aKFrameWork v1.012

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

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$, xpos%, xpos%, groupId%)
6.	aKAddLinkLabel	Return the handle of the link label to use with a dialog.	Can be used to add link labels to dialogs. Ex: Link% = aKAddLinkLabel(handle%, text$, 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:

S.No.	Sub Name	(description)	(usage)
		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
11.	aKSetPicture	aKSetPicture object%, Image&	Use this sub to set picture of the following picture box
12.	aKFreeDialog	aKFreeDialog handle%	Use this sub to free a dialog and make it for use again.