



# aKFramework v1.000

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*A QB64 framework library.*

This document contains all uses of the aKFramework. It also contains many examples which make you easier to understand. Any suggestion/bugs are always welcome. You can find me at <http://www.qb64.net/forum>.

# Uses of Subs and Functions –

## Variable description of the below tables:

**Title\$** : A string variable which will provide title for the object.

**Width%** : A integer value which will provide width for the object.

**Height%** : A integer value which will provide height for the object.

**Handle%** : A handle of your dialog.

**Xpos%** : A integer value which will provide column position for the object in pixels inside the a dialog which means if given 10 then the following objects will be placed at 10px inside the dialog.

**Ypos%** : Same as Xpos% but it will provide row position for the object.

**Text\$** : A string value which will provide text for the object.

**Value\$** : A string value which will provide value for the object. Especially the objects which are used for input purposed.

**GroupId%** : A integer value which is used when to specify the group id for radio. For example – Male and Female come under on group that is gender. For more info, check demo\_form.bas in the demo folder.

**Options\$** : A string value which is used provide options for Combo Box. Use commas ',' to separate your options. For more info, check demo\_form.bas in the demo folder.

**Placeholder\$** : A string value which is commonly used to provide placeholder text for textbox. For more info, check demo\_form.bas in the demo folder.

**Typ%** : A integer value which defines the type of the object given. It can be aKLabel, aKLinkLabel, aKButton, aKCheckBox, aKRadioButton, aKCombobox, aKTooltip, aKProgressBar, aKDialog, aKNumericUpDown, aKPicture, aKDivider, aKPassword, aKVertical, aKHorizontal and aKPanel.

**Active%** : A integer value which defines whether the progress bar is active or not. Use it -1 for active and 0 for inactive.

**Object%** : A handle of the object.

**Image&** : the handle of the image.

**Size%** : A integer value which will specify the width or height of the object.

Below is the table that contains all the uses of functions included in the library –

S. No.	Function Name	Return Value	Use
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1.	aKNewDialog	Return a handle of the dialog to use.	Can be used to create new dialogs. Ex: Dialog% = aKNewDialog(title\$, width%, height%)
2.	aKAddLabel	Return a handle of the label to use with a dialog.	Can be used to add labels to dialogs. Ex: Label% = aKAddLabel(handle%, text\$, xpos%, ypos%)
3.	aKAddButton	Return a handle of the button to use with a dialog.	Can be used to add buttons to dialogs. Ex: Button% = aKAddButton(handle%, text\$, xpos%, ypos%)
4.	aKAddCheckBox	Return a handle of the checkbox to use with a dialog.	Can be used to add checkboxes to dialogs. Ex: Checkbox% = aKAddCheckBox(handle%, text\$, xpos%, ypos%)
5.	aKAddRadioButton	Return the handle of the radio button to use with a dialog.	Can be used to add radio buttons to dialogs. Ex: Radio% = aKAddRadioButton(handle%, text\$, xpos%, ypos%, groupId%)
6.	aKAddLinkLabel	Return the handle of the link label to use with a dialog.	Can be used to add link labels to dialogs. Ex: Link% = aKAddLinkLabel(handle%, text\$, xpos%, ypos%)
7.	aKAddComboBox	Return the handle of the combo box to use with a dialog. Use comma “,” separate your options.	Can be used to add combo boxes to dialogs. Ex: Combobox% = aKAddComboBox(handle%, value\$, options\$, xpos%, ypos%)
8.	aKAddTextBox	Return the handle of the text box to use with a dialog.	Can be used to add text boxes to dialogs. Ex: Textbox% = aKAddTextBox(handle%, value\$, placeholder\$, xpos%, ypos%, width%, typ%)

9.	aKAddNumericUpDown	Return the handle of the numeric up and down to use with a dialog.	Can be used to add numeric up and downs to dialogs. Ex: Numeric% = aKAddNumericUpDown(handle%, Value%, xpos%, ypos%, width%)
10.	aKAddProgressBar	Return the handle of the progress bar to use with a dialog. Maximum and Minimum value% can 100 and 0.	Can be used to add progress bars to dialogs. Ex: Progress% = aKAddProgressBar(handle%, xpos%, ypos%, width%, value%, active%)
11.	aKAddTooltip	Return the handle of the tooltip to use with a dialog.	Can be used to add tooltips to objects in dialogs (only on labels, link labels, buttons and pictures). Ex: Tooltip% = aKAddTooltip(handle%, type%, object%, text\$)
12.	aKAddPanel	Return the handle of the panel to use with a dialog.	Can be used to add panels to dialogs. Ex: Panel% = aKAddPanel(handle%, Xpos%, ypos%, width%, height%, title\$)
13.	aKAddDivider	Return the handle of the divider to us with a dialog. Value of type% can be aKVertical or aKHorizontal.	Can be used to add dividers to dialogs. Ex: Divider% = aKAddDivider(handle%, xpos%, ypos%, size%, typ%)
14.	aKAddPicture	Return the handle of the picture box to use with a dialog.	Can be used to add picture boxes to dialogs. Ex: Picture% = aKAddPicture(handle%, xpos%, ypos%, width%, height%, Image&)
15.	aKClick	Return -1 if the following object has been clicked by the user leaving progress bars..	Can be used as event and do some action. Ex: IF aKClick(handle%, typ%, object%) THEN [your code] END IF
16.	aKHover	Return -1 if the following object is being hovered by the	Can be used as event and do some action. Ex:

		mouse leaving progress bars..	IF aKHover(handle%, typ%, object%) THEN [your code] END IF
17.	aKAnyHover	Return -1 if any object of the given type is being hovered leaving progress bars.	Can be used as event and do some action. Ex; IF aKAnyHover(handle%, typ%) THEN [your code] END IF
18.	aKAnyClick	Return -1 if any object of the given type has been clicked by the user leaving progress bars.	Can be used as event and do some action. Ex: IF aKAnyClick(handle%, typ%) THEN [your code] END IF
19.	aKDialogClose	Return -1 if the given handle of the dialog is close.	Can be used to find if the dialog has been closed by the user or it is close. Ex: Dialog% = aKNewDialog(title\$, width%, height%) DO aKCheck Dialog% aKUpdate Dialog% IF aKDialogClose(dialog%) THEN SYSTEM LOOP
20.	aKGetValue\$	Return the value of the given object which contains any text values.	Can be used to get value of the object. Ex: Value\$ = aKGetValue\$(typ%, object%)
21.	aKGetRadioValue\$	Return the value of the radio buttons of the given group id.	Can be used to get value of the radio buttons. Ex: RValue\$ = aKGetRadioValue\$(handle%, GroupId%)

Below is table which have all the uses of subs included in the library –

S.No.	Sub Name	Syntax	Use
1.	aKCheck	aKCheck handle%	Use this sub at the

			top of the loop if you are displaying a dialog. Ex: DO aKCheck handle% aKUpdate handle% LOOP
2.	aKUpdate	aKUpdate handle%	Use this sub at the top of the loop if you are displaying a dialog. Ex: DO aKCheck handle% aKUpdate handle% LOOP
3.	aKHideDialog	aKHideDialog handle%	Use this sub to close a dialog and hide it.
4.	aKUpdateProgress	aKUpdateProgress object%, value%	Use this sub to update a value of a progress bar.
5.	aKEraseObject	aKEraseObject handle%, typ%, object%	Use this sub to erase to object and hide it.
6.	aKDrawObject	aKDrawObject handle%, typ%, object%)	Use this sub draw object. If the object is hidden, it will be visible.
7.	aKEraseAll	aKEraseAll	Use this sub to clear all handles.
8.	aKSetValue	aKSetValue typ%, object%, value\$	Use this sub to set a new value of an object.
9.	aKSetRadioValue	aKSetRadioValue handle%, GroupId%, object%	Use this sub to set a value of radio button of a given group.
10.	aKAddTransition	aKAddTransition handle%, animation\$	Use this sub to add animation to dialog. Possible value of animation\$ can be

			fadeblack, fadewhite, crossfade, focus, shapeout, slide and blinds
<b>11.</b>	aKSetPicture	aKSetPicture object%, Image&	Use this sub to set picture of the following picture box
<b>12.</b>	aKFreeDialog	aKFreeDialog handle%	Use this sub to free a dialog and make it for use again.