

## Programming fields

Want to be able to set/get text in a text field

MemHandle oldH

oldH = FldGetTextHandle (field);

FldSetTextHandle (field, textH);

FldDrawField (field);

if (oldH)

MemHandleFree (oldH);

Can set the focus on a field elements w/  
field set focus.

FldSetFocus (form, index on form)

FldGetAttribute (field, attr)

FldSetAttribute

usable  
visible  
editable etc

## Gadgets

Must handle all events redraws yourself

Gadgets state controls by a single byte

UI int 8 \* data;

data = MemPtrNew (size (UI int 8));

when  
input from  
can  
off

# Handling gadget events

For ~~the~~ form OpenEvent for your form

must draw your gadget after FrmDrawForm

in FrmCloseEvent must clean up.

useful

↳ Rectangles to handle actions w/i form

FrmGetObjct Bounds (  $\approx$  if (event  $\rightarrow$  eType == penDownEvent) )

(form, gadgetIndex,  $\approx$  // handle event )

WinEraseRectangle (bb, 0)  
WinDrawRectangle (bb, 3)

Can set a call back to draw gadget

made of WinDrawLine

FrmSetGadgetHandler (form, objIndex, attr)

two PointTypes

topLeft  
& extent

## Lists

Need to be able to handle  
lstSelectEvents

struct w/ id, rect data & handle

PointType has x and y coord

6<sup>n</sup>

→ LstGetSelection (lstPtr)  
index LstSetSelection (lstPtr, index)  
no LstSelection if not chosen