle is specified in the screen coordinate system.

For the window to become visible on-screen, the frame rectangle you assign it must lie within the frame rectangle of the screen. You can find the current dimensions of the screen by calling `get_screen_info()`. In addition, both the width and height of *frame* must be greater than 0.

Since a window is always aligned on screen pixels, the sides of its frame rectangle must have integral coordinate values. Any fractional coordinates that are passed in *frame* will be rounded to the nearest whole number.

The second argument, *title*, does two things: It sets the title the window will display if it has a tab, and it determines the name of the window thread. The thread name is a string that prefixes "w>" to the title in the following format:

```
"w>title"
```

If the *title* is long, only as many characters will be used as will fit within the limited length of a thread name. (Only the thread name is limited, not the window title.) The title (and thread name) can be changed with the `SetTitle()` function.

The *title* can be `NULL` or an empty string.

The *type* of window is set by one of the following constants:

<code>B_MODAL_WINDOW</code>	A modal window, one that disables other activity in the application until the user dismisses it. It has a border but no tab to display a title.
<code>B_BORDERED_WINDOW</code>	An ordinary (nonmodal) window with a border but no title tab.
<code>B_TITLED_WINDOW</code>	A window with a tab that displays its title and a narrow border that's the same on all sides.
<code>B_DOCUMENT_WINDOW</code>	A window with a title tab and a border. The border on the right and bottom sides is a thin line



that's designed to look good with vertical and horizontal scroll bars.

The tab and border are drawn around the window's frame rectangle.

The fourth argument, *flags*, is a mask that determines the behavior of the window. It's formed by combining constants from the following set:

<b>B_NOT_MOVABLE</b>	Prevents the user from being able to move the window. By default, a window with a tab at the top is movable.
<b>B_NOT_H_RESIZABLE</b>	Prevents the user from resizing the window horizontally. A window is horizontally resizable by default.
<b>B_NOT_V_RESIZABLE</b>	Prevents the user from resizing the window vertically. A window is vertically resizable by default.
<b>B_NOT_RESIZABLE</b>	Prevents the user from resizing the window in any direction. This constant is a shorthand that you can substitute for the combination of <b>B_NOT_H_RESIZABLE</b> and <b>B_NOT_V_RESIZABLE</b> . A window is resizable by default.
<b>B_NOT_CLOSABLE</b>	Prevents the user from closing the window (eliminates the close button from its tab). Windows with title tabs have a close button by default.
<b>B_NOT_ZOOMABLE</b>	Prevents the user from zooming the window larger or smaller (eliminates the zoom button from the window tab). Windows with tabs are zoomable by default.
<b>B_NOT_MINIMIZABLE</b>	Prevents the user from collapsing the window to its minimized form. Windows can be minimized by default.
<b>B_WILL_ACCEPT_FIRST_CLICK</b>	Enables the BWindow to receive mouse-down and mouse-up messages even when it isn't the active window. By default, a click in a window that isn't the active window brings the window to the front and makes it active, but doesn't get reported to the application. If a BWindow accepts the first click, the event gets reported to the application, but it doesn't make the window active. The BView that responds to the mouse-

down message must take responsibility for activating the window.

**B\_WILL\_FLOAT** Causes the window to float in front of other windows.

If *flags* is 0, the window will be one the user can move, resize, close, and zoom. It won't float or accept the first click.

The final argument, *workspaces*, associates the window with a set of one or more workspaces. Each workspace is identified by a specific bit in a **long** integer; the *workspaces* mask can name up to 32 workspaces. The mask can even name workspaces that don't yet exist. The window will live in those workspaces when and if the user creates them.

Two special values can be passed as the *workspaces* parameter:

**B\_CURRENT\_WORKSPACE** Associates the window with the workspace that's currently displayed on-screen (the active workspace), whatever workspace that happens to be. This is the default choice.

**B\_ALL\_WORKSPACES** Associates the window with all workspaces. The window will show up in all workspaces the user has created and in all future workspaces that will be created.

The window's message loop reads messages delivered to the window and dispatches them by calling a virtual function of the responsible object. The responsible object is usually one of the BViews in the window's view hierarchy. Views are notified of system messages through `MouseDown()`, `KeyDown()`, `MouseMoved()` and other virtual function calls. However, sometimes the responsible object is the BWindow itself. It handles `FrameMoved()`, `QuitRequested()`, `WindowActivated()` and other notifications.

The message loop begins to run when the BWindow is constructed and continues until the window is told to quit and the BWindow object is deleted. Everything the window thread does is initiated by a message of some kind.

See also: `SetFlags()`, `SetTitle()`

### **~BWindow()**

virtual `~BWindow(void)`

Frees all memory that the BWindow allocated for itself.

Call the `Quit()` function to destroy the BWindow object; don't use the `delete` operator. `Quit()` does everything that's necessary to shut down the window—such as remove its

connection to the Application Server and get rid of its views—and invokes `delete` at the appropriate time.

See also: `Quit()`

## Member Functions

### Activate()

```
void Activate(bool flag = TRUE)
```

Makes the BWindow the active window (if *flag* is `TRUE`), or causes it to relinquish that status (if *flag* is `FALSE`). When this function activates a window, it reorders the window to the front <of its tier>, highlights its tab, and makes it the window responsible for handling subsequent keyboard events. When it deactivates a window, it undoes all these things. It reorders the window to the back <of its tier> and removes the highlighting from its tab. Another window (the new active window) becomes the target for keyboard events.

When a BWindow is activated or deactivated (whether programmatically through this function or by the user), it and all the BViews in its view hierarchy receive `WindowActivated()` notifications.

This function will not activate a window that's hidden.

See also: `WindowActivated()`, `BView::WindowActivated()`

### AddChild()

```
virtual void AddChild(BView *aView)
```

Adds *aView* to the hierarchy of views associated with the window, making it a child of the window's top view. However, if *aView* already has a parent, it won't be forcibly removed from that family and adopted into this one. A view can live with but one parent at a time.

This function calls *aView*'s `AttachedToWindow()` function to inform it that it now belongs to the BWindow. Every view that descends from *aView* also becomes attached to the window and receives its own `AttachedToWindow()` notification.

When a BView is attached to a window, it also is added to the BWindow's list of BHandler objects, making it eligible to receive messages the BWindow dispatches. In addition, this function assigns the BWindow as *aView*'s next handler.

See also: `BView::AddChild()`, `BView::AttachedToWindow()`, `RemoveChild()`, `BHandler::SetNextHandler()`

**AddShortcut(), RemoveShortcut()**

```
void AddShortcut(ulong aChar, ulong modifiers, BMessage *message)
void AddShortcut(ulong aChar, ulong modifiers, BMessage *message,
                 BHandler *target)

void RemoveShortcut(ulong aChar, ulong modifiers)
```

These functions set up, and tear down, keyboard shortcuts for the window. A shortcut is a character (*aChar*) that the user can type, in combination with the Command key and possibly one or more other *modifiers* to issue an instruction to the application. For example, Command-*r* might rotate what's displayed within a particular view. The instruction is issued by posting a BMessage to the window thread.

Keyboard shortcuts are commonly associated with menu items. However, *do not* use these functions to set up shortcuts for menus; use the BMenuItem constructor instead. These BWindow functions are for shortcuts that aren't associated with a menu.

**AddShortcut()** registers a new window-specific keyboard shortcut. The first two arguments, *aChar* and *modifiers*, specify the character and the modifier states that together will issue the instruction. *modifiers* is a mask that combines any of the usual modifier constants (see the **modifiers()** function for the full list). Typically, it's one or more of these four (or it's 0):

```
B_SHIFT_KEY
B_CONTROL_KEY
B_OPTION_KEY
B_COMMAND_KEY
```

**B\_COMMAND\_KEY** is assumed; it doesn't have to be specified. The character value that's passed as an argument should reflect the modifier keys that are required. For example, if the shortcut is Command-Shift-C, *aChar* should be 'C', not 'c'.

The instruction that the shortcut issues is embodied in a model *message* that the BWindow will copy and post whenever it's notified of a key-down event matching the *aChar* and *modifiers* combination (including **B\_COMMAND\_KEY**).

Before posting the message, it adds one data entry to the copy:

<u>Data name</u>	<u>Type code</u>	<u>Description</u>
"when"	<b>B_DOUBLE_TYPE</b>	When the key-down event occurred, as measured in microseconds from the time the machine was last booted.

The model *message* shouldn't contain an entry of the same name.

The message is posted to the BWindow. If a *target* BHandler object is specified, it will be designated to respond to the message. If a *target* isn't specified, the current focus view will be designated to handle it. If there is no focus view, the BWindow will act as the handler.

The message is dispatched by calling the handler's `MessageReceived()` function. If you add a keyboard shortcut to a window, you must implement a `MessageReceived()` function that can respond to the message the shortcut generates.

(Note, however, that if the *message* has `B_QUIT_REQUESTED` or the constant for another interface message as its *what* data member, the *target* will be ignored and it will be dispatched by calling a specific function, like `QuitRequested()`, not `MessageReceived()`.)

`RemoveShortcut()` unregisters a keyboard shortcut that was previously added.

See also: `MessageReceived()`, `FilterKeyDown()`, the `BMenuItem` constructor

## Bounds()

`BRect Bounds(void) const`

Returns the current bounds rectangle of the window. The bounds rectangle encloses the content area of the window and is stated in the window's coordinate system. It's exactly the same size as the frame rectangle, but its left and top sides are always 0.0.

See also: `Frame()`

## ChildAt(), CountChildren()

`BView *ChildAt(long index) const`

`long CountChildren(void) const`

These first of these functions returns the child `BView` at *index*, or `NULL` if there's no such child of the `BWindow`'s top view. Indices begin at 0 and there are no gaps in the list. The second function returns the number of children the top view has.

See also: `BView::Parent()`

`Close()` see `Quit()`

`CloseSavePanel()` see `RunSavePanel()`

**ConvertToScreen(), ConvertFromScreen()**

```

BPoint ConvertToScreen(BPoint windowPoint) const
void ConvertToScreen(BPoint *windowPoint) const

BRect ConvertToScreen(BRect windowRect) const
void ConvertToScreen(BRect *windowRect) const

BPoint ConvertFromScreen(BPoint screenPoint) const
void ConvertFromScreen(BPoint *screenPoint) const

BRect ConvertFromScreen(BRect screenRect) const
void ConvertFromScreen(BRect *screenRect) const

```

These functions convert points and rectangles to and from the global screen coordinate system. `ConvertToScreen()` converts *windowPoint* or *windowRect* from the window coordinate system to the screen coordinate system. `ConvertFromScreen()` makes the opposite conversion; it converts *screenPoint* or *screenRect* from the screen coordinate system to the window coordinate system.

If the point or rectangle is passed by value, the function returns the converted value. If a pointer is passed, the conversion is done in place.

The window coordinate system has its origin, (0.0, 0.0), at the left top corner of the window's content area. The origin of the screen coordinate system is at the left top corner of the main screen.

See also: `BView::ConvertToScreen()`

**CurrentFocus(), PreferredHandler()**

```

BView *CurrentFocus(void) const
virtual BHandler *PreferredHandler(void) const

```

Both these functions return the current focus view for the BWindow, or `NULL` if no view is currently in focus. `CurrentFocus()` returns the object as a BView, and `PreferredHandler()` overrides the BLooper function to return it as a BHandler.

The focus view is the BView that's responsible for showing the current selection and handling keyboard messages when the window is the active window.

Various other objects in the Interface Kit, such as BButtons and BMenuItems, call `PreferredHandler()` to discover where they should target messages posted to the BWindow when a specific target hasn't been designated. This mechanism permits these objects to name the current focus view. Thus, a menu item or a control device can be set up to always act on whatever BView happens to be displaying the current selection.

See also: `BView::MakeFocus()`, `BControl::SetTarget()`, `BMenuItem::SetTarget()`, `BLooper::PreferredHandler()`

**DefaultButton()** see **SetDefaultButton()**

**DisableUpdates(), EnableUpdates()**

void **DisableUpdates()**(void)

void **EnableUpdates()**(void)

These function disable automatic updating within the window, and re-enable it again. Updating is enabled by default, so every user action that changes a view and every program action that invalidates a view's contents causes the view to be automatically redrawn.

This may be inefficient when there are a number of changes to a view, or to a group of views within a window. In this case, you can temporarily disable the updating mechanism by calling **DisableUpdates()**, make the changes, then call **EnableUpdates()** to re-enable updating and have all the changes displayed at once.

See also: **BView::Invalidate()**, **UpdateIfNeeded()**

**DispatchMessage()**

virtual void **DispatchMessage()**(BMessage \**message*, BHandler \**handler*)

Overrides the BLooper function to dispatch messages as they're received by the window thread. This function is called for you each time the BWindow takes a message from its queue. It dispatches the message by calling the virtual function that's designated to begin the application's response.

- It dispatches system messages by calling a message-specific virtual function implemented for the BWindow or the responsible BView. See "Hook Functions for Interface Messages" on page 44 in the introduction to this chapter for a list of these functions.
- It defers to the BLooper version of this function to dispatch **B\_QUIT\_REQUESTED** and **B\_HANDLERS\_REQUESTED** messages.
- It dispatches other messages by calling the targeted *handler's* **MessageReceived()** function.

Whenever it's called, **DispatchMessage()** locks the BWindow. The lock remains in place until the window thread's response to the message is complete.

Derived classes can override this function to make it dispatch specific kinds of messages in other ways. For example:

```
void MyWindow::DispatchMessage(BMessage *message)
{
    Lock();
    if ( message->what == MAKE_PREDICTIONS )
        predictor->GuessAbout(message);
    else
        BWindow::DispatchMessage(message);
    Unlock();
}
```

The message loop deletes every message it receives when the function that `DispatchMessage()` calls, and `DispatchMessage()` itself, return. The message should not be deleted in application code (unless `DetachCurrentMessage()` is first called to detach it from the message loop).

See also: the `BMessage` class, `BLooper::DispatchMessage()`, `BLooper::CurrentMessage()`

**EnableUpdates()** see `DisableUpdates()`

**FindView()**

```
BView *FindView(BPoint point) const
BView *FindView(const char *name) const
```

Returns the view located at *point* within the window, or the view tagged with *name*. The point is specified in the window's coordinate system (the coordinate system of its top view), which has the origin at the upper left corner of the window's content area.

If no view is located at the point given, or no view within the window has the name given, this function returns `NULL`.

See also: `BView::FindView()`

**Flush()**

```
void Flush(void) const
```

Flushes the window's connection to the Application Server, sending whatever happens to be in the out-going buffer to the Server. The buffer is automatically flushed on every update and after each message.

This function has the same effect as the `Flush()` function defined for the `BView` class.

See also: `BView::Flush`



## Frame()

BRect Frame(void) const

Asks the Application Server for the current frame rectangle for the window and returns it. The frame rectangle encloses the content area of the window and is stated in the screen coordinate system. It's first set by the BWindow constructor, and is modified as the window is resized and moved.

See also: **MoveBy()**, **ResizeBy()**, the BWindow constructor

## FrameMoved()

virtual void FrameMoved(BPoint *screenPoint*)

Implemented by derived classes to respond to a notification that the window has moved. The move—which placed the left top corner of the window's content area at *screenPoint* in the screen coordinate system—could be the result of the user dragging the window or of the program calling **MoveBy()** or **MoveTo()**. If the user drags the window, **FrameMoved()** is called repeatedly as the window moves. If the program moves the window, it's called just once to report the new location.

The default version of this function does nothing.

See also: **MoveBy()**, “B\_WINDOW\_MOVED” on page 16 in the *Message Protocols* appendix

## FrameResized()

virtual void FrameResized(float *width*, float *height*)

Implemented by derived classes to respond to a notification that the window's content area has been resized to a new *width* and *height*. The resizing could be the result of the program calling **ResizeTo()**, **ResizeBy()**, or **Zoom()**—in which case **FrameResized()** is called just once to report the window's new size—or of a user action—in which case it's called repeatedly as the user drags a corner of the window to resize it.

The default version of this function does nothing.

See also: **ResizeBy()**, “B\_WINDOW\_RESIZED” on page 16 in the *Message Protocols* appendix

**GetSizeLimits()** see **SetSizeLimits()**

## HandlersRequested()

virtual void **HandlersRequested**(BMessage \**message*)

Responds to a request for information identifying the BHandlers associated with the BWindow. This function sends a **B\_HANDLERS\_INFO** reply to the **B\_HANDLERS\_REQUESTED** *message* it's passed as an argument. The reply has an entry named "handlers" with BMessenger objects corresponding to the requested BHandlers, or one named "error" with an error code.

If the **B\_HANDLERS\_REQUESTED** *message* has an entry called "class" and that entry contains the string "BView", this function interprets the request as one that concerns the BView objects that are the children of its top view. It limits its search for BHandlers accordingly. Otherwise, the scope of the request is not limited and encompasses all BHandlers that have been added to the window, including all BViews (except the top view).

If the *message* asks for a particular BView with an entry named "index", the BWindow puts a BMessenger in the reply message for the child BView (or the associated BHandler) at the requested index. If not, and if the *message* asks for a particular BView with an entry labeled "name" and the string in the entry matches the name of one of the top view's children (or one of the window's BHandlers), it puts a BMessenger for that object in the reply message.

However, if the *message* doesn't specify a particular object, it supplies BMessengers for all the top view's children (or all the BWindow's BHandlers).

If this function can't supply BMessengers for the specified BHandlers, it doesn't add any BMessengers to the **B\_HANDLERS\_INFO** message, but places an appropriate error code—**B\_BAD\_INDEX**, **B\_NAME\_NOT\_FOUND**, or **B\_ERROR**—in the message under the name "error".

You can override this function to respond to different protocols for requesting handlers, or to prevent the BWindow's BViews (and BHandlers) from being revealed.

See also: **BView::HandlersRequested()**, **BApplication::HandlersRequested()**

## Hide(), Show()

virtual void **Hide**(void)

virtual void **Show**(void)

These functions hide the window so it won't be visible on-screen, and show it again.

**Hide()** removes the window from the screen. If it happens to be the active window, **Hide()** also deactivates it. Hiding a window hides all the views attached to the window. While the window is hidden, its BViews respond **TRUE** to **IsHidden()** queries.

**Show()** puts the window back on-screen. It places the window in front of other windows and makes it the active window.

Calls to `Hide()` and `Show()` can be nested; if `Hide()` is called more than once, you'll need to call `Show()` an equal number of times for the window to become visible again.

A window begins life hidden (as if `Hide()` had been called once); it takes an initial call to `Show()` to display it on-screen.

See also: `IsHidden()`

### **IsActive()**

`bool IsActive(void) const`

Returns `TRUE` if the window is currently the active window, and `FALSE` if it's not.

See also: `Activate()`

### **IsFront()**

`bool IsFront(void) const`

Returns `TRUE` if the window is currently the frontmost window on-screen, and `FALSE` if it's not.

### **IsHidden()**

`bool IsHidden(void) const`

Returns `TRUE` if the window is currently hidden, and `FALSE` if it isn't.

Windows are hidden at the outset. The `Show()` function puts them on-screen, and `Hide()` can be called to hide them again.

If `Show()` has been called to unhide the window, but the window is totally obscured by other windows or occupies coordinates that don't intersect with the physical screen, `IsHidden()` will nevertheless return `FALSE`, even though the window isn't visible.

See also: `Hide()`

`IsSavePanelRunning()` see `RunSavePanel()`

`KeyMenuBar()` see `SetKeyMenuBar()`

## MenusWillShow()

virtual void **MenusWillShow**(void)

Implemented by derived classes to make sure menus are up-to-date before they're placed on-screen. This function is called just before menus belonging to the window are about to be shown to the user. It gives the BWindow a chance to make any required alterations—for example, disabling or enabling particular items—so that the menus are in synch with the current state of the window.

See also: the BMenu and BMenuItem classes

## MessageReceived()

virtual bool **MessageReceived**(BMessage \**message*)

Augments the BHandler version of **MessageReceived()** to ensure that B\_KEY\_DOWN messages that find their way to the BWindow object (in the absence of a focus view, for example), are not lost and can contribute to keyboard navigation.

See also: **BHandler::MessageReceived()**

## Minimize()

virtual void **Minimize**(bool *minimize*)

Removes the window from the screen and replaces it with a token representation, if the *minimize* flag is TRUE—or restores the window to the screen and removes the token, if *minimize* is FALSE.

This function can be called to minimize or unminimize the window. It's also called by the BWindow to respond to B\_MINIMIZE messages, which are posted automatically when the user double-clicks the window tab to minimize the window, and when the user double-clicks the token to restore the window. It can be reimplemented to provide a different minimal representation for the window.

See also: “B\_MINIMIZE” on page 9 in the *Message Protocols* appendix, **Zoom()**

## MoveBy(), MoveTo()

void **MoveBy**(float *horizontal*, float *vertical*)

void **MoveTo**(BPoint *point*)

void **MoveTo**(float *x*, float *y*)

These functions move the window without resizing it. **MoveBy()** adds *horizontal* coordinate units to the left and right components of the window's frame rectangle and *vertical* units to the frame's top and bottom. If *horizontal* and *vertical* are negative, the window moves upward and to the left. If they're positive, it moves downward and to the

right. `MoveTo()` moves the left top corner of the window's content area to *point*—or  $(x, y)$ —in the screen coordinate system; it adjusts all coordinates in the frame rectangle accordingly.

None of the values passed to these functions should specify fractional coordinates; a window must be aligned on screen pixels. Fractional values will be rounded to the closest whole number.

Neither function alters the BWindow's coordinate system or bounds rectangle.

When these functions move a window, a window-moved event is reported to the window. This results in the BWindow's `FrameMoved()` function being called.

See also: `FrameMoved()`

### NeedsUpdate()

```
bool NeedsUpdate(void) const
```

Returns `TRUE` if any of the views within the window need to be updated, and `FALSE` if they're all up-to-date.

See also: `UpdateIfNeeded()`

### PreferredHandler() see CurrentFocus()

### PulseRate() see SetPulseRate()

### Quit(), Close()

```
virtual void Quit(void)
```

```
inline void Close(void)
```

`Quit()` gets rid of the window and all its views. This function removes the window from the screen, deletes all the BViews in its view hierarchy, destroys the window thread, removes the window's connection to the Application Server, and, finally, deletes the BWindow object.

Use this function, rather than the `delete` operator, to destroy a window. `Quit()` applies the operator after it empties the BWindow of views and severs its connection to the application and Server. It's dangerous to apply `delete` while these connections remain intact.

BWindow's `Quit()` works much like the `BLooper` function it overrides. When called from the BWindow's thread, it doesn't return. When called from another thread, it returns after all previously posted messages have been responded to and the BWindow and its thread have been destroyed.

**Close()** is a synonym of **Quit()**. It simply calls **Quit()** so if you override **Quit()**, you'll affect how both functions work.

See also: **BLooper::QuitRequested()**, **BLooper::Quit()**, **BApplication::QuitRequested()**

### **RemoveChild()**

virtual bool **RemoveChild**(BView \*aView)

Removes *aView* from the BWindow's view hierarchy, but only if *aView* was added to the hierarchy as a child of the window's top view (by calling BWindow's version of the **AddChild()** function).

If *aView* is successfully removed, **RemoveChild()** returns **TRUE**. If not, it returns **FALSE**.

See also: **AddChild()**

### **RemoveShortcut()** see **AddShortcut()**

### **ResizeBy(), ResizeTo()**

void **ResizeBy**(float *horizontal*, float *vertical*)

void **ResizeTo**(float *width*, float *height*)

These functions resize the window, without moving its left and top sides. **ResizeBy()** adds *horizontal* coordinate units to the width of the window and *vertical* units to its height. **ResizeTo()** makes the content area of the window *width* units wide and *height* units high. Both functions adjust the right and bottom components of the frame rectangle accordingly.

Since a BWindow's frame rectangle must line up with screen pixels, only integral values should be passed to these functions. Values with fractional components will be rounded to the nearest whole number.

When a window is resized, either programmatically by these functions or by the user, the BWindow's **FrameResized()** virtual function is called to notify it of the change.

See also: **FrameResized()**

**RunSavePanel(), CloseSavePanel(), IsSavePanelRunning()**

```

long RunSavePanel(const char *tentativeName = NULL,
                  const char *windowTitle = NULL,
                  const char *saveButtonLabel = NULL,
                  const char *cancelButtonLabel = NULL,
                  BMessage *message = NULL)

void CloseSavePanel(void)

bool IsSavePanelRunning(void)

```

**RunSavePanel()** requests the Browser to display a panel where the user can choose how to save the document displayed in the window. The panel permits the user to navigate the file system and type in file and directory names.

The arguments to this function are all optional. They're used to configure the panel:

- If passed a *tentativeName* for the document displayed in the window, the save panel will place it in a text field where the user can type a name for the file. The name might designate an existing file, or it might simply be a placeholder name like "UNNAMED" or "UNTITLED-3". If a *tentativeName* isn't passed, the text field will be empty.
- If another *windowTitle* is not specified, the title of the window will include the tentative file name. It will be "Save *tentativeName* As..." preceded by the name of the application. The file name is enclosed in quotes. For example:

```
WishMaker : Save "UNTITLED-3" As...
```

If a *tentativeName* isn't passed, the quotes will be empty.

- If a *saveButtonLabel* isn't provided, the principal button in the panel (the default button) will be labeled "Save".
- If a *cancelButtonLabel* isn't provided, the other button in the panel (to the left of the principal button) will be labeled "Cancel".
- If a *message* is passed, it can contain entries that further configure the panel. It also serves as a model for the message that reports the directory and file name the user selected. If a *message* isn't provided, this information will be reported in a standard **B\_SAVE\_REQUESTED** message.

If the *message* has one or both of the following entries, they will be used to help configure the panel:

<u>Data name</u>	<u>Type code</u>	<u>Description</u>
“directory”	B_REF_TYPE	The <code>record_ref</code> for the directory that the panel should display when it first comes on-screen. If this entry is absent, the panel will initially display the current directory of the current volume.
“frame”	B_RECT_TYPE	A <code>BRect</code> that sets the size and position of the panel in screen coordinates. If this entry is absent, the Browser will choose an appropriate frame rectangle for the panel.

When the user finishes choosing where to save the file and operates the “Save” (or *saveButtonLabel*) button, the file panel sends a message to the BWindow (through the BApplication object). If a customized *message* is provided, it’s used as the model for the message that’s sent. If a *message* isn’t provided, a standard `B_SAVE_REQUESTED` message is sent instead. In either case, it has two data entries:

<u>Data name</u>	<u>Type code</u>	<u>Description</u>
“name”	B_STRING_TYPE	The name of the file in which the document should be saved.
“directory”	B_REF_TYPE	A <code>record_ref</code> reference to the directory where the file should reside.

A `B_SAVE_REQUESTED` message is dispatched by calling the `SaveRequested()` hook function; the “name” and “directory” are passed as arguments to `SaveRequested()`. This function should be implemented to create the file, if necessary, and save the document. `RunSavePanel()` doesn’t do this work; it simply delivers a `BMessage` object with the information you need to do the job.

A customized *message* works much like the model messages assigned to `BControl` objects and `BMenuItem`s. The save panel makes a copy of the model, adds the “name” and “directory” entries (as described above) to the copy, and delivers the copy to the BWindow. Other entries in the message remain unchanged.

The *message* can have any command constant you choose. If it’s `B_SAVE_REQUESTED`, the “name” and “directory” will be extracted from the message and passed to `SaveRequested()`. Otherwise, nothing is extracted and the message is dispatched by calling `MessageReceived()`.

The save panel disappears when the user operates the “Save” (or *saveButtonLabel*) button—provided that the message has `B_SAVE_REQUESTED` as the command constant. If it has a customized constant, it remains open until `CloseSavePanel()` is called (or until the application quits). You can choose to leave the panel on-screen if the user hasn’t chosen a valid file name. `IsSavePanelRunning()` will report whether the save panel is currently displayed on-screen. A BWindow can run only one save panel at a time.



The save panel is automatically closed when user operates the “Cancel” (or *cancelButtonLabel*) button. Whenever it’s closed, by the user or the application, a `B_PANEL_CLOSED` message is sent to the application and the `SavePanelClosed()` hook function is called.

`RunSavePanel()` returns `B_NO_ERROR` if it succeeds in getting the Browser to put the panel on-screen. If the Browser isn’t running or the save panel already is, it returns `B_ERROR`. If the Browser is running but the application can’t communicate with it, it returns an error code that indicates what went wrong; these codes are the same as those documented for the `BMessenger` class in the Application Kit.

See also: `SaveRequested()`, `SavePanelClosed()`

### SavePanelClosed()

```
virtual void SavePanelClosed(BMessage *message)
```

Implemented by derived classes to take note when the save panel is closed. The *message* argument contains information about how the panel was closed and its state at the time it was closed. It has entries under the names “frame” (the panel’s frame rectangle), “directory” (the directory the panel displayed), and “canceled” (whether the user closed the panel). Some of this information can be retained to configure the panel the next time it runs.

See also: “`B_PANEL_CLOSED`” on page 12 in the *Message Protocols* appendix, `RunSavePanel()`

### SaveRequested()

```
virtual void SaveRequested(record_ref directory, const char *filename)
```

Implemented by derived classes to save the document displayed in the window. This function is called when the `BWindow` receives a `B_SAVE_REQUESTED` message from the save panel. It reports that the user has asked for the file to be saved in the *directory* indicated and assigned the specified *filename*. The file may already exist, or the application may need to create it to carry out the request.

There’s no guarantee that the *directory* and *filename* are valid.

If the file can be saved as requested, you may want this function to call `CloseSavePanel()` to remove the panel from the screen. If the file can’t be saved, `SaveRequested()` should notify the user. In some cases, you may want to leave the panel on-screen so the user can try again with a different directory or file name.

See also: `RunSavePanel()`

## ScreenChanged()

virtual void **ScreenChanged**(BRect *frame*, color\_space *mode*)

Implemented by derived classes to respond to a notification that the screen configuration has changed. This function is called for all affected windows when:

- The number of pixels the screen displays (the size of the pixel grid) is altered,
- < The screen changes its location in the screen coordinate system >, or
- The color mode of the screen changes.

*frame* is the new frame rectangle of the screen, and *mode* is its new color space.

< Currently, there can be only one monitor per machine, so the screen can't change where it's located in the screen coordinate system. >

See also: `set_screen_size()`, "B\_SCREEN\_CHANGED" on page 14 in the *Message Protocols* appendix

## SetDefaultButton(), DefaultButton()

void **SetDefaultButton**(BButton \**button*)

BButton \***DefaultButton**(void) const

**SetDefaultButton()** makes *button* the default button for the window—the button that the user can operate by pressing the Enter key even if another BView is the focus view.

**DefaultButton()** returns the button that currently has that status, or **NULL** if there is no default button.

At any given time, only one button in the window can be the default. **SetDefaultButton()** may, therefore, affect two buttons: the one that's forced to give up its status as the default button, and the one that acquires that status. Both buttons are redisplayed, so that the user can see which one is currently the default, and both are notified of their change in status through **MakeDefault()** virtual function calls.

If the argument passed to **SetDefaultButton()** is **NULL**, there will be no default button for the window. The current default button loses its status and is appropriately notified with a **MakeDefault()** function call.

The Enter key can operate the default button only while the window is the active window. However, the BButton doesn't have to be the focus view. Normally, the focus view is notified of key-down messages the window receives. But if the character reported is **B\_ENTER**, the default button is notified instead (provided there is a default button).

See also: **BButton::MakeDefault()**

**SetDiscipline()**

```
void SetDiscipline(bool flag)
```

Sets a *flag* that determines how much programming discipline the system will enforce. When *flag* is **TRUE**, as it is by default, Kit functions will check to be sure various rules are adhered to. For example, most BView functions will require the caller to first lock the window. < Currently, this is the only rule that comes under the discipline flag. > When *flag* is **FALSE**, these rules are not enforced.

The discipline *flag* should be set to **TRUE** while an application is being developed. However, once it has matured, and it's clear that none of the rules are being disobeyed, the *flag* can be set to **FALSE**. This will eliminate various checking operations and improve performance.

See also: “Locking the Window” in the BView class overview

**SetKeyMenuBar(), KeyMenuBar()**

```
void SetKeyMenuBar(BMenuBar *menuBar)
```

```
BMenuBar *KeyMenuBar(void) const
```

**SetKeyMenuBar()** makes the specified BMenuBar object the “key” menu bar for the window—the object that's at the root of the menu hierarchy that users can navigate using the keyboard. **KeyMenuBar()** returns the object with key status, or **NULL** if the window doesn't have a BMenuBar object in its view hierarchy.

If a window contains only one BMenuBar view, it's automatically designated the key menu bar. If there's more than one BMenuBar in the window, the last one added to the window's view hierarchy is considered to be the key one.

If there's a “true” menu bar displayed along the top of the window, its menu hierarchy is the one that users should be able to navigate with the keyboard. **SetKeyMenuBar()** can be called to make sure that the BMenuBar object at the root of that hierarchy is the “key” menu bar.

See also: the BMenuBar class

**SetPulseRate(), PulseRate()**

```
void SetPulseRate(double microseconds)
```

```
double PulseRate(void)
```

These functions set and return how often **Pulse()** is called for the BWindow's views (how often **B\_PULSE** messages are posted to the window). All BViews attached to the same window share the same pulse rate.

By turning on the `B_PULSE_NEEDED` flag, a `BView` can request periodic `Pulse()` notifications. By default, `B_PULSE` messages are posted every 500,000.0 microseconds, as long as no other messages are pending. Each message causes `Pulse()` to be called once for every `BView` that requested the notification. There are no pulses if no `BViews` request them.

`SetPulseRate()` permits you to set a different interval. The interval set should not be less than 100,000.0 microseconds; differences less than 50,000.0 microseconds may not be noticeable. A finer granularity can't be guaranteed.

Setting the pulse rate to 0.0 disables pulsing for all views in the window.

See also: `BView::Pulse()`, the `BView` constructor

### **SetSizeLimits(), GetSizeLimits(), SetZoomLimits()**

```
void SetSizeLimits(float minWidth, float maxWidth,
                  float minHeight, float maxHeight)

void GetSizeLimits(float *minWidth, float *maxWidth,
                  float *minHeight, float *maxHeight)

void SetZoomLimits(float maxWidth, float maxHeight)
```

These functions set and report limits on the size of the window. The user won't be able to resize the window beyond the limits set by `SetSizeLimits()`—to make it have a width less than *minWidth* or greater than *maxWidth*, nor a height less than *minHeight* or greater than *maxHeight*. By default, the minimums are sufficiently small and the maximums sufficiently large to accommodate any window within reason.

`SetSizeLimits()` constrains the user, not the programmer. It's legal for an application to set a window size that falls outside the permitted range. The limits are imposed only when the user attempts to resize the window; at that time, the window will jump to a size that's within range.

`GetSizeLimits()` writes the current limits to the variables provided.

`SetZoomLimits()` sets the maximum size that the window will zoom to (when the `Zoom()` function is called). The maximums set by `SetSizeLimits()` also apply to zooming; the window will zoom to the screen size or to the smaller of the maximums set by these two functions.

Since the sides of a window must line up on screen pixels, the values passed to both `SetSizeLimits()` and `SetZoomLimits()` should be whole numbers.

See also: the `BWindow` constructor, `Zoom()`

**SetTitle(), Title()**

```
void SetTitle(const char *newTitle)
const char *Title(void) const
```

These functions set and return the window's title. `SetTitle()` replaces the current title with *newTitle*. It also renames the window thread in the following format:

```
"w>newTitle"
```

where as many characters of the *newTitle* are included in the thread name as will fit.

`Title()` returns a pointer to the current title. The returned string is null-terminated. It belongs to the BWindow object, which may alter the string or free the memory where it resides without notice. Applications should ask for the title each time it's needed and make a copy for their own purposes.

A window's title and thread name are originally set by an argument passed to the BWindow constructor.

See also: the BWindow constructor

**SetWorkspaces(), Workspaces()**

```
void SetWorkspaces(ulong workspaces)
ulong Workspaces(void) const
```

These functions set and return the set of workspaces where the window can be displayed. The *workspaces* argument passed to `SetWorkspaces()` and the value returned by `Workspaces()` is a bitfield with one bit set for each workspace in which the window can appear. Usually a window appears in just one workspace.

`SetWorkspaces()` can associate a window with workspaces that don't exist yet. The window will appear in those workspaces if and when the user creates them.

You can pass `B_CURRENT_WORKSPACE` as the *workspaces* argument to place the window in the workspace that's currently displayed (the active workspace) and remove it from all others, or `B_ALL_WORKSPACES` to make sure the window shows up in all workspaces, including any new ones that the user might create. `Workspaces()` may return `B_ALL_WORKSPACES`, but will identify the current workspace rather than return `B_CURRENT_WORKSPACE`.

Changing a BWindow's set of workspaces causes it to be notified with a `WorkspacesChanged()` function call.

See also: the BWindow constructor, `WorkspacesChanged()`

**SetZoomLimits() see SetSizeLimits()**

**Show()** see **Hide()**

**Title()** see **SetTitle()**

## **UpdateIfNeeded()**

void **UpdateIfNeeded**(void)

Causes the **Draw()** virtual function to be called immediately for each **BView** object that needs updating. If no views in the window's hierarchy need to be updated, this function does nothing.

**BView**'s **Invalidate()** function generates an update message that the **BWindow** receives just as it receives other messages. Although update messages take precedence over other kinds of messages the **BWindow** receives, the window thread can respond to only one message at a time. It will update the invalidated view as soon as possible, but it must finish responding to the current message before it can get the update message.

This may not be soon enough for a **BView** that's engaged in a time-consuming response to the current message. **UpdateIfNeeded()** forces an immediate update, without waiting to return the **BWindow**'s message loop. However, it works only if called from within the **BWindow**'s thread.

(Because the message loop expedites the handling of update messages, they're never considered the current message and are never returned by **BLooper**'s **CurrentMessage()** function.)

See also: **BView::Draw()**, **BView::Invalidate()**, **NeedsUpdate()**

## **WindowActivated()**

virtual void **WindowActivated**(bool *active*)

Implemented by derived classes to make any changes necessary when the window becomes the active window, or when it ceases being the active window. If *active* is **TRUE**, the window has just become the new active window, and if *active* is **FALSE**, it's about to give up that status to another window.

The **BWindow** receives a **WindowActivated()** notification whenever its status as the active window changes. Each of its **BViews** is also notified.

See also: **BView::WindowActivated()**

## WindowType()

```
inline window_type WindowType(void) const
```

Returns what type of window it is. The type is set at construction as one of the following constants:

```
B_MODAL_WINDOW
B_BORDERED_WINDOW
B_TITLED_WINDOW
B_DOCUMENT_WINDOW
```

See also: the BWindow constructor

## Workspaces() see SetWorkspaces()

## WorkspaceActivated()

```
virtual void WorkspaceActivated(long workspace, bool active)
```

Implemented by derived classes to respond to a notification that the workspace displayed on the screen has changed. All windows in the newly activated workspace as well as those in the one that was just deactivated get this notification.

The *workspace* argument identifies the workspace in question and the *active* flag conveys its current status. If *active* is **TRUE**, the workspace has just become the active workspace. If *active* is **FALSE**, it has just stopped being the active workspace.

The default (BWindow) version of this function is empty.

See also: “**B\_WORKSPACE\_ACTIVATED**” on page 16 in the *Message Protocols* appendix

## WorkspacesChanged()

```
virtual void WorkspacesChanged(ulong oldWorkspaces, ulong newWorkspaces)
```

Implemented by derived classes to respond to a notification the the window has just changed the set of workspaces in which it can be displayed from *oldWorkspaces* to *newWorkspaces*. This typically happens when the user moves a window from one workspace to another, but it may also happen when a programmatic change is made to the set of permitted workspaces.

The default (BWindow) version of this function is empty.

See also: “**B\_WORKSPACES\_CHANGED**” on page 17 in the *Message Protocols* appendix, `SetWorkspaces()`

## Zoom()

void **Zoom**(void)

virtual void **Zoom**(BPoint *leftTop*, float *width*, float *height*)

Zooms the window to a larger size—or, if already zoomed larger, restores it to its previous size.

The simple version of this function can be called to simulate the user operating the zoom button in the window tab. It resizes the window to the full size of the screen, or to the size previously set by **SetSizeLimits()** and **SetZoomLimits()**. However, if the width and height of the window are both within five coordinate units of the fully zoomed size, it restores the window to the size it had before being zoomed.

To actually change the window's size, the simple version of **Zoom()** calls the virtual version. The virtual version is also called by the system in response to a **B\_ZOOM** system message. The system generates this message when the user clicks the zoom button in the window's title tab.

The arguments to the virtual version propose a *width* and *height* for the window and a location for the left top corner of its content area in the screen coordinate system. It can be overridden to change these dimensions or to resize the window differently.

**Zoom()** may both move and resize the window, resulting in **FrameMoved()** and **FrameResized()** notifications.

See also: **SetSizeLimits()**, **ResizeBy()**



# Global Functions

This section describes the global (nonmember) functions defined in the Interface Kit. All these functions deal with aspects of the system-wide environment for the user interface—the keyboard and mouse, the screen, workspaces, installed fonts and symbol sets, the list of possible colors, and various user preferences.

The Application Server maintains this environment (with just a few exceptions). Therefore, for a global Interface Kit function to work, your application must be connected to the Server. The connection these functions depend on is the one that's established when the `BApplication` object is constructed. Consequently, none of them should be called before a `BApplication` object is present in your application.

## `activate_app()`

<interface/InterfaceDefs.h>

```
void activate_app(team_id app)
```

Activates the *app* application < by bringing one of its windows to the front and making it the active window >. This function works only if the target application has a window on-screen. The newly activated application is notified with a `B_APP_ACTIVATED` message.

< This function is an alternative to sending the application a `B_ACTIVATE` message. It accomplishes the same thing, except that it communicates directly with the Application Server to do its work. >

See also: `BApplication::Activate()` in the Application Kit

## `activate_workspace()`, `current_workspace()`

<interface/InterfaceDefs.h>

```
void activate_workspace(long workspace)
```

```
long current_workspace(void)
```

These functions set and return the active workspace, the one that's currently displayed on-screen. Each workspace is represented by a bit in a `long` integer.

See also: `BWindow::WorkspaceActivated()`

## `adjust_crt()` see `get_screen_info()`

`count_fonts()` see `get_font_name()`

`count_screens()` see `get_screen_info()`

`count_symbol_sets()` see `get_symbol_set_name()`

`count_workspaces()` see `set_workspace_count()`

`current_workspace()` see `activate_workspace()`

`desktop_color()` see `set_desktop_color()`

`get_click_speed()` see `set_click_speed()`

### `get_dock_width()`

<interface/InterfaceDefs.h>

`long get_dock_width(float *width)`

Writes the current width of the dock into the variable referred to by *width*. Since the dock floats on top of other windows, this function can help determine how much usable screen space is actually available. It returns `B_NO_ERROR` if successful and `B_ERROR` if not.

See also: `get_screen_info()`

### `get_font_name()`, `count_fonts()`

<interface/InterfaceDefs.h>

`void get_font_name(long index, font_name *name)`

`long count_fonts(void)`

These two functions are used in combination to get the names of all installed fonts. For example:

```
long numFonts = count_fonts();
font_name buf;

for ( long i = 0; i < numFonts; i++ ) {
    get_font_name(i, &buf);
    . . .
}
```

The names of all installed fonts are kept in an alphabetically ordered list.

`get_font_name()` reads one of the names from the list, the name at *index*, and copies it into the *name* buffer. Font names can be up to 64 characters long, plus a null terminator. Indices begin at 0.

`count_fonts()` returns the number of fonts currently installed, the number of names in the list.

See also: `BView::GetFontInfo()`, `BView::SetFontName()`

`get_key_repeat_delay()` see `set_key_repeat_rate()`

`get_key_repeat_rate()` see `set_key_repeat_rate()`

`get_keyboard_id()`

<interface/InterfaceDefs.h>

long `get_keyboard_id`(ushort *\*theId*)

Obtains the keyboard identifier from the Application Server and writes it into the variable referred to by *theId*. This number reveals what kind of keyboard is currently attached to the computer.

The identifier for the standard 101-key keyboard—and for keyboards with a similar set of keys—is 0x83ab. < Currently, this is the only value this function can provide. > See “Key Codes” on page 48 for illustrations showing the keys found on a standard keyboard.

If unsuccessful for any reason, `get_keyboard_id()` returns `B_ERROR`. If successful, it returns `B_NO_ERROR`.

`get_menu_info()` see `set_menu_info()`

`get_mouse_map()` see `set_mouse_map()`

`get_mouse_speed()` see `set_mouse_map()`

`get_mouse_type()` see `set_mouse_map()`

**get\_screen\_info(), count\_screens()**

```

<interface/InterfaceDefs.h>
void get_screen_info(screen_info *theInfo)
void get_screen_info(long index, screen_info *theInfo)
long count_screens(void)
long set_screen_space(long index, ulong space, bool makeDefault = TRUE)
long set_screen_refresh_rate(long index, float rate, bool makeDefault = TRUE)
long adjust_crt(long index, uchar hPosition, uchar vPosition,
                uchar hSize, uchar vSize, bool makeDefault = TRUE)

```

These functions provide information about the screens (monitors) that are currently hooked up to the BeBox, and alter screen parameters.

Each screen that's attached to the machine is identified by an index into a system-wide screen list. The screen at index 0 is the one that has the origin of the screen coordinate system at its left top corner. Other screens in the list are unordered; they're located elsewhere in the coordinate system that the first screen defines. < Currently, multiple screens are not supported, so the screen at index 0 is the only one in the list. Therefore, the *index* passed to these functions should always be 0. >

**count\_screens()** returns the number of screens (monitors) that are attached to the computer. < Since no more than one screen can be attached, this function currently always returns 1. >

**get\_screen\_info()** writes information about the screen at *index* into the **screen\_info** structure referred to by *theInfo*. If no index is mentioned, it assumes the screen at index 0. The **screen\_info** structure contains the following fields:

<b>color_space mode</b>	The depth and color interpretation of pixel data in the screen's frame buffer; currently, the mode will be either <b>B_COLOR_8_BIT</b> or <b>B_RGB_32_BIT</b> . (See "Colors" on page 25 of the chapter introduction for an explanation of the various <b>color_space</b> modes.)
<b>BRect frame</b>	The frame rectangle of the screen—the rectangle that defines the size and location of the screen in the screen coordinate system.
<b>ulong spaces</b>	A mask that enumerates all the possible configurations of the screen space. The consonant values that can contribute to the mask are listed below.
<b>float min_refresh_rate</b>	The maximum possible refresh rate in cycles per second.
<b>float max_refresh_rate</b>	The minimum possible refresh rate (which may be the same as the maximum).

float <code>refresh_rate</code>	The current refresh rate.
uchar <code>h_position</code>	The current horizontal position of the CRT display on the monitor, a value between 0 (as far to the left as possible) and 100 (as far to the right as possible) with 50 as the default.
uchar <code>v_position</code>	The current vertical position of the CRT display on the monitor, a value between 0 (as close to the top as possible) and 100 (as close to the bottom as possible) with 50 as the default.
uchar <code>h_size</code>	The current horizontal size of the CRT display on the monitor, a value between 0 (as narrow as possible) and 100 (as wide as possible) with 50 as the default.
uchar <code>v_size</code>	The current vertical size of the CRT display on the monitor, a value between 0 (as short as possible) and 100 (as tall as possible) with 50 as the default.

If the color space `mode` is `B_COLOR_8_BIT`, each pixel value in the frame buffer for the screen is an 8-bit color index. In `B_RGB_32_BIT` mode, each value is a set of four 8-bit color components (red, green, blue, and alpha). The components will be arranged in the most natural order for the display device—typically blue, green, red, and alpha. You can access the frame buffer only through the `BWindowScreen` class in the Game Kit.

The `spaces` field is a mask that enumerates all the possible configurations of the screen space (its depth and dimensions). It's formed from the following constants:

<code>B_8_BIT_640x400</code>		
<code>B_8_BIT_640x480</code>	<code>B_16_BIT_640x480</code>	<code>B_32_BIT_640x480</code>
<code>B_8_BIT_800x600</code>	<code>B_16_BIT_800x600</code>	<code>B_32_BIT_800x600</code>
<code>B_8_BIT_1024x768</code>	<code>B_16_BIT_1024x768</code>	<code>B_32_BIT_1024x768</code>
<code>B_8_BIT_1152x900</code>	<code>B_16_BIT_1152x900</code>	<code>B_32_BIT_1152x900</code>
<code>B_8_BIT_1280x1024</code>	<code>B_16_BIT_1280x1024</code>	<code>B_32_BIT_1280x1024</code>
<code>B_8_BIT_1600x1200</code>	<code>B_16_BIT_1600x1200</code>	<code>B_32_BIT_1600x1200</code>

For example, if the mask includes `B_32_BIT_1280x1024`, the frame buffer can be 32 bits deep (the `B_RGB_32_BIT` color space) while the screen grid is 1,280 pixels wide and 1,024 pixels high. Not all configurations are possible for all graphics cards. < The operating system currently doesn't support depths of 16 bits. >

The current screen configuration can be read from the `mode` and `frame` fields. To change the configuration, you can pass one of the `spaces` constants to `set_screen_space()`. When the configuration of the screen changes, every affected `BWindow` object is notified with a `ScreenChanged()` function call. < Since there's currently only one screen, all windows are affected and all, whether on-screen or hidden, receive `ScreenChanged()` notifications. >

The refresh rate for the screen can be changed by passing a new *rate* to `set_screen_refresh_rate()`. The rate should lie between the minimum and maximum reported by `get_screen_info()`. The requested change is made to the best of the ability of the graphics card driver; exact compliance is not promised.

The `h_position`, `v_position`, `h_size`, and `v_size` fields of the `screen_info` structure record the placement of the CRT display on the physical monitor, as set by software controls—not the hardware controls on the monitor itself. If the monitor and the driver for the graphics card permit CRT adjustments through software, `adjust_crt()` can be called to change any setting. Its *hPosition*, *vPosition*, *hSize*, and *vSize* arguments have the same meaning as the corresponding fields of `screen_info`.

The three functions that alter screen parameters—`adjust_crt()`, `set_screen_space()`, and `set_screen_refresh_rate()`—all make changes that take effect immediately. If the *makeDefault* flag is `TRUE`, the new setting also becomes the default and will be used the next time the machine is turned on. If *makeDefault* is `FALSE`, the setting is in effect for the current session only. Each function returns `B_NO_ERROR` if successful, and `B_ERROR` if not.

These three functions are designed for preferences applications—like the Screen application—that permit users to make system-wide choices. Other applications should respect those choices and refrain from modifying them.

`get_screen_info()` reports on the screen as it is known to the Application Server. If you bypass the Server with the Game Kit, it may not provide accurate information.

See also: `BWindow::ScreenChanged()`, *The Game Kit* chapter

`get_scroll_bar_info()` see `set_scroll_bar_info()`

`get_symbol_set_name()`, `count_symbol_sets()`

<interface/InterfaceDefs.h>

void `get_symbol_set_name`(long *index*, symbol\_set\_name \**name*)

long `count_symbol_sets`(void)

These functions are used to get the names of all available symbol sets. They work much like the parallel font functions `get_font_name()` and `count_fonts()`.

A symbol set associates character symbols (glyphs) with character codes (ASCII values). They differ mainly in how they extend the standard ASCII set—how they assign characters to codes above 0x7f.

`get_symbol_set_name()` gets one name from the list of symbol sets, the name at *index*, and copies it into the *name* buffer. `count_symbol_sets()` returns the total number of symbol sets (the number of names in the list).

Unlike font names, the names of symbol sets are not arranged alphabetically.

Every font implements every symbol set. However, some fonts implement particular sets more fully than others—that is, some characters in a symbol set may not be available in some fonts. But the position of each character in the set (its character code) remains the same across all fonts.

See also: `BView::SetSymbolSet()`, `get_font_name()`

### `idle_time()`

```
double idle_time(void) const
```

Returns the number of microseconds since the user last manipulated the mouse or keyboard. This information isn't specific to a particular application; `idle_time()` tells you when the user last directed an action at *any* application, not just yours.

### `index_for_color()`

```
<interface/InterfaceDefs.h>
```

```
uchar index_for_color(rgb_color aColor)
```

```
uchar index_for_color(uchar red, uchar green, uchar blue, uchar alpha = 0)
```

Returns an index into the list of 256 colors that comprise the `B_COLOR_8_BIT` color space. The value returned picks out the listed color that most closely matches a full 32-bit color—specified either as an `rgb_color` value, `aColor`, or by its `red`, `green`, and `blue` components. < (The `alpha` component is currently ignored.) >

The returned index identifies a color in the `B_COLOR_8_BIT` color space. It can, for example, be passed to `BBitmap`'s `SetBits()` function.

To find the fully specified color that an index picks out, you have to get the color list from the system color map. For example, if you first obtain the index for the “best fit” color that most closely matches an arbitrary color,

```
uchar index = index_for_color(134, 210, 6);
```

you can then use the index to locate that color in the color list:

```
rgb_color bestFit = system_colors()->color_list[index];
```

See also: `system_colors()`, the `BBitmap` class

**modifiers()**

&lt;interface/InterfaceDefs.h&gt;

ulong **modifiers**(void)

Returns a mask that has a bit set for each modifier key the user is holding down and for each keyboard lock that's set. The mask can be tested against these constants:

<b>B_SHIFT_KEY</b>	<b>B_COMMAND_KEY</b>	<b>B_CAPS_LOCK</b>
<b>B_CONTROL_KEY</b>	<b>B_MENU_KEY</b>	<b>B_SCROLL_LOCK</b>
<b>B_OPTION_KEY</b>		<b>B_NUM_LOCK</b>

No bits are set (the mask is 0) if no locks are on and none of the modifiers keys are down.

If it's important to know which physical key the user is holding down, the one on the right or the one on the left, the mask can be further tested against these constants:

<b>B_LEFT_SHIFT_KEY</b>	<b>B_RIGHT_SHIFT_KEY</b>
<b>B_LEFT_CONTROL_KEY</b>	<b>B_RIGHT_CONTROL_KEY</b>
<b>B_LEFT_OPTION_KEY</b>	<b>B_RIGHT_OPTION_KEY</b>
<b>B_LEFT_COMMAND_KEY</b>	<b>B_RIGHT_COMMAND_KEY</b>

By default, on a 101-key keyboard, the keys labeled “Alt(ernate)” function as the Command modifiers, the key on the right labeled “Control” functions as the right Option key, and only the left “Control” key is available to function as a Control modifier. However, users can change this configuration with the Keymap application.

See also: “Modifier Keys” on page 51 of the introduction to the chapter, `system_key_map()`, `BView::GetKeys()`

**restore\_key\_map()** see `system_key_map()`**set\_click\_speed(), get\_click\_speed()**

&lt;interface/InterfaceDefs.h&gt;

long **set\_click\_speed**(double *interval*)long **get\_click\_speed**(double \**interval*)

These functions set and report the timing for multiple-clicks. For successive mouse-down events to count as a multiple-click, they must occur within the *interval* set by `set_click_speed()` and provided by `get_click_speed()`. The interval is measured in microseconds; it's usually set by the user in the Mouse preferences application. The smallest possible interval is 100,000 microseconds (0.1 second).

If successful, these functions return `B_NO_ERROR`; if unsuccessful, they return an error code, which may be just `B_ERROR`.

See also: `set_mouse_map()`



**set\_desktop\_color(), desktop\_color()**

&lt;interface/InterfaceDefs.h&gt;

void set\_desktop\_color(rgb\_color *color*, bool *makeDefault* = TRUE)

rgb\_color desktop\_color(void)

These functions set and return the color of the so-called “desktop”—the bare backdrop against which windows are displayed. The color is the same for all screens attached to the same machine (however, the Workspaces application can arrange for each workspace to have a different background color). `set_desktop_color()` makes an immediate change in the desktop color displayed on-screen; `desktop_color()` returns the color currently displayed.

If the *makeDefault* flag is **TRUE**, the *color* that’s set becomes the default color for the desktop; it’s the color that will be shown the next time the machine is booted. If the flag is **FALSE**, the color is set only for the current session.

Users can change the default color with the Screen application found in **/preferences**.

**set\_key\_repeat\_rate(), get\_key\_repeat\_rate(),  
set\_key\_repeat\_delay(), get\_key\_repeat\_delay()**

&lt;interface/InterfaceDefs.h&gt;

long set\_key\_repeat\_rate(int *rate*)long get\_key\_repeat\_rate(int *\*rate*)long set\_key\_repeat\_delay(double *delay*)long get\_key\_repeat\_delay(double *\*delay*)

These functions set and report the timing of repeating keys. When the user presses a character key on the keyboard, it produces an immediate **B\_KEY\_DOWN** message. If the user continues to hold the key down, it will, after an initial delay, continue to produce messages at regularly spaced intervals—until the user releases the key or presses another key. The delay and the spacing between messages are both preferences the user can set with the Keyboard application.

`set_key_repeat_rate()` sets the number of messages repeating keys produce per second. For a standard PC keyboard, the *rate* can be as low as 2 and as high as 30;

`get_key_repeat_rate()` writes the current setting into the integer that *rate* refers to.

`set_key_repeat_delay()` sets the length of the initial delay before the key begins repeating. Acceptable values are 250,000.0, 500,000.0, 750,000.0 and 1,000,000.0 microseconds (.25, .5, .75, and 1.0 second); `get_key_repeat_delay()` writes the current setting into the variable that *delay* points to.

All four functions return **B\_NO\_ERROR** if they successfully communicate with the Application Server, and **B\_ERROR** if not. It’s possible for the `set...()` functions to

communicate with the Server but not succeed in setting the *rate* or *delay* (for example, if the *delay* isn't one of the listed four values).

### set\_keyboard\_locks()

<interface/InterfaceDefs.h>

```
void set_keyboard_locks(ulong modifiers)
```

Turns the keyboard locks—Caps Lock, Num Lock, and Scroll Lock—on and off. The keyboard locks that are listed in the *modifiers* mask passed as an argument are turned on; those not listed are turned off. The mask can be 0 (to turn off all locks) or it can contain any combination of the following constants:

```
B_CAPS_LOCK
B_NUM_LOCK
B_SCROLL_LOCK
```

See also: `system_key_map()`, `modifiers()`

### set\_menu\_info(), get\_menu\_info()

<interface/Menu.h>

```
void set_menu_info(menu_info *info)
```

```
void get_menu_info(menu_info *info)
```

These functions set and get the user's preferences for how menus should look and work. User's express their preferences with the Menu application, which calls `set_menu_info()`. `get_menu_info()` writes the current preferences into the `menu_info` structure that it refers to. This structure contains the following fields:

float <code>font_size</code>	The size of the font that will be used to display menu items.
font_name <code>font</code>	The name of the font that's used to display menu items.
rgb_color <code>background_color</code>	The background color of the menu.
long <code>separator</code>	The style of horizontal line that separates groups of items in a menu. The value is an index ranging from 0 through 2; there are three possible separators.
bool <code>click_to_open</code>	Whether it's possible to open a menu by clicking in the item that controls it. The default value is <code>TRUE</code> .
bool <code>triggers_always_shown</code>	Whether trigger characters are always marked in menus and menu bars, regardless of whether the

menu hierarchy is the target for keyboard actions.  
The default value is **FALSE**.

< At present, both functions always return **B\_NO\_ERROR**. >

See also: the **BMenu** class

### set\_modifier\_key()

<interface/InterfaceDefs.h>

```
void set_modifier_key(ulong modifier, ulong key)
```

Maps a *modifier* role to a particular *key* on the keyboard, where *key* is a key identifier and *modifier* is one of the these constants:

<b>B_CAPS_LOCK</b>	<b>B_LEFT_SHIFT_KEY</b>	<b>B_RIGHT_SHIFT_KEY</b>
<b>B_NUM_LOCK</b>	<b>B_LEFT_CONTROL_KEY</b>	<b>B_RIGHT_CONTROL_KEY</b>
<b>B_SCROLL_LOCK</b>	<b>B_LEFT_OPTION_KEY</b>	<b>B_RIGHT_OPTION_KEY</b>
<b>B_MENU_KEY</b>	<b>B_LEFT_COMMAND_KEY</b>	<b>B_RIGHT_COMMAND_KEY</b>

The *key* in question serves as the named modifier key, unmapping any key that previously played that role. The change remains in effect until the default key map is restored. In general, the user's preferences for modifier keys—expressed in the Keymap application—should be respected.

Modifier keys can also be mapped by calling **system\_key\_map()** and altering the **key\_map** structure directly. This function is merely a convenient alternative for accomplishing the same thing.

See also: **system\_key\_map()**

### set\_mouse\_map(), get\_mouse\_map(), set\_mouse\_type(), get\_mouse\_type(), set\_mouse\_speed(), get\_mouse\_speed()

<interface/InterfaceDefs.h>

```
long set_mouse_map(mouse_map *map)
```

```
long get_mouse_map(mouse_map *map)
```

```
long set_mouse_type(long numButtons)
```

```
long get_mouse_type(long *numButtons)
```

```
long set_mouse_speed(long acceleration)
```

```
long get_mouse_speed(long *acceleration)
```

These functions configure the mouse and supply information about the current configuration. The configuration should usually be left to the user and the Mouse preferences application.

`set_mouse_map()` maps the buttons of the mouse to their roles in the user interface, and `get_mouse_map()` writes the current map into the variable referred to by *map*. The `mouse_map` structure has a field for each button on a three-button mouse:

<code>ulong left</code>	The button on the left of the mouse
<code>ulong right</code>	The button on the right of the mouse
<code>ulong middle</code>	The button in the middle, between the other two buttons

Each field is set to one of the following constants:

```
B_PRIMARY_MOUSE_BUTTON
B_SECONDARY_MOUSE_BUTTON
B_TERTIARY_MOUSE_BUTTON
```

The same role can be assigned to more than one physical button. If all three buttons are set to `B_PRIMARY_MOUSE_BUTTON`, they all function as the primary button; if two of them are set to `B_SECONDARY_MOUSE_BUTTON`, they both function as the secondary button; and so on.

`set_mouse_type()` informs the system of how many buttons the mouse actually has. If it has two buttons, only the `left` and `right` fields of the `mouse_map` are operative. If it has just one button, only the `left` field is operative. `set_mouse_type()` writes the current number of buttons into the variable referred to by *numButtons*.

`set_mouse_speed()` sets the speed of the mouse—the acceleration of the cursor image on-screen relative to the actual speed at which the user moves the mouse on its pad. An *acceleration* value of 0 means no acceleration. The maximum acceleration is 20, though even 10 is too fast for most users. `set_mouse_speed()` writes the current acceleration into the variable referred to by *acceleration*.

All six functions return `B_NO_ERROR` if successful, and an error code, typically `B_ERROR`, if not.

`set_screen_refresh_rate()` see `get_screen_info()`

`set_screen_space()` see `get_screen_info()`

`set_scroll_bar_info()`, `get_scroll_bar_info()`

```
long set_scroll_bar_info(scroll_bar_info *info)
```

```
long get_scroll_bar_info(scroll_bar_info *info)
```

These functions set and report preferences that the `BScrollBar` class uses when it creates a new scroll bar. `set_scroll_bar_info()` reads the values contained in the `scroll_bar_info` structure that *info* refers to and sets the system-wide preferences accordingly; `get_scroll_bar_info()` writes the current preferences into the structure provided.

The `scroll_bar_info` structure contains the following fields:

<code>bool proportional</code>	<code>TRUE</code> if scroll bars should have a knob that grows and shrinks to show what proportion of the document is currently visible on-screen, and <code>FALSE</code> if not. Scroll knobs are proportional by default.
<code>bool double_arrows</code>	<code>TRUE</code> if a set of double arrows (for scrolling in both directions) should appear at each end of the scroll bar, or <code>FALSE</code> if only single arrows (for scrolling in one direction only) should be used. Double arrows are the default.
<code>long knob</code>	An index that picks the pattern for the knob. Only values of 0, 1, and 2 are currently valid. The patterns can be seen in the ScrollBar preferences application. The pattern at index 1 is the default.
<code>long min_knob_size</code>	The length of the scroll knob, in pixels. This is the minimum size for a proportional knob and the fixed size for one that's not proportional. The default is 15.

The user can set these preferences with the ScrollBar application. Applications can call `get_scroll_bar_info()` to find out what choices the user made, but should refrain from calling `set_scroll_bar_info()`. That function is designed for utilities, like the ScrollBar application, that enable users to set preferences that are respected system-wide.

If successful, these functions return `B_NO_ERROR`; if not, they return `B_ERROR`.

See also: the `BScrollBar` class

### `set_workspace_count(), count_workspaces()`

<interface/InterfaceDefs.h>

`void set_workspace_count(long numWorkspaces)`

`long count_workspaces(void)`

These functions set and return the number of workspaces the user has available. There can be as many as 32 workspaces and as few as 1. The choice of how many there should be is usually left to the user and the Workspaces application.

See also: `activate_workspace()`

**system\_colors()**

```
<interface/InterfaceDefs.h>
color_map *system_colors(void)
```

Returns a pointer to the system's *color map*. The color map defines the set of 256 colors that can be displayed in the **B\_COLOR\_8\_BIT** color space. A single set of colors is shared by all applications connected to the Application Server.

The **color\_map** structure is defined in **interface/InterfaceDefs.h** and contains the following fields:

<code>long id</code>	An identifier that the Server uses to distinguish one color map from another.
<code>rgb_color color_list[256]</code>	A list of the 256 colors, expressed as <code>rgb_color</code> structures. Indices into the list can be used to specify colors in the <b>B_COLOR_8_BIT</b> color space. See the <code>index_for_color()</code> function above.
<code>uchar inversion_map[256]</code>	A mapping of each color in the <code>color_list</code> to its opposite color. Indices are mapped to indices. An example of how this map might be used is given below.
<code>uchar index_map[32768]</code>	An array that maps RGB colors—specified using five bits per component—to their nearest counterparts in the color list. An example of how to use this map is also given below.

The **inversion\_map** is a list of indices into the `color_list` where each index locates the “inversion” of the original color. The inversion of the *n*'th color in `color_list` would be found as follows:

```
uchar inversionIndex = system_colors()->inversion_map[n];
rgb_color inversionColor =
    system_colors()->color_list[inversionIndex];
```

Inverting an inverted index returns the original index, so this code

```
uchar color = system_colors()->inversion_map[inversionIndex];
```

would return *n*. < Inverted colors are used, primarily, for highlighting. Given a color, its highlight complement is its inversion. >

The **index\_map** maps every RGB combination that can be expressed in 15 bits (five bits per component) to a single `color_list` index that best approximates the original RGB data.

The following example demonstrates how to squeeze 24-bit RGB data into a 15-bit number that can be used as an index into the `index_map`:

```
long rgb15 = ( ((red & 0xf8) << 7) |  
              ((green & 0xf8) << 2) |  
              ((blue & 0xf8) >> 3) );
```

Most applications won't need to use the index map directly; the `index_for_color()` function performs the same conversion with less fuss (no masking and shifting required). However, applications that implement repetitive graphic operations, such as dithering, may want to access the index map themselves, and thus avoid the overhead of an additional function call.

You should never modify or free the `color_map` structure returned by this function.

See also: `index_for_color()`

### `system_key_map()`, `restore_key_map()`

```
<interface/InterfaceDefs.h>  
key_map *system_key_map(void)  
void restore_key_map(void)
```

The first of these functions returns a pointer to the system key map—the structure that describes the role of each key on the keyboard. The second function restores the default map, in case any of its fields have been changed.

The system key map is shared by all applications. An application can alter values in the structure that `system_key_map()` returns—and thus alter the roles that the keys play—but it should make sure that those changes are local to itself and don't affect other, unsuspecting applications. In particular, it should:

- Modify the key map only when one of its windows becomes the active window, and
- Restore the default key map when it no longer has the active window.

Through the Keymap preferences application, users can configure the keyboard to their liking. The user's preferences affect all applications; they're captured in the default key map and stored in a file (`/system/settings/Key_map`).

When the machine reboots or when `restore_key_map()` is called, the key map is read from this file. If the file doesn't exist, the original map encoded in the Application Server is used.

The `key_map` structure contains a large number of fields, but it can be broken down into these six parts:

- A version number.
- A series of fields that determine which keys will function as modifier keys—such as Shift, Control, or Num Lock.
- A field that sets the initial state of the keyboard locks in the default key map.
- A series of ordered tables that assign character values to keys. Keys assigned a value other than `-1` produce key-down events when pressed. This includes almost all the keys on the keyboard (all except for a handful of modifier keys).
- A series of tables that locate the dead keys for diacritical marks and determine how a combination of a dead key plus another key is mapped to a particular character.
- A set of masks that determine which modifier keys are required for a key to be considered dead.

The following sections describe each part of the `key_map` structure in turn.

**Version.** The first field of the key map is a version number:

`ulong version`                      An internal identifier for the key map.

The version number doesn't change when the user configures the keyboard, and shouldn't be changed programmatically either. You can ignore it.

**Modifiers.** Modifier keys set states that affect other user actions on the keyboard and mouse. Eight modifier states are defined—Shift, Control, Option, Command, Menu, Caps Lock, Num Lock, and Scroll Lock. These states are discussed under “Modifier Keys” on page 51 of the introduction. They overlap, but don't exactly match the key caps found on a standard keyboard—which generally has a set of Alt(ernate) keys, rarely Option keys, and only sometimes Command and Menu keys. Because of these differences, the mapping of keys to modifiers is the area of the key map most open to the user's personal judgement and taste, and consequently to changes in the default configuration.

Applications are urged to respect the user's preferences.

Since two keys, one on the left and one on the right, can be mapped to the Shift, Control, Option, and Command modifiers, the keyboard can have as many as twelve modifier keys. The `key_map` structure has one field for each key:

`ulong caps_key`                      The key that functions as the Caps Lock key—by default, this is the key labeled “Caps Lock,” key `0x3b`.



<code>ulong scroll_key</code>	The key that functions as the Scroll Lock key—by default, this is the key labeled “Scroll Lock,” key 0x0f.
<code>ulong num_key</code>	The key that functions as the Num Lock key—by default, this is the key labeled “Num Lock,” key 0x22.
<code>ulong left_shift_key</code>	A key that functions as a Shift key—by default, this is the key on the left labeled “Shift,” key 0x4b.
<code>ulong right_shift_key</code>	Another key that functions as a Shift key—by default, this is the key on the right labeled “Shift,” key 0x56.
<code>ulong left_command_key</code>	A key that functions as a Command key—by default, this is the left “Alt” key, key 0x5d.
<code>ulong right_command_key</code>	Another key that functions as a Command key—by default, this is the right “Alt” key, key 0x5f.
<code>ulong left_control_key</code>	A key that functions as a Control key—by default, this is the key labeled “Control” on the left, key 0x5c.
<code>ulong right_control_key</code>	Another key that functions as a Control key—by default, this key is not mapped. (The value of the field is set to 0.)
<code>ulong left_option_key</code>	A key that functions as an Option key—by default, this is the key that’s labeled “Command” (or that has a command symbol) on the left of some keyboards, key 0x66. This key doesn’t exist on, and therefore isn’t mapped for, a standard 101-key keyboard.
<code>ulong right_option_key</code>	A key that functions as an Option key—by default, this is the key labeled “Control” on the right, key 0x60.
<code>ulong menu_key</code>	A key that initiates keyboard navigation of the menu hierarchy—by default, this is the key labeled “Menu,” key 0x68. This key doesn’t exist on, and therefore isn’t mapped for, a standard 101-key keyboard.

Each field names the key that functions as that modifier. For example, when the user holds down the key whose code is set in the `right_option_key` field, the `B_OPTION_KEY` and `B_RIGHT_OPTION_KEY` bits are turned on in the modifiers mask that the `modifiers()` function returns. When the user then strikes a character key, the `B_OPTION_KEY` state influences the character that’s generated.

If a modifier field is set to a value that doesn't correspond to an actual key on the keyboard (including 0), that field is not mapped. No key fills that particular modifier role.

**Keyboard locks.** One field of the key map sets initial modifier states:

<code>ulong lock_settings</code>	A mask that determines which keyboard locks are turned on when the machine reboots or when the default key map is restored.
----------------------------------	---

The mask can be 0 or may contain any combination of these three constants:

`B_CAPS_LOCK`  
`B_SCROLL_LOCK`  
`B_NUM_LOCK`

It's 0 by default; there are no initial locks.

Altering the `lock_settings` field has no effect unless the altered key map is made the default (by writing it to a file that replaces `/system/settings/Key_map`).

**Character maps.** The principal job of the key map is to assign character values to keys. This is done in a series of nine tables:

<code>ulong control_map[128]</code>	The characters that are produced when a Control key is down but both Command keys are up.
-------------------------------------	---

<code>ulong option_caps_shift_map[128]</code>	The characters that are produced when Caps Lock is on and both a Shift key and an Option key are down.
---	--

<code>ulong option_caps_map[128]</code>	The characters that are produced when Caps Lock is on and an Option key is down.
---	--

<code>ulong option_shift_map[128]</code>	The characters that are produced when both a Shift key and an Option key are down.
--	--

<code>ulong option_map[128]</code>	The characters that are produced when an Option key is down.
------------------------------------	--

<code>ulong caps_shift_map[128]</code>	The characters that are produced when Caps Lock is on and a Shift key is down.
--	--

<code>ulong caps_map[128]</code>	The characters that are produced when Caps Lock is on.
----------------------------------	--

<code>ulong shift_map[128]</code>	The characters that are produced when a Shift key is down.
-----------------------------------	--

`ulong normal_map[128]`      The characters that are produced when none of the other tables apply.

Each of these tables is an array of 128 characters (declared as `ulongs`). Key codes are used as indices into the arrays. The value stored at any particular index is the character associated with that key. For example, the code assigned to the *M* key is 0x52; the characters to which the *M* key is mapped are recorded at index 0x52 in the various arrays.

The tables are ordered. Character values from the first applicable array are used, even if another array might also seem to apply. For example, if Caps Lock is on and a Control key is down (and both Command keys are up), the `control_map` array is used, not `caps_map`. If a Shift key is down and Caps Lock is on, the `caps_shift_map` is used, not `shift_map` or `caps_map`.

Notice that the last eight tables (all except `control_map`) are paired, with a table that names the Shift key (`..._shift_map`) preceding an equivalent table without Shift:

- `option_caps_shift_map` is paired with `option_caps_map`,
- `option_shift_map` with `option_map`,
- `caps_shift_map` with `caps_map`, and
- `shift_map` with `normal_map`.

These pairings are important for a special rule that applies to keys on the numerical keypad when Num Lock is on:

- If the Shift key is down, the non-Shift table is used.
- However, if the Shift key is *not* down, the Shift table is used.

In other words, Num Lock inverts the Shift and non-Shift tables for keys on the numerical keypad.

Not every key needs to be mapped to a character. If the value recorded in a table is `-1`, the key corresponding to that index is not mapped to a character given the particular modifier states the table represents. Generally, modifier keys are not mapped to characters, but all other keys are, at least for some tables. Key-down events are not generated for `-1` character values.

**Dead keys.** Next are the tables that map combinations of keys to single characters. The first key in the combination is “dead”—it doesn’t produce a key-down event until the user strikes another character key. When the user hits the second key, one of two things will happen: If the second key is one that can be used in combination with the dead key, a single key-down event reports the combination character. If the second key doesn’t combine with the dead key, two key-down events occur, one reporting the dead-key character and one reporting the second character.

There are five dead-key tables:

<code>ulong acute_dead_key[32]</code>	The table for combining an acute accent (´) with other characters.
<code>ulong grave_dead_key[32]</code>	The table for combining a grave accent (`) with other characters.
<code>ulong circumflex_dead_key[32]</code>	The table for combining a circumflex (^) with other characters.
<code>ulong dieresis_dead_key[32]</code>	The table for combining a dieresis (¨) with other characters.
<code>ulong tilde_dead_key[32]</code>	The table for combining a tilde (~) with other characters

The tables are named after diacritical marks that can be placed on more than one character. However, the name is just a mnemonic; it means nothing. The contents of the table determine what the dead key is and how it combines with other characters. It would be possible, for example, to remap the `tilde_dead_key` table so that it had nothing to do with a tilde.

Each table consists of a series of up to 16 character pairs, where each character is declared as a **ulong**. The first character in the pair is the one that must be typed immediately after the dead key. The second character is the resulting character, the character that's produced by the combination of the dead key plus the first character in the pair. For example, if the first character is 'o', the second might be 'ô'—meaning that the combination of a dead key plus the character 'o' produces a circumflexed 'ô'.

The character pairs in the default `grave_dead_key` array look something like this:

```
' ', ' ',
'A', 'À',
'E', 'È',
'I', 'Ì',
'O', 'Ò',
'U', 'Ù',
'a', 'à',
'e', 'è',
'i', 'ì',
'o', 'ò',
'u', 'ù',
. . .
```

By convention, the first pair in each array is a space followed by the dead-key character itself. This pair does double duty: It states that the dead key plus a space yields the dead-key character, and it also names the dead key. The system understands what the dead key is from the second character in the array.

**Character tables for dead keys.** As mentioned above, for a key to be dead, it must be mapped to the second character in a dead-key array. However, it's not typical for every key that's mapped to the character to be dead. Usually, there's a requirement that the user must hold down certain modifier keys (often the Option key). In other words, a key is dead only if selected character-map tables map it to the requisite character.

Five additional fields of the `key_map` structure specify what those character-map tables are—which modifiers are required for each of the dead keys:

<code>ulong acute_tables</code>	The character tables that cause a key to be dead when they map it to the second character in the <code>acute_dead_key</code> array.
<code>ulong grave_tables</code>	The character tables that cause a key to be dead when they map it to the second character in the <code>grave_dead_key</code> array.
<code>ulong circumflex_tables</code>	The character tables that cause a key to be dead when they map it to the second character in the <code>circumflex_dead_key</code> array.
<code>ulong dieresis_tables</code>	The character tables that cause a key to be dead when they map it to the second character in the <code>dieresis_dead_key</code> array.
<code>ulong tilde_tables</code>	The character tables that cause a key to be dead when they map it to the second character in the <code>tilde_dead_key</code> array.

Each of these fields contains a mask formed from the following constants:

```
B_CONTROL_TABLE
B_OPTION_CAPS_SHIFT_TABLE
B_OPTION_CAPS_TABLE
B_OPTION_SHIFT_TABLE
B_OPTION_TABLE
B_CAPS_SHIFT_TABLE
B_CAPS_TABLE
B_SHIFT_TABLE
B_NORMAL_TABLE
```

The mask designates the character-map tables that permit a key to be dead. For example, if the mask for the `grave_tables` field is,

```
B_OPTION_TABLE | B_OPTION_CAPS_SHIFT_TABLE
```

a key would be dead whenever either of those tables mapped the key to the second character in the `grave_dead_key` array (`` in the example above). A key mapped to the same character by another table would not be dead.

See also: `BView::GetKeys()`, `modifiers()`, “Keyboard Information” in the chapter introduction, `set_modifier_key()`

# Constants and Defined Types

This section lists the various constants and types that the Interface Kit defines to support the work done by its principal classes. The Kit is a framework of cooperating classes; almost all of its programming interface can be found in the class descriptions presented in previous sections of this chapter. Most of the constants and types listed here have already been explained in the descriptions of class member functions and global nonmember functions. Only one or two have not yet been mentioned in full detail. All of them are noted here and briefly described. If a more lengthy discussion is to be found under a class or a function, you'll be referred to that location.

Constants are listed first, followed by defined types. Constants that are defined as part of an enumeration type are presented with the other constants, rather than with the type. They're listed in the "Constants" section under the type name.

## Constants

### alert\_type Constants

<interface/Alert.h>

Enumerated constant

**B\_EMPTY\_ALERT**  
**B\_INFO\_ALERT**  
**B\_IDEA\_ALERT**  
**B\_WARNING\_ALERT**  
**B\_STOP\_ALERT**

These constants designate the various types of alert panels that are recognized by the system. The type corresponds to an icon that's displayed in the alert window.

See also: the BAlert constructor

## alignment Constants

<interface/InterfaceDefs.h>

Enumerated constant

**B\_ALIGN\_LEFT**  
**B\_ALIGN\_RIGHT**  
**B\_ALIGN\_CENTER**

These constants define the **alignment** data type. They determine how lines of text are aligned by **BTextView** and **BStringView** objects.

See also: **BTextView::SetAlignment()**

## button\_width Constants

<interface/Alert.h>

Enumerated constant

**B\_WIDTH\_AS\_USUAL**  
**B\_WIDTH\_FROM\_LABEL**  
**B\_WIDTH\_FROM\_WIDEST**

These constants define the **button\_width** type. They determine how the width of the buttons in an alert panel will be set—whether they’re set to an standard (minimal) width, a width just sufficient to accommodate the button’s own label, or a width sufficient to accommodate the widest label of all the buttons.

See also: the **BAlert** constructor

## Character Constants

<interface/InterfaceDefs.h>

Enumerated constant

Character value

<b>B_BACKSPACE</b>	0x08 (same as ‘\b’)
<b>B_ENTER</b>	0x0a (same as ‘\n’)
<b>B_RETURN</b>	0x0a (synonym for <b>B_ENTER</b> )
<b>B_SPACE</b>	0x20 (same as ‘ ’)
<b>B_TAB</b>	0x09 (same as ‘\t’)
<b>B_ESCAPE</b>	0x1b
<b>B_LEFT_ARROW</b>	0x1c
<b>B_RIGHT_ARROW</b>	0x1d
<b>B_UP_ARROW</b>	0x1e
<b>B_DOWN_ARROW</b>	0x1f
<b>B_INSERT</b>	0x05
<b>B_DELETE</b>	0x7f



<b>B_HOME</b>	0x01
<b>B_END</b>	0x04
<b>B_PAGE_UP</b>	0x0b
<b>B_PAGE_DOWN</b>	0x0c
<b>B_FUNCTION_KEY</b>	0x10

These constants stand for the ASCII characters they name. Constants are defined only for characters that normally don't have visible symbols.

See also: "Function Key Constants" below

## color\_space Constants

<interface/InterfaceDefs.h>

<u>Enumerated constant</u>	<u>Meaning</u>
<b>B_MONOCHROME_1_BIT</b>	One bit per pixel, where 1 is black and 0 is white.
<b>B_GRAYSCALE_8_BIT</b>	256 gray values, where 255 is black and 0 is white.
<b>B_COLOR_8_BIT</b>	Colors specified as 8-bit indices into the color map.
<b>B_RGB_16_BIT</b>	< undefined for the current release >
<b>B_RGB_32_BIT</b>	Colors as 8-bit red, green, and blue components.

These constants define the **color\_space** data type. A color space describes two properties of bitmap images:

- How many bits of information there are per pixel (the depth of the image), and
- How those bits are to be interpreted (whether as colors or on a grayscale, what the color components are, and so on).

See the "Colors" section in the chapter introduction for a fuller explanation of the color spaces currently defined for this type, particularly **B\_RGB\_32\_BIT**.

See also: "Colors" on page 25, the **BBitmap** class

## Control Values

<interface/Control.h>

<u>Enumerated constant</u>	<u>Value</u>
<b>B_CONTROL_ON</b>	1
<b>B_CONTROL_OFF</b>	0

These constants define the bipolar states of a typical control device.

See also: **BControl::SetValue()**

## Cursor Transit Constants

<interface/View.h>

<u>Enumerated constant</u>	<u>Meaning</u>
<b>B_ENTERED_VIEW</b>	The cursor has just entered a view.
<b>B_INSIDE_VIEW</b>	The cursor has moved within the view.
<b>B_EXITED_VIEW</b>	The cursor has left the view

These constants describe the cursor's transit through a view. Each `MouseMoved()` notification includes one of these constants as an argument, to inform the `BView` whether the cursor has entered the view, moved while inside the view, or exited the view.

See also: `BView::MouseMoved()`

## Dead-Key Mapping

<interface/InterfaceDefs.h>

Enumerated constants

**B\_CONTROL\_TABLE**  
**B\_OPTION\_CAPS\_SHIFT\_TABLE**  
**B\_OPTION\_CAPS\_TABLE**  
**B\_OPTION\_SHIFT\_TABLE**  
**B\_OPTION\_TABLE**  
**B\_CAPS\_SHIFT\_TABLE**  
**B\_CAPS\_TABLE**  
**B\_SHIFT\_TABLE**  
**B\_NORMAL\_TABLE**

These constants determine which combinations of modifiers can cause a key to be the “dead” member of a two-key combination.

See also: `system_key_map()`

## drawing\_mode Constants

<interface/InterfaceDefs.h>

<u>Enumerated constant</u>	<u>Enumerated constant</u>
<b>B_OP_COPY</b>	<b>B_OP_ADD</b>
<b>B_OP_OVER</b>	<b>B_OP_SUBTRACT</b>
<b>B_OP_ERASE</b>	<b>B_OP_MIN</b>
<b>B_OP_INVERT</b>	<b>B_OP_MAX</b>
<b>B_OP_BLEND</b>	

These constants define the `drawing_mode` data type. The drawing mode is a `BView` graphics parameter that determines how the image being drawn interacts with the image

already in place in the area where it's drawn. The various modes are explained under "Drawing Modes" in the chapter introduction.

See also: "Drawing Modes" on page 27, `BView::SetDrawingMode()`

### Font Name Length

<interface/InterfaceDefs.h>

<u>Defined constant</u>	<u>Value</u>
<code>B_FONT_NAME_LENGTH</code>	64

This constant defines the maximum length of a font name. It's used in the definition of the `font_name` type.

See also: `font_name` under "Defined Types" below

### Function Key Constants

<interface/InterfaceDefs.h>

<u>Enumerated constant</u>	<u>Enumerated constant</u>
<code>B_F1_KEY</code>	<code>B_F9_KEY</code>
<code>B_F2_KEY</code>	<code>B_F10_KEY</code>
<code>B_F3_KEY</code>	<code>B_F11_KEY</code>
<code>B_F4_KEY</code>	<code>B_F12_KEY</code>
<code>B_F5_KEY</code>	<code>B_PRINT_KEY</code> (the "Print Screen" key)
<code>B_F6_KEY</code>	<code>B_SCROLL_KEY</code> (the "Scroll Lock" key)
<code>B_F7_KEY</code>	<code>B_PAUSE_KEY</code>
<code>B_F8_KEY</code>	

These constants stand for the various keys that are mapped to the `B_FUNCTION_KEY` character. When the `B_FUNCTION_KEY` character is reported in a key-down event, the application can determine which key produced the character by testing the key code against these constants. (Control-*p* also produces the `B_FUNCTION_KEY` character.)

See also: "Character Mapping" on page 53 of the introduction to this chapter

## Interface Messages

<app/AppDefs.h>

<u>Enumerated constant</u>	<u>Enumerated constant</u>
B_ZOOM	B_KEY_DOWN
B_MINIMIZE	B_KEY_UP
B_WINDOW_RESIZED	B_MOUSE_DOWN
B_WINDOW_MOVED	B_MOUSE_UP
B_WINDOW_ACTIVATED	B_MOUSE_MOVED
B_QUIT_REQUESTED	B_VIEW_RESIZED
B_SCREEN_CHANGED	B_VIEW_MOVED
B_WORKSPACE_ACTIVATED	B_VALUE_CHANGED
B_WORKSPACES_CHANGED	B_PULSE
B_SAVE_REQUESTED	B_PANEL_CLOSED

These constants identify interface messages—system messages that are delivered to BWindow objects. Each constant conveys an instruction to do something in particular (B\_ZOOM) or names a type of event (B\_KEY\_DOWN).

See also: “Interface Messages” on page 41 in the introduction to this chapter

## menu\_bar\_border Constants

<interface/MenuBar.h>

<u>Enumerated constant</u>	<u>Meaning</u>
B_BORDER_FRAME	Put a border around the entire frame rectangle.
B_BORDER_CONTENTS	Put a border around the group of items only.
B_BORDER_EACH_ITEM	Put a border around each item.

These constants can be passed as an argument to BMenuBar’s SetBorder() function.

See also: BMenuBar::SetBorder()

## menu\_layout Constants

<interface/Menu.h>

<u>Enumerated constant</u>	<u>Meaning</u>
B_ITEMS_IN_ROW	Menu items are arranged horizontally, in a row.
B_ITEMS_IN_COLUMN	Menu items are arranged vertically, in a column.
B_ITEMS_IN_MATRIX	Menu items are arranged in a custom fashion.

These constants define the menu\_layout data type. They distinguish the ways that items can be arranged in a menu or menu bar—they can be laid out from end to end in a row like

a typical menu bar, stacked from top to bottom in a column like a typical menu, or arranged in some custom fashion like a matrix.

See also: the `BMenu` and `BMenuBar` constructors

## Modifier States

<interface/InterfaceDefs.h>

Enumerated constant

`B_SHIFT_KEY`  
`B_LEFT_SHIFT_KEY`  
`B_RIGHT_SHIFT_KEY`  
  
`B_CONTROL_KEY`  
`B_LEFT_CONTROL_KEY`  
`B_RIGHT_CONTROL_KEY`  
  
`B_CAPS_LOCK`  
`B_SCROLL_LOCK`  
`B_NUM_LOCK`

Enumerated constant

`B_OPTION_KEY`  
`B_LEFT_OPTION_KEY`  
`B_RIGHT_OPTION_KEY`  
  
`B_COMMAND_KEY`  
`B_LEFT_COMMAND_KEY`  
`B_RIGHT_COMMAND_KEY`  
  
`B_MENU_KEY`

These constants designate the Shift, Option, Control, Command, and Menu modifier keys and the lock states set by the Caps Lock, Scroll Lock, and Num Lock keys. They're typically used to form a mask that describes the current, or required, modifier states.

For each variety of modifier key, there are constants that distinguish between the keys that appear at the left and right of the keyboard, as well as one that lumps both together. For example, if the user is holding the left Control key down, both `B_CONTROL_KEY` and `B_LEFT_CONTROL_KEY` will be set in the mask.

See also: `modifiers()`, `BWindow::AddShortcut()`, the `BMenu` constructor

## Mouse Buttons

<interface/View.h>

Enumerated constant

`B_PRIMARY_MOUSE_BUTTON`  
`B_SECONDARY_MOUSE_BUTTON`  
`B_TERTIARY_MOUSE_BUTTON`

These constants name the mouse buttons. Buttons are identified, not by their physical positions on the mouse, but by their roles in the user interface.

See also: `BView::GetMouse()`, `set_mouse_map()`

## orientation Constants

<interface/InterfaceDefs.h>

Enumerated constant

**B\_HORIZONTAL**

**B\_VERTICAL**

These constants define the **orientation** data type that distinguishes between the vertical and horizontal orientation of graphic objects. It's currently used only to differentiate scroll bars.

See also: the BScrollBar and BScrollView classes

## Pattern Constants

<interface/InterfaceDefs.h>

const pattern **B\_SOLID\_HIGH** = { 0xff, 0xff, 0xff, 0xff, 0xff,0xff, 0xff, 0xff }

const pattern **B\_SOLID\_LOW** = { 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00 }

const pattern **B\_MIXED\_COLORS**  
= { 0xaa, 0x55, 0xaa, 0x55, 0xaa, 0x55, 0xaa, 0x55 }

These constants name the three standard patterns defined in the Interface Kit.

**B\_SOLID\_HIGH** is a pattern that consists of the high color only. It's the default pattern for all BView drawing functions that stroke lines and fill shapes.

**B\_SOLID\_LOW** is a pattern with only the low color. It's used mainly to erase images (to replace them with the background color).

**B\_MIXED\_COLORS** alternates pixels between the high and low colors in a checkerboard pattern. The result is a halftone midway between the two colors. This pattern can produce fine gradations of color, especially when the high and low colors are set to two colors that are already quite similar.

See also: "Patterns" on page 26 of the chapter introduction, the **pattern** defined type below

## Resizing Modes

<interface/View.h>

Defined constants

**B\_FOLLOW\_LEFT**  
**B\_FOLLOW\_RIGHT**  
**B\_FOLLOW\_LEFT\_RIGHT**  
**B\_FOLLOW\_H\_CENTER**  
  
**B\_FOLLOW\_TOP**  
**B\_FOLLOW\_BOTTOM**  
**B\_FOLLOW\_TOP\_BOTTOM**  
**B\_FOLLOW\_V\_CENTER**  
  
**B\_FOLLOW\_ALL**  
**B\_FOLLOW\_NONE**

These constants are used to set the behavior of a view when its parent is resized. They're explained under the `BView` constructor.

See also: the `BView` constructor, `BView::SetResizingMode()`

## Screen Spaces

<interface/InterfaceDefs.h>

Enumerated constant

**B\_8\_BIT\_640x480**  
**B\_8\_BIT\_800x600**  
**B\_8\_BIT\_1024x768**  
**B\_8\_BIT\_1152x900**  
**B\_8\_BIT\_1280x1024**  
**B\_8\_BIT\_1600x1200**  
  
**B\_16\_BIT\_640x480**  
**B\_16\_BIT\_800x600**  
**B\_16\_BIT\_1024x768**  
**B\_16\_BIT\_1152x900**  
**B\_16\_BIT\_1280x1024**  
**B\_16\_BIT\_1600x1200**

Enumerated constant

**B\_32\_BIT\_640x480**  
**B\_32\_BIT\_800x600**  
**B\_32\_BIT\_1024x768**  
**B\_32\_BIT\_1152x900**  
**B\_32\_BIT\_1280x1024**  
**B\_32\_BIT\_1600x1200**  
  
**B\_8\_BIT\_640x400**

These constants are used to configure the screen—to set its depth and the size of the pixel grid it displays—as well as to report which configurations are possible. < 16-bit depths are not currently supported. >

See also: `set_screen_space()`, `get_screen_info()`

## Scroll Bar Constants

<interface/ScrollBar.h>

Defined constant

**B\_H\_SCROLL\_BAR\_HEIGHT**

**B\_V\_SCROLL\_BAR\_WIDTH**

These constants record the recommended thickness of scroll bars. They should be used to help define the frame rectangles passed to the BScrollBar constructor.

See also: the BScrollBar class

## Tracking Constants

<interface/View.h>

Enumerated constant

Meaning

**B\_TRACK\_WHOLE\_RECT**

Drag the whole rectangle around.

**B\_TRACK\_RECT\_CORNER**

Drag only the left bottom corner of the rectangle.

These constants determines how BView's **BeginRectTracking()** function permits the user to drag (or drag out) a rectangle.

See also: **BView::BeginRectTracking()**

## Transparency Constants

<interface/InterfaceDefs.h>

const uchar **B\_TRANSPARENT\_8\_BIT**

const rgb\_color **B\_TRANSPARENT\_32\_BIT**

These constants set transparent pixel values in a bitmap image. **B\_TRANSPARENT\_8\_BIT** designates a transparent pixel in the **B\_COLOR\_8\_BIT** color space, and **B\_TRANSPARENT\_32\_BIT** designates a transparent pixel in the **B\_RGB\_32\_BIT** color space.

Transparency is explained the “Drawing Modes” section of the chapter introduction. Drawing modes other than **B\_OP\_COPY** preserve the destination image where a source bitmap is transparent.

See also: “Drawing Modes” on page 27, the BBitmap class, **BView::SetViewColor()**



## View Flags

<interface/View.h>

<u>Enumerated constant</u>	<u>Meaning</u>
<b>B_FULL_UPDATE_ON_RESIZE</b>	Include the entire view in the clipping region.
<b>B_WILL_DRAW</b>	Allow the BView to draw.
<b>B_PULSE_NEEDED</b>	Report pulse events to the BView.
<b>B_FRAME_EVENTS</b>	Report view-resized and view-moved events.

These constants can be combined to form a mask that sets the behavior of a BView object. They're explained in more detail under the class constructor. The mask is passed to the constructor, or to the `SetFlags()` function.

See also: the BView constructor, `BView::SetFlags()`

## Window Areas

<interface/Window.h>

Enumerated constant

**B\_UNKNOWN\_AREA**  
**B\_TITLE\_AREA**  
**B\_CONTENT\_AREA**  
**B\_RESIZE\_AREA**  
**B\_CLOSE\_AREA**  
**B\_ZOOM\_AREA**

These constants name the various parts of a window. They're used to designate the area where the cursor is located in messages that report the cursor's movement over a window.

See also: "B\_MOUSE\_MOVED" on page 10 in the *Message Protocols* appendix

## Window Flags

<interface/Window.h>

<u>Enumerated constant</u>	<u>Enumerated constant</u>
<b>B_NOT_MOVABLE</b>	<b>B_NOT_CLOSABLE</b>
<b>B_NOT_H_RESIZABLE</b>	<b>B_NOT_ZOOMABLE</b>
<b>B_NOT_V_RESIZABLE</b>	<b>B_NOT_MINIMIZABLE</b>
<b>B_NOT_RESIZABLE</b>	<b>B_WILL_FLOAT</b>
<b>B_WILL_ACCEPT_FIRST_CLICK</b>	

These constants set the behavior of a window. They can be combined to form a mask that's passed to the BWindow constructor.

See also: the BWindow constructor

## window\_type Constants

<interface/Window.h>

<u>Enumerated constant</u>	<u>Meaning</u>
<b>B_MODAL_WINDOW</b>	The window is a modal window.
<b>B_BORDERED_WINDOW</b>	The window has a border but no title tab.
<b>B_TITLED_WINDOW</b>	The window has a border and a title tab.
<b>B_DOCUMENT_WINDOW</b>	The window has a tab and borders fit for scroll bars.

These constants describe the various kinds of windows that can be requested from the Application Server.

See also: the BWindow constructor

## Workspace Constants

<interface/Window.h>

Defined constant

**B\_CURRENT\_WORKSPACE**  
**B\_ALL\_WORKSPACES**

These constants are used—along with designations of specific workspaces—to associate a set of one or more workspaces with a BWindow.

See also: the BWindow constructor, `BWindow::SetWorkspaces()`

## Defined Types

### alert\_type

<interface/Alert.h>

`typedef enum { . . . } alert_type`

These constants name the various types of alert panel.

See also: “`alert_type` Constants” on page 335 above, the BAlert constructor

**alignment**

```
<interface/InterfaceDefs.h>
typedef enum { . . . } alignment
```

Alignment constants determine where lines of text are placed in a view.

See also: “**alignment Constants**” on page 336 above, `BTextView::SetAlignment()`

**button\_width**

```
<interface/Alert.h>
typedef enum { . . . } button_width
```

These constants name the methods that can be used to determine how wide to make the buttons in an alert panel.

See also: “**button\_width Constants**” on page 336 above, the `BAlert` constructor

**color\_map**

```
<interface/InterfaceDefs.h>
typedef struct {
    long id;
    rgb_color color_list[256];
    uchar inversion_map[256];
    uchar index_map[32768];
} color_map
```

This structure contains information about the color context provided by the Application Server. There’s one and only one color map for all applications connected to the Server. Applications can obtain a pointer to the color map by calling the global `system_colors()` function. See that function for information on the various fields.

See also: `system_colors()`

**color\_space**

```
<interface/InterfaceDefs.h>
typedef enum { . . . } color_space
```

Color space constants determine the depth and interpretation of bitmap images. They’re described under “Colors” in the introduction.

See also: “**color\_space Constants**” on page 337 above, “Colors” on page 25, the `BBitmap` class

## drawing\_mode

```
<interface/InterfaceDefs.h>
typedef enum { . . . } drawing_mode
```

The drawing mode determines how source and destination images interact. The various modes are explained in the chapter introduction under “Drawing Modes”.

See also: “Drawing Modes” on page 27, “drawing\_mode Constants” on page 338 above

## edge\_info

```
<interface/View.h>
typedef struct {
    float left;
    float right;
} edge_info
```

This structure records information about the location of a character outline within the horizontal space allotted to the character. Edges separate one character from adjacent characters on the left and right. They’re explained under the `GetCharEdges()` function in the `BView` class.

See also: `BView::GetCharEscapements()`, `BView::GetFontInfo()`

## font\_info

```
<interface/View.h>
typedef struct {
    font_name name;
    float size;
    float shear;
    float rotation;
    float ascent;
    float descent;
    float leading;
} font_info
```

This structure holds information about a `BView`’s current font. Its fields are explained under the `GetFontInfo()` function in the `BView` class.

See also: `BView::GetFontInfo()`, `BView::SetFontName()`

**font\_name**

```
<interface/InterfaceDefs.h>
typedef char font_name[FONT_NAME_LENGTH + 1]
```

This type defines a string long enough to hold the name of a font—64 characters plus the null terminator.

See also: `BView::SetFontName()`, `get_font_name()`

**key\_info**

```
<interface/View.h>
typedef struct {
    ulong char_code;
    ulong key_code;
    ulong modifiers;
    uchar key_states[16];
} key_info
```

This structure is used by `BView`'s `GetKeys()` function to return all known information about what the user is currently doing on the keyboard.

See also: `BView::GetKeys()`, “Keyboard Information” on page 47 in the introduction to this chapter

## key\_map

```
<interface/InterfaceDefs.h>
typedef struct {
    ulong version;
    ulong caps_key;
    ulong scroll_key;
    ulong num_key;
    ulong left_shift_key;
    ulong right_shift_key;
    ulong left_command_key;
    ulong right_command_key;
    ulong left_control_key;
    ulong right_control_key;
    ulong left_option_key;
    ulong right_option_key;
    ulong menu_key;
    ulong lock_settings;
    ulong control_map[128];
    ulong option_caps_shift_map[128];
    ulong option_caps_map[128];
    ulong option_shift_map[128];
    ulong option_map[128];
    ulong caps_shift_map[128];
    ulong caps_map[128];
    ulong shift_map[128];
    ulong normal_map[128];
    ulong acute_dead_key[32];
    ulong grave_dead_key[32];
    ulong circumflex_dead_key[32];
    ulong dieresis_dead_key[32];
    ulong tilde_dead_key[32];
    ulong acute_tables;
    ulong grave_tables;
    ulong circumflex_tables;
    ulong dieresis_tables;
    ulong tilde_tables;
} key_map
```

This structure maps the physical keys on the keyboard to their functions in the user interface. It holds the tables that assign characters to key codes, set up dead keys, and determine which keys function as modifiers. There's just one key map shared by all applications running on the same machine. It's returned by the `system_key_map()` function.

See also: `system_key_map()`

## menu\_bar\_border

```
<interface/MenuBar.h>
typedef enum { . . . } menu_bar_border
```

This type enumerates the ways that a menu bar can be bordered.

See also: `BMenuBar::SetBorder()`, “`menu_bar_border` Constants” above

## menu\_info

```
<interface/Menu.h>
typedef struct {
    float font_size;
    font_name font;
    rgb_color background_color;
    long separator;
    bool click_to_open;
    bool triggers_always_shown;
} menu_info
```

This structure records the user’s menu preferences.

See also: `set_menu_info()` , the `BMenu` class

## menu\_layout

```
<interface/Menu.h>
typedef enum { . . . } menu_layout
```

This type distinguishes the various ways that items can arranged in a menu or menu bar.

See also: the `BMenu` class, “`menu_layout` Constants” above

## mouse\_map

```
<interface/InterfaceDefs.h>
typedef struct {
    ulong left;
    ulong right;
    ulong middle;
} mouse_map
```

This structure maps mouse buttons to their roles as the `B_PRIMARY_MOUSE_BUTTON`, `B_SECONDARY_MOUSE_BUTTON`, or `B_TERTIARY_MOUSE_BUTTON`.

See also: `set_mouse_map()`

## orientation

```
<interface/InterfaceDefs.h>
typedef enum { . . . } orientation
```

This type distinguishes between the **B\_VERTICAL** and **B\_HORIZONTAL** orientation of scroll bars.

See also: the **BScrollBar** and **BScrollView** classes

## pattern

```
<interface/InterfaceDefs.h>
typedef struct {
    uchar data[8];
} pattern
```

A pattern is an arrangement of two colors—the high color and the low color—in an 8-pixel by 8-pixel square. Pixels are specified in rows, with one byte per row and one bit per pixel. Bits marked 1 designate the high color; those marked 0 designate the low color. An example and an illustration are given under “Patterns” on page 26 of the introduction to this chapter.

See also: “Pattern Constants” above, “Patterns” in the chapter introduction

## print\_file\_header

```
<interface/PrintJob.h>
typedef struct {
    long version;
    long page_count;
    long _reserved_1_;
    long _reserved_2_;
    long _reserved_3_;
    long _reserved_4_;
    long _reserved_5_;
} print_file_header
```

This structure defines the header information for a print job. < Although declared publicly, it currently is used only internally by the **BPrintJob** class. >



## rgb\_color

```
<interface/InterfaceDefs.h>
typedef struct {
    uchar red;
    uchar green;
    uchar blue;
    uchar alpha;
} rgb_color
```

This type specifies a full 32-bit color. Each component can have a value ranging from a minimum of 0 to a maximum of 255.

< The **alpha** component, which is designed to specify the coverage of the color (how transparent or opaque it is), is currently ignored. However, an **rgb\_color** can be made completely transparent by assigning it the special value, **B\_TRANSPARENT\_32\_BIT**. >

See also: **BView::SetHighColor()**

## screen\_info

```
<interface/InterfaceDefs.h>
typedef struct {
    color_space mode;
    BRect frame;
    ulong spaces;
    float min_refresh_rate;
    float max_refresh_rate;
    float refresh_rate;
    uchar h_position;
    uchar v_position;
    uchar h_size;
    uchar v_size;
} screen_info
```

This structure holds information about a screen. Its fields are explained under the **get\_screen\_info()** global function.

See also: **get\_screen\_info()**

### scroll\_bar\_info

```
<interface/InterfaceDefs.h>
typedef struct {
    bool proportional;
    bool double_arrows;
    long knob;
    long min_knob_size;
} scroll_bar_info
```

This structure captures the user's preferences for how scroll bars should behave and appear.

See also: `set_scroll_bar_info()`, the `BScrollBar` class

### symbol\_set\_name

```
<interface/InterfaceDefs.h>
typedef font_name symbol_set_name
```

This type defines a string long enough to hold the name of a symbol set—64 characters plus the null terminator. The names of symbol sets are subject to the same length constraint as the names of fonts, which is why this type is a redefinition of `font_name`.

See also: `get_symbol_set_name()`

### window\_type

```
<interface/Window.h>
typedef enum { . . . } window_type
```

This type describes the various kinds of windows that can be requested from the Application Server.

See also: the `BWindow` constructor, “`window_type` Constants” on page 346 above