

P.I.W.O. 1.0
Projekt Informatyczny
Wilqu & Others
Dokumentacja Techniczna

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January 7, 2009

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Chapter 1

Wstęp

1.1 Wstęp

1.1.1 Opis dziedziny przedmiotowej

Dziedziną projektu jest grafika, w głównej mierze operacje cyfrowe.

1.1.2 Cel projektu – po co?

Celem projektu jest zrealizowanie programu umożliwiającego cyfrowe przetwarzanie obrazu, jako z wizualizowanego ciągu bloków, na każdym z nich będzie dodana możliwość oglądu obrazu w każdym jego stadium przekształcania. Użytkownik będzie mógł dodawać własne typy danych jak i funkcji operujących na nich.

1.1.3 Zakres projektu – co i jak?

1. stworzenie dokumentacji
2. zrealizowanie graficznego interfejsu
3. implementacja operacji przetwarzania obrazu takich jak:
(wybór pozostawiony dla pozostałych osób z grupy)
4. dodanie opcji tworzenia własnych dodatków (plug-in)

1.1.4 Opracowanie wymagań wstępnych

1.1.4.1 Oczekiwana funkcjonalność systemu

Możliwość:

1. tworzenia bloków reprezentujących wybrane operacje cyfrowe.
2. tworzenie własnych dodatków.
3. wczytania różnych formatów obrazów.
4. zapis powstały obrazów.
5. zapis aktualnego stanu programu (położenia i połączeń bloków).

1.1.4.2 Opis rzeczywistych obiektów i zależności między nimi

1.1.4.3 Ograniczenia (system, środowisko, specyficzne wymagania)

Program zostanie napisany w IDE Borland C++, darmowa biblioteka FreeImage umożliwi wczytywanie wielu formatów plików.

1.1.5 Harmonogram prac

1. Stworzenie dokumentacji projektu - Piotr Wilk
2. Zaprojektowanie oraz Implementacja silnika aplikacji - Piotr Zegar, Piotr Wilk
3. Implementacja GUI - Piotr Zegar
4. Pisane wtyczek - pozostałe osoby.

1.2 Podział projektu

1.2.1 Engine

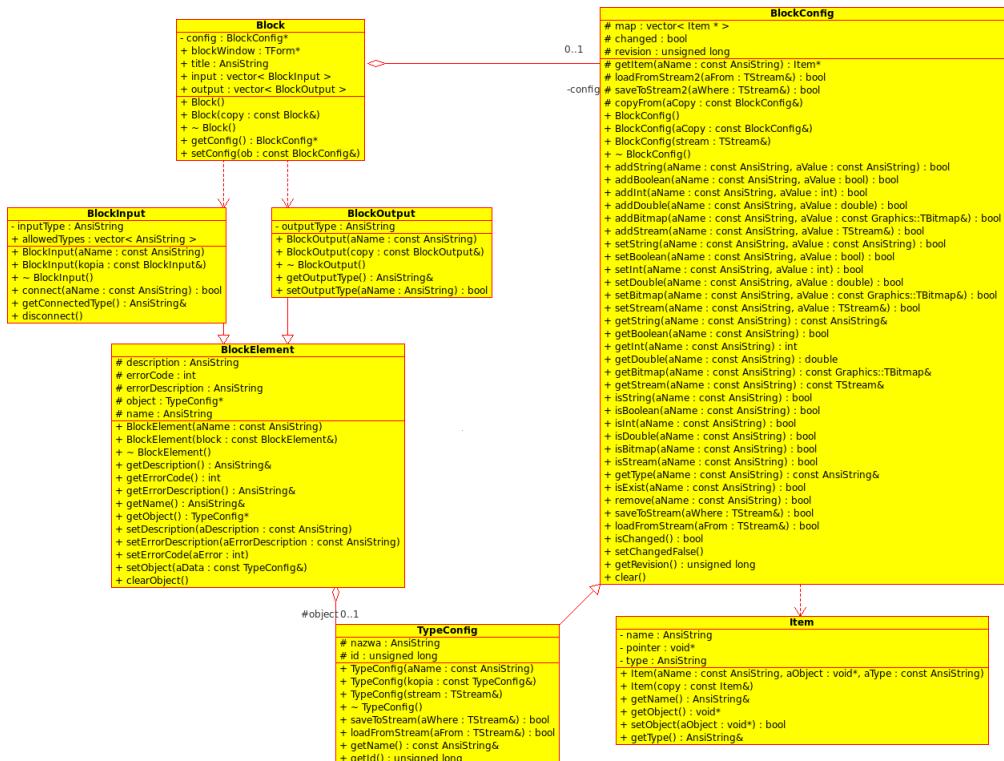


Figure 1.1: Engine - diagram

1.2.2 BRIGE

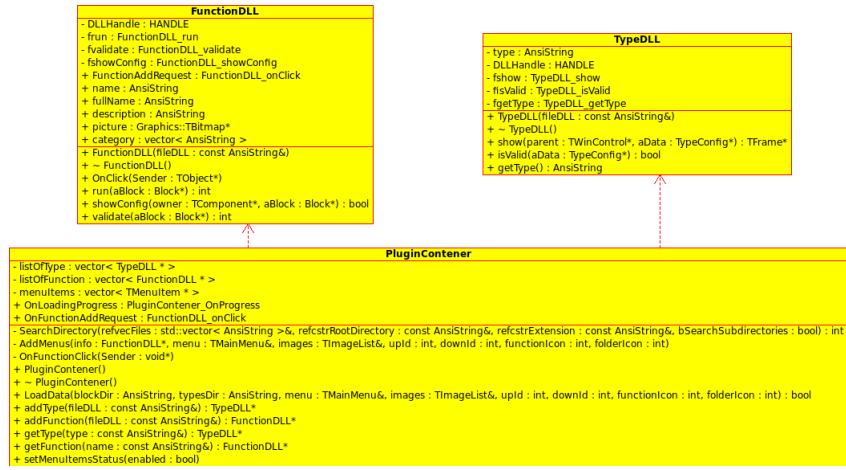


Figure 1.2: Engine - BRIGE

1.2.3 GUI



Figure 1.3: Engine - GUI

1.3 Plugins

Program obsługuje 2 typy pluginów:

- pluginy typów
- pluginy bloków

Plugins typów dostarczają aplikacji obsługi nowych typów danych, aczkolwiek aplikacja i tak poprawnie uruchomi bloczki korzystające z niewspieranych typów, haczek jest w tym że niektóre opcje takie jak podgląd nie będą dostępne dla danego typu. Informacje o typie danych są zapisywane w klasie TypeConfig.

Każda DLL pluginu jest ładowana do pamięci tylko RAZ. Wymagania nałożone na każdą DLL pełniącą rolę pluginu:

- Każda DLL musi zawierać: #pragma link “MEMMGR.LIB”
- Każda DLL musi być dostarczona w formie Release.
- Każda DLL musi być skompilowana z opcją: Packages->Build with runtime packages(true) = vcl;rtl;vclx
- Każda DLL musi być skompilowana z opcją: Linker->Linking->Use dynamic RTL = false

1.3.1 Struktura DLL typu i wymagania

Każda DLL typu musi powprawnie implementować i exportować następujące funkcje:

TFrame __stdcall show(TWinControl owner, TypeConfig aData);

Zadaniem tej funkcji jest poprawne wyświetlenie typu danych. Programista musi zaprojektować własną klasę pochodną od TFrame na której w sposób wizualnie poprawny, nizależny od szerokości Frame ma wyświetlić dane zawarte w aData. Po poprawnym stworzeniu takiego obiektu narzucając mu owner który jest przesyłany w paametrze funkcji jak i Parent ma zwrócić wskaźnik do dopiero co utworzonego i wypełnionego danymi Frame.

bool __stdcall isValid(TypeConfig aData);

Zadaniem tej funkcji jest sprawdzenie poprawności typu. Funkcja musi sprawdzić typ aData, dane w nim zawartym, czy są poprawne i czy są odpowiedniego typu i zwrócić true w przypadku gdy typ jest poprawny, false gdy nie jest.

AnsiString __stdcall getType();

Funkcja ta ma tylko i wyłącznie zwrócić nazwę typu danych.

1.3.2 Interfejsy typów

Mianem interfejsu typu określa się klasę z statycznymi metodami służącymi do tworzenia nowego typu pustego typu danych, zapisywania do niego i odczytywania z niego.

1.3.3 Struktura DLL funkcji i wymagania

W każdej z funkcji programista posiada pełną władze nad obiektem aBlock który symbolizuje blok. Każda DLL funkcji musi implementować i eksportować następujące funkcje:

bool __stdcall showConfig(TComponent owner, Block aBlock);

Funkcja ta ma za zadanie pokazać okienko konfiguracyjne bloczka, po jej zakończeniu niemoże ona zostawać aktywnego okna chyba że okno to jest powiązane z aBlock->blockWindow. Argument owner powinien być parentem i właścicielem nowo stworzonego okna. W interesie programującego jest zapewnić poprawne usunięcie okna z pamięci z wyjątkiem przypadku w którym okno jest powiązane z aBlock->blockWindow. Programista może tu zwrócić false w przypadku gdy niepotrzebuje aby bloczek miał okno konfiguracyjne, w innym przypadku powinien zwrócić true. Funkcja ta jest wywoływana tylko w przypadku gdy użytkownik jawnie kliknie w przycisk konfiguracyjny znajdujący się w centrum bloczka. Zabrania się odwoływań do danych w tej funkcji, jak i modyfikacji wejść wyjść. Wszystkie dane które programista chce przechować powinny być przechowywane w klasie aBlock->getConfig().

int __stdcall validate(Block aBlock); Funkcja ta jest wywoływana gdy:

- bloczek zostanie dodany do projektu
- bloczek zostanie zduplikowany
- zostanie dodane połączenie do bloczka (dotyczy tylko wejść)
- zostanie usunięte połączenie do bloczka (dotyczy tylko wejść)
- typ danych na dowolnym wejściu zostanie zmodyfikowany

Funkcja powinna zwracać:

- 0 - gdy nie wprowadzono żadnych zmian w obiekcie aBlock
1 - gdy zmodyfikowano tylko kody błędów, opisy, typy danych
2 - gdy dodano nowe wejście / wyjście

W aktualnej wersji engine zwracany kod przez ta funkcje niema dużego wpływu na przetwarzanie projektu/bloku. Aczkolwiek w późniejszej wersji może to ulec zmianie, a poprawne zwracanie kodów może znacznie przyspieszyć działanie programu. Celem programisty w tej funkcji jest poprawne zarządzanie wejściami i wyjściami z bloku, inicjowanie konfiguracji. Programista ma nieograniczoną władzę nad wejściami i wyjściami z bloku, może zarządzać typami danych jakie mogą być podłączone do konkretnego wejścia, decydując o typie danych jakie będzie dostarczone na wyjście i to właśnie tutaj musi o tym decydować. Kody błędów jakie wolno ustawić na wejściu / wyjściu to: 0 - wszystko ok, 1 - warning. Kod 2- error jest zastrzeżony tylko i wyłącznie dla funkcji run.

int __stdcall run(Block aBlock);

Zadaniem funkcji jest wykonanie operacji ściśle powiązanej z bloczkiem. Jest to jedyna funkcja w której programista ma 100% dostep do danych.

Kody wyjścia:

- 0 - wszystko ok
1 - warning, coś nie zostało wykonane ale program może kontynuować
2 - error

Programista w tej funkcji niemoże:

- dodawać, usuwać wejścia
- dodawać, usuwać wyjścia
- modyfikować typu danych na wyjściach
- modyfikować listy dozwolonych typów na wejściach
- odłączać połączenia podłączonego do wejścia

Programista w tej funkcji ma obowiązek:

- poprawnie zwracać kody wyjść
- zwalniać pamięć po obiektach

Chapter 2

Class Index

2.1 Class Hierarchy

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Class Index

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Chapter 4

File Index

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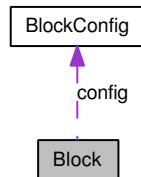
Chapter 5

Class Documentation

5.1 Block Class Reference

```
#include <Block.h>
```

Collaboration diagram for Block:



Public Member Functions

- `Block ()`
- `Block (const Block ©)`
- `~Block ()`
- `BlockConfig * getConfig ()`
- `void setConfig (const BlockConfig &ob)`

Public Attributes

- `TForm * blockWindow`
- `AnsiString title`
- `vector< BlockInput > input`
- `vector< BlockOutput > output`

Private Attributes

- `BlockConfig * config`

5.1.1 Detailed Description

Block - Klasa pojemnik przechowujaca wejscia i wyjscia bloku

Author:

Piotr

Date:

2008.11.25

Version:

0.1

Definition at line 21 of file Block.h.

5.1.2 Constructor & Destructor Documentation

5.1.2.1 Block::Block ()

Konstruktor domyslny.

Definition at line 3 of file Block.cpp.

References blockWindow, config, and title.

5.1.2.2 Block::Block (const Block & *copy*)

Konstruktor kopiujacy

Parameters:

copy obiekt ktory zostanie skopiowany

Definition at line 10 of file Block.cpp.

References blockWindow, config, input, output, and title.

5.1.2.3 Block::~Block ()

Destruktor

Definition at line 19 of file Block.cpp.

References blockWindow, and config.

5.1.3 Member Function Documentation

5.1.3.1 BlockConfig * Block::getConfig ()

Zwraca wskaznik do ustawien bloku.

Returns:

ustawienia bloku.

Definition at line 30 of file Block.cpp.

References config.

Referenced by PIWOEngine::loadFromFile(), PIWOEngine::OnVisualBlockConfigClick(), PIWOEngine::runBlock(), and VisualBlock::updateHistory().

5.1.3.2 void Block::setConfig (const BlockConfig & *ob*)

Ustawia wlasciwosci obiektu.

Parameters:

ob wlasciowsci obiektu.

Definition at line 35 of file Block.cpp.

References config.

Referenced by PIWOEngine::DuplicateSelectedBlocks().

5.1.4 Member Data Documentation

5.1.4.1 BlockConfig* Block::config [private]

Definition at line 24 of file Block.h.

Referenced by Block(), getConfig(), setConfig(), and ~Block().

5.1.4.2 TForm* Block::blockWindow

Wskaznik do okna, mozliwy do uzycia w przypadku tworzenia bloczkow potrzebujacych zostawic okno po wykonaniu akcji run.

Definition at line 29 of file Block.h.

Referenced by Block(), and ~Block().

5.1.4.3 AnsiString Block::title

Tytul bloczka

Definition at line 33 of file Block.h.

Referenced by Block(), and VisualBlock::setTitle().

5.1.4.4 vector<BlockInput> Block::input

Lista wejsc bloku.

Definition at line 37 of file Block.h.

Referenced by Block(), PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::runBlock(), VisualBlock::updateVisualComponents(), and PIWOEngine::validateBlock().

5.1.4.5 `vector<BlockOutput> Block::output`

Lista wyjścia bloku.

Definition at line 41 of file `Block.h`.

Referenced by `Block()`, `PIWOEngine::DuplicateSelectedBlocks()`, `PIWOEngine::loadFromFile()`, `PIWOEngine::runBlock()`, `VisualBlock::updateVisualComponents()`, and `PIWOEngine::validateBlock()`.

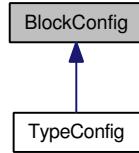
The documentation for this class was generated from the following files:

- [/PIWO/Program/engine/`Block.h`](#)
- [/PIWO/Program/engine/`Block.cpp`](#)

5.2 BlockConfig Class Reference

```
#include <BlockConfig.h>
```

Inheritance diagram for BlockConfig:



Public Member Functions

- `BlockConfig ()`
- `BlockConfig (const BlockConfig &aCopy)`
- `BlockConfig (TStream &stream)`
- `~BlockConfig ()`
- `bool addString (const AnsiString aName, const AnsiString aValue)`
- `bool addBoolean (const AnsiString aName, bool aValue)`
- `bool addInt (const AnsiString aName, int aValue)`
- `bool addDouble (const AnsiString aName, double aValue)`
- `bool addBitmap (const AnsiString aName, const Graphics::TBitmap &aValue)`
- `bool addStream (const AnsiString aName, TStream &aValue)`
- `bool setString (const AnsiString aName, const AnsiString aValue)`
- `bool setBoolean (const AnsiString aName, bool aValue)`
- `bool setInt (const AnsiString aName, int aValue)`
- `bool setDouble (const AnsiString aName, double aValue)`
- `bool setBitmap (const AnsiString aName, const Graphics::TBitmap &aValue)`
- `bool setStream (const AnsiString aName, TStream &aValue)`
- `const AnsiString & getString (const AnsiString aName)`
- `bool getBoolean (const AnsiString aName)`
- `int getInt (const AnsiString aName)`
- `double getDouble (const AnsiString aName)`
- `const Graphics::TBitmap & getBitmap (const AnsiString aName)`
- `const TStream & getStream (const AnsiString aName)`
- `bool isString (const AnsiString aName)`
- `bool isBoolean (const AnsiString aName)`
- `bool isInt (const AnsiString aName)`
- `bool isDouble (const AnsiString aName)`
- `bool isBitmap (const AnsiString aName)`
- `bool isStream (const AnsiString aName)`
- `const AnsiString & getType (const AnsiString aName)`
- `bool isExist (const AnsiString aName)`
- `bool remove (const AnsiString aName)`
- `bool saveToStream (TStream &aWhere)`
- `bool loadFromStream (TStream &aFrom)`
- `bool isChanged ()`
- `void setChangedFalse ()`
- `unsigned long getRevision ()`
- `void clear ()`

Protected Member Functions

- `Item * getItem (const AnsiString aName)`
- `bool loadFromStream2 (TStream &aFrom)`
- `bool saveToStream2 (TStream &aWhere)`
- `void copyFrom (const BlockConfig &aCopy)`

Protected Attributes

- `vector< Item * > map`
- `bool changed`
- `unsigned long revision`

5.2.1 Detailed Description

`BlockConfig` - Klasa przechowujaca dane w postaci hashmapy, uzywana jako miejsce do przechowywania konfiguracji dowolnego bloczka.

Author:

Piotr

Date:

2008.11.25

Version:

0.1

Definition at line 18 of file BlockConfig.h.

5.2.2 Constructor & Destructor Documentation

5.2.2.1 `BlockConfig::BlockConfig ()`

Konstruktor.

Definition at line 12 of file BlockConfig.cpp.

References changed, and revision.

5.2.2.2 `BlockConfig::BlockConfig (const BlockConfig & aCopy)`

Konsrtuktor Kopiujacy

Parameters:

`aCopy` obiekt ktory zostanie skopiowany

Definition at line 72 of file BlockConfig.cpp.

References changed, copyFrom(), and revision.

5.2.2.3 BlockConfig::BlockConfig (TStream & *stream*)

Konstruktor kopujcy z TStream

Parameters:

stream Stream z ktorego ma zostac wczytany.

Definition at line 18 of file BlockConfig.cpp.

References changed, loadFromStream(), and revision.

5.2.2.4 BlockConfig::~BlockConfig ()

Destruktor

Definition at line 79 of file BlockConfig.cpp.

References clear().

5.2.3 Member Function Documentation

5.2.3.1 Item * BlockConfig::getItem (const AnsiString *aName*) [protected]

Definition at line 3 of file BlockConfig.cpp.

References map.

Referenced by getBitmap(), getBoolean(), getDouble(), getInt(), getStream(), getString(), getType(), isBitmap(), isBoolean(), isDouble(), isExist(), isInt(), isStream(), isString(), remove(), setBitmap(), setBoolean(), setDouble(), setInt(), setStream(), and setString().

5.2.3.2 bool BlockConfig::loadFromStream2 (TStream & *aFrom*) [protected]

Definition at line 454 of file BlockConfig.cpp.

References map.

Referenced by TypeConfig::loadFromStream(), and loadFromStream().

5.2.3.3 bool BlockConfig::saveToStream2 (TStream & *aWhere*) [protected]

Definition at line 392 of file BlockConfig.cpp.

References getType(), and map.

Referenced by TypeConfig::saveToStream(), and saveToStream().

5.2.3.4 void BlockConfig::copyFrom (const BlockConfig & *aCopy*) [protected]

Definition at line 25 of file BlockConfig.cpp.

References map.

Referenced by BlockConfig().

5.2.3.5 bool BlockConfig::addString (const AnsiString *aName*, const AnsiString *aValue*)

Dodaje obiekt typu string (aTyp) na listd nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 117 of file BlockConfig.cpp.

References changed, isExist(), map, and revision.

5.2.3.6 bool BlockConfig::addBoolean (const AnsiString *aName*, bool *aValue*)

Dodaje obiekt typu Boolean (aTyp) na listd nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 127 of file BlockConfig.cpp.

References changed, isExist(), map, and revision.

5.2.3.7 bool BlockConfig::addInt (const AnsiString *aName*, int *aValue*)

Dodaje obiekt typu int (aTyp) na listd nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 138 of file BlockConfig.cpp.

References changed, isExist(), map, and revision.

5.2.3.8 bool BlockConfig::addDouble (const AnsiString *aName*, double *aValue*)

Dodaje obiekt typu double (aTyp) na listd nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 149 of file BlockConfig.cpp.

References changed, isExist(), map, and revision.

5.2.3.9 bool BlockConfig::addBitmap (const AnsiString *aName*, const Graphics::TBitmap & *aValue*)

Dodaje obiekt typu TBitmap (aTyp) na listd nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 160 of file BlockConfig.cpp.

References changed, isExist(), map, and revision.

5.2.3.10 bool BlockConfig::addStream (const AnsiString *aName*, TStream & *aValue*)

Dodaje obiekt typu TStream (aTyp) na listd nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 171 of file BlockConfig.cpp.

References changed, isExist(), map, and revision.

5.2.3.11 bool BlockConfig::setString (const AnsiString *aName*, const AnsiString *aValue*)

Zmienia obiekt typu string (aTyp) na liscie pod nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 182 of file BlockConfig.cpp.

References changed, getItem(), Item::getObject(), Item::getType(), revision, and Item::setObject().

5.2.3.12 bool BlockConfig::setBoolean (const AnsiString *aName*, bool *aValue*)

Zmienia obiekt typu boolean (aTyp) na liscie pod nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 193 of file BlockConfig.cpp.

References changed, getItem(), Item::getObject(), Item::getType(), revision, and Item::setObject().

5.2.3.13 bool BlockConfig::setInt (const AnsiString *aName*, int *aValue*)

Zmienia obiekt typu int (aTyp) na liscie pod nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 205 of file BlockConfig.cpp.

References changed, getItem(), Item::getObject(), Item::getType(), revision, and Item::setObject().

5.2.3.14 bool BlockConfig::setDouble (const AnsiString *aName*, double *aValue*)

Zmienia obiekt typu double (aTyp) na liscie pod nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 217 of file BlockConfig.cpp.

References changed, getItem(), Item::getObject(), Item::getType(), revision, and Item::setObject().

5.2.3.15 bool BlockConfig::setBitmap (const AnsiString *aName*, const Graphics::TBitmap & *aValue*)

Zmienia obiekt typu TBitmap (aTyp) na liscie pod nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 229 of file BlockConfig.cpp.

References changed, getItem(), Item::getObject(), Item::getType(), revision, and Item::setObject().

5.2.3.16 bool BlockConfig::setStream (const AnsiString *aName*, TStream & *aValue*)

Zmienia obiekt typu TStream (aTyp) na liscie pod nazwa aName.

Parameters:

aName nazwa pod jaka obiekt ma widniesc na licie

aValue dane jakie maja zostac wrzucone na liste

Returns:

zwraca true jesli obiekt zostal dodany

Definition at line 241 of file BlockConfig.cpp.

References changed, getItem(), Item::getObject(), Item::getType(), revision, and Item::setObject().

5.2.3.17 const AnsiString & BlockConfig::getString (const AnsiString *aName*)

Pobiera obiekt typu string z listy pod nazwa aName.

Parameters:

aName nazwa obiektu

Returns:

wartosc danego obiektu

Definition at line 253 of file BlockConfig.cpp.

References getItem(), Item::getObject(), and Item::getType().

5.2.3.18 bool BlockConfig::getBoolean (const AnsiString aName)

Pobiera obiekt typu boolean (aTyp) z listy pod nazwa aName.

Parameters:

aName nazwa obiektu

Returns:

wartosc danego obiektu

Definition at line 260 of file BlockConfig.cpp.

References getItem(), Item::getObject(), and Item::getType().

5.2.3.19 int BlockConfig::getInt (const AnsiString aName)

Pobiera obiekt typu int (aTyp) z listy pod nazwa aName.

Parameters:

aName nazwa obiektu

Returns:

wartosc danego obiektu

Definition at line 267 of file BlockConfig.cpp.

References getItem(), Item::getObject(), and Item::getType().

5.2.3.20 double BlockConfig::getDouble (const AnsiString aName)

Pobiera obiekt typu double (aTyp) z listy pod nazwa aName.

Parameters:

aName nazwa obiektu

Returns:

wartosc danego obiektu

Definition at line 274 of file BlockConfig.cpp.

References getItem(), Item::getObject(), and Item::getType().

5.2.3.21 const Graphics::TBitmap & BlockConfig::getBitmap (const AnsiString aName)

Pobiera obiekt typu TBitmap (aTyp) z listy pod nazwa aName.

Parameters:

aName nazwa obiektu

Returns:

wartosc danego obiektu

Definition at line 281 of file BlockConfig.cpp.

References getItem(), Item::getObject(), and Item::getType().

5.2.3.22 const TStream & BlockConfig::getStream (const AnsiString aName)

Pobiera obiekt typu Stream (aTyp) z listy pod nazwa aName.

Parameters:

aName nazwa obiektu

Returns:

wartosc danego obiektu

Definition at line 288 of file BlockConfig.cpp.

References getItem(), Item::getObject(), and Item::getType().

5.2.3.23 bool BlockConfig::isString (const AnsiString aName)

Sprawdza czy obiekt pod nazwa aName jest typu String.

Parameters:

aName nazwa obiektu

Returns:

ture - jezeli jest to ten sam typ false - jezeli nie.

Definition at line 295 of file BlockConfig.cpp.

References getItem(), and Item::getType().

5.2.3.24 bool BlockConfig::isBoolean (const AnsiString aName)

Sprawdza czy obiekt pod nazwa aName jest typu booleand.

Parameters:

aName nazwa obiektu

Returns:

ture - jezeli jest to ten sam typ false - jezeli nie.

Definition at line 300 of file BlockConfig.cpp.

References getItem(), and Item::getType().

5.2.3.25 bool BlockConfig::isInt (const AnsiString *aName*)

Sprawdza czy obiekt pod nazwą *aName* jest typu int.

Parameters:

aName nazwa obiektu

Returns:

true - jeżeli jest to ten sam typ false - jeżeli nie.

Definition at line 305 of file BlockConfig.cpp.

References getItem(), and Item::getType().

5.2.3.26 bool BlockConfig::isDouble (const AnsiString *aName*)

Sprawdza czy obiekt pod nazwą *aName* jest typu Double.

Parameters:

aName nazwa obiektu

Returns:

true - jeżeli jest to ten sam typ false - jeżeli nie.

Definition at line 310 of file BlockConfig.cpp.

References getItem(), and Item::getType().

5.2.3.27 bool BlockConfig::isBitmap (const AnsiString *aName*)

Sprawdza czy obiekt pod nazwą *aName* jest typu TBitmap.

Parameters:

aName nazwa obiektu

Returns:

true - jeżeli jest to ten sam typ false - jeżeli nie.

Definition at line 315 of file BlockConfig.cpp.

References getItem(), and Item::getType().

5.2.3.28 bool BlockConfig::isStream (const AnsiString *aName*)

Sprawdza czy obiekt pod nazwą *aName* jest typu TStream.

Parameters:

aName nazwa obiektu

Returns:

true - jezeli jest to ten sam typ false - jezeli nie.

Definition at line 320 of file BlockConfig.cpp.

References getItem(), and Item::getType().

5.2.3.29 const AnsiString & BlockConfig::getType (const AnsiString *aName*)

Zwraca typ danego obiekut.

Parameters:

aName nazwa obiektu

Returns:

string okreslajacy typ.

Definition at line 325 of file BlockConfig.cpp.

References getItem(), and Item::getType().

Referenced by clear(), and saveToStream2().

5.2.3.30 bool BlockConfig::isExist (const AnsiString *aName*)

Sprawdza czy obiekt pod nazwa aName istnieje.

Parameters:

aName nazwa obiektu

Returns:

true - jezeli isnicieje false - jezeli nie.

Definition at line 330 of file BlockConfig.cpp.

References getItem().

Referenced by addBitmap(), addBoolean(), addDouble(), addInt(), addStream(), and addString().

5.2.3.31 bool BlockConfig::remove (const AnsiString *aName*)

Usuwa obiekt pod nazwa aName.

Parameters:

aName nazwa obiektu

Returns:

true - jezeli zostal usuniety false - jezeli nie.

Definition at line 342 of file BlockConfig.cpp.

References changed, getItem(), Item::getObjectType(), Item::getType(), map, and revision.

5.2.3.32 bool BlockConfig::saveToStream (TStream & *aWhere*)

Zapisuje listiektow do strumienia.

Parameters:

aWhere strumien w ktorym zostana zapisane informacje.

Returns:

true - jezeli operacja sie powiodla false - jezeli nie.

Reimplemented in [TypeConfig](#).

Definition at line 444 of file BlockConfig.cpp.

References saveToStream2().

5.2.3.33 bool BlockConfig::loadFromStream (TStream & *aFrom*)

Odczytuje infomracjbiektach na liscie z strumienia

Parameters:

aName nazwa obiektu

Returns:

true - jezeli operacja sie powiodla false - jezeli nie.

Reimplemented in [TypeConfig](#).

Definition at line 543 of file BlockConfig.cpp.

References clear(), and loadFromStream2().

Referenced by BlockConfig(), and PIWOEngine::loadFromFile().

5.2.3.34 bool BlockConfig::isChanged ()

Definition at line 553 of file BlockConfig.cpp.

References changed.

5.2.3.35 void BlockConfig::setChangedFalse ()

zeruje flagę changed

Definition at line 558 of file BlockConfig.cpp.

References changed.

5.2.3.36 unsigned long BlockConfig::getRevision ()

zwraca wersje (jest inkrementowana przy wykonywaniu dowolnych zmian)

Definition at line 563 of file BlockConfig.cpp.

References revision.

Referenced by PIWOEngine::OnVisualBlockConfigClick(), PIWOEngine::runBlock(), and VisualBlock::updateHistory().

5.2.3.37 void BlockConfig::clear ()

czyszczenie listy

Definition at line 84 of file BlockConfig.cpp.

References getType(), and map.

Referenced by TypeConfig::loadFromStream(), loadFromStream(), and ~BlockConfig().

5.2.4 Member Data Documentation

5.2.4.1 vector<Item*> BlockConfig::map [protected]

Definition at line 21 of file BlockConfig.h.

Referenced by addBitmap(), addBoolean(), addDouble(), addInt(), addStream(), addString(), clear(), copyFrom(), getItem(), loadFromStream2(), remove(), and saveToStream2().

5.2.4.2 bool BlockConfig::changed [protected]

Definition at line 22 of file BlockConfig.h.

Referenced by addBitmap(), addBoolean(), addDouble(), addInt(), addStream(), addString(), BlockConfig(), isChanged(), remove(), setBitmap(), setBoolean(), setChangedFalse(), setDouble(), setInt(), setStream(), and setString().

5.2.4.3 unsigned long BlockConfig::revision [protected]

Definition at line 23 of file BlockConfig.h.

Referenced by addBitmap(), addBoolean(), addDouble(), addInt(), addStream(), addString(), BlockConfig(), getRevision(), remove(), setBitmap(), setBoolean(), setDouble(), setInt(), setStream(), and setString().

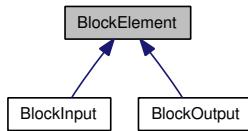
The documentation for this class was generated from the following files:

- /PIWO/Program/engine/[BlockConfig.h](#)
- /PIWO/Program/engine/[BlockConfig.cpp](#)

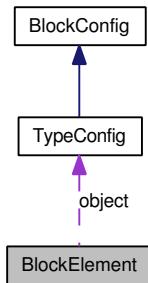
5.3 BlockElement Class Reference

```
#include <BlockElement.h>
```

Inheritance diagram for BlockElement:



Collaboration diagram for BlockElement:



Public Member Functions

- `BlockElement (const AnsiString aName)`
- `BlockElement (const BlockElement &block)`
- `~BlockElement ()`
- `AnsiString & getDescription ()`
- `int getErrorCode ()`
- `AnsiString & getErrorDescription ()`
- `AnsiString & getName ()`
- `TypeConfig * getObject ()`
- `void setDescription (const AnsiString aDescription)`
- `void setErrorDescription (const AnsiString aErrorDescription)`
- `void setErrorCode (int aError)`
- `void setObject (const TypeConfig &aData)`
- `void clearObject ()`

Protected Attributes

- `AnsiString description`
- `int errorCode`
- `AnsiString errorDescription`
- `TypeConfig * object`
- `AnsiString name`

5.3.1 Detailed Description

BlockElement - Klasa reprezentujaca wejscia/wyjcia miedzy blokami, zawiera - nazwe, opis, stan - czy jest poprawnie podlaczony (errorCode)

Author:

Piotr

Date:

2008.11.25

Version:

0.1

Definition at line 18 of file BlockElement.h.

5.3.2 Constructor & Destructor Documentation

5.3.2.1 BlockElement::BlockElement (const AnsiString *aName*)

Konstruktor

Parameters:

aName nazwa tworzonego wejscia/wyjcia

Definition at line 3 of file BlockElement.cpp.

References name.

5.3.2.2 BlockElement::BlockElement (const BlockElement & *block*)

Konstruktor

Parameters:

aName nazwa tworzonego wejscia/wyjcia

Definition at line 9 of file BlockElement.cpp.

References description, errorCode, errorDescription, name, and object.

5.3.2.3 BlockElement::~BlockElement ()

Destruktor

Definition at line 21 of file BlockElement.cpp.

References object.

5.3.3 Member Function Documentation

5.3.3.1 AnsiString & BlockElement::getDescription ()

Pobiera opis.

Returns:

AnsiString opis wejscia/wyjcia.

Definition at line 26 of file BlockElement.cpp.

References description.

Referenced by PIWOEngine::CancelCustomizationOnSelectedConnections(), PIWOEngine::DeleteSelectedConnection(), PIWOEngine::MakeConnection(), PIWOEngine::OnConnectionSelect(), PIWOEngine::OnVisualBlockInputHistoryClick(), PIWOEngine::OnVisualBlockInputSelected(), PIWOEngine::OnVisualBlockOutputHistoryClick(), PIWOEngine::OnVisualBlockOutputSelected(), PIWOEngine::UnselectSelectedConnection(), Connection::update(), and VisualBlock::updateVisualComponents().

5.3.3.2 int BlockElement::getErrorCode ()

Pobiera kod bledu. int kod bledu.

Definition at line 31 of file BlockElement.cpp.

References errorCode.

Referenced by Connection::update(), VisualBlock::updateVisualComponents(), and PIWOEngine::validateBlock().

5.3.3.3 AnsiString & BlockElement::getErrorDescription ()

Pobiera Opis bledu

Returns:

AnsiString - Opis bledu.

Definition at line 36 of file BlockElement.cpp.

References errorDescription.

Referenced by Connection::update(), VisualBlock::updateVisualComponents(), and PIWOEngine::validateBlock().

5.3.3.4 AnsiString & BlockElement::getName ()

Pobiera nazwe obiektu.

Returns:

AnsiString nazwa obiektu.

Definition at line 41 of file BlockElement.cpp.

References name.

Referenced by PIWOEngine::OnVisualBlockInputHistoryClick(), and PIWOEngine::OnVisualBlockOutputHistoryClick().

5.3.3.5 TypeConfig * BlockElement::getObject ()

Pobiera Konfiguracje bloku.

Returns:

TypeConfig konfiguracja bloku.

Definition at line 46 of file BlockElement.cpp.

References object.

Referenced by PIWOEngine::runBlock().

5.3.3.6 void BlockElement::setDescription (const AnsiString *aDescription*)

Ustawia opis.

Parameters:

aDescription - ustawiany opis.

Definition at line 51 of file BlockElement.cpp.

References description.

Referenced by PIWOEngine::loadFromFile().

5.3.3.7 void BlockElement::setErrorDescription (const AnsiString *aErrorDescription*)

Ustawia opis bledu.

Parameters:

aErrorDescription - ustawiany opis bledu.

Definition at line 56 of file BlockElement.cpp.

References errorDescription.

Referenced by PIWOEngine::loadFromFile().

5.3.3.8 void BlockElement::setErrorCode (int *aError*)

Ustawia kod blad.

Parameters:

aError - ustawiany kod,0-ok, 1-warrning, 2-error.

Definition at line 61 of file BlockElement.cpp.

References errorCode.

Referenced by PIWOEngine::loadFromFile().

5.3.3.9 void BlockElement::setObject (const TypeConfig & *aData*)

Ustawia obiekt.

Parameters:

aData - ustawiany obiekt.

Definition at line 66 of file BlockElement.cpp.

References object.

5.3.3.10 void BlockElement::clearObject ()

Usuwa obiekt.

Definition at line 72 of file BlockElement.cpp.

References object.

5.3.4 Member Data Documentation

5.3.4.1 AnsiString BlockElement::description [protected]

Definition at line 21 of file BlockElement.h.

Referenced by BlockElement(), getDescription(), and setDescription().

5.3.4.2 int BlockElement::errorCode [protected]

Definition at line 22 of file BlockElement.h.

Referenced by BlockElement(), getErrorCode(), and setErrorCode().

5.3.4.3 AnsiString BlockElement::errorDescription [protected]

Definition at line 23 of file BlockElement.h.

Referenced by BlockElement(), getErrorDescription(), and setErrorDescription().

5.3.4.4 TypeConfig* BlockElement::object [protected]

Definition at line 24 of file BlockElement.h.

Referenced by BlockElement(), clearObject(), getObject(), setObject(), and ~BlockElement().

5.3.4.5 AnsiString BlockElement::name [protected]

Definition at line 25 of file BlockElement.h.

Referenced by BlockElement(), and getName().

The documentation for this class was generated from the following files:

- /PIWO/Program/engine/[BlockElement.h](#)

- /PIWO/Program/engine/[BlockElement.cpp](#)

5.4 BlockHistory Class Reference

```
#include <BlockHistory.h>
```

Public Member Functions

- `BlockHistory ()`
- `BlockHistory (BlockHistory &b)`
- `~BlockHistory ()`

Public Attributes

- `vector< BlockHistoryInputElement * > leftInput`
- `vector< BlockHistoryInputElement * > topInput`
- `vector< BlockHistoryOutputElement * > rightOutput`
- `vector< BlockHistoryOutputElement * > bottomOutput`
- `unsigned int configRevision`
- `TDateTime date`

5.4.1 Detailed Description

Klasa zawiera historie dla calego bloku po jego jednokrotnym uruchomieniu.

Definition at line 10 of file BlockHistory.h.

5.4.2 Constructor & Destructor Documentation

5.4.2.1 BlockHistory::BlockHistory ()

Konstruktor domyslny

Definition at line 6 of file BlockHistory.cpp.

References configRevision, and date.

5.4.2.2 BlockHistory::BlockHistory (BlockHistory & b)

Konstruktor kopujacy

Parameters:

ob obiekt z ktorego mamy skopiowac

Definition at line 12 of file BlockHistory.cpp.

References bottomOutput, configRevision, date, leftInput, rightOutput, and topInput.

5.4.2.3 **BlockHistory::~BlockHistory ()**

Destruktor

Definition at line 22 of file BlockHistory.cpp.

References bottomOutput, leftInput, rightOutput, and topInput.

5.4.3 Member Data Documentation

5.4.3.1 **vector<BlockHistoryInputElement*> BlockHistory::leftInput**

Lista historii dla wejścia z lewej strony bloczka

Definition at line 16 of file BlockHistory.h.

Referenced by BlockHistory(), PIWOEngine::runBlock(), and ~BlockHistory().

5.4.3.2 **vector<BlockHistoryInputElement*> BlockHistory::topInput**

Lista historii dla wejścia z górnej strony bloczka

Definition at line 20 of file BlockHistory.h.

Referenced by BlockHistory(), PIWOEngine::runBlock(), and ~BlockHistory().

5.4.3.3 **vector<BlockHistoryOutputElement*> BlockHistory::rightOutput**

Lista historii dla wyjścia z prawej strony bloczka

Definition at line 24 of file BlockHistory.h.

Referenced by BlockHistory(), PIWOEngine::runBlock(), and ~BlockHistory().

5.4.3.4 **vector<BlockHistoryOutputElement*> BlockHistory::bottomOutput**

Lista historii dla wyjścia z dolnej strony bloczka

Definition at line 28 of file BlockHistory.h.

Referenced by BlockHistory(), PIWOEngine::runBlock(), and ~BlockHistory().

5.4.3.5 **unsigned int BlockHistory::configRevision**

Wersja konfiguracji

Definition at line 32 of file BlockHistory.h.

Referenced by BlockHistory(), and PIWOEngine::runBlock().

5.4.3.6 **TDateTime BlockHistory::date**

Data i godzina dodania historii

Definition at line 36 of file BlockHistory.h.

Referenced by BlockHistory().

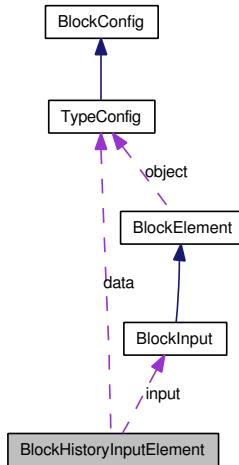
The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[BlockHistory.h](#)
- /PIWO/Program/gui/[BlockHistory.cpp](#)

5.5 BlockHistoryInputElement Class Reference

```
#include <BlockHistoryInputElement.h>
```

Collaboration diagram for BlockHistoryInputElement:



Public Member Functions

- void [setData \(TypeConfig &d\)](#)
- void [setNULL \(\)](#)
- TypeConfig * [getData \(\)](#)
- BlockHistoryInputElement ()
- ~[BlockHistoryInputElement \(\)](#)

Public Attributes

- [BlockInput * input](#)

Private Attributes

- [TypeConfig * data](#)

5.5.1 Detailed Description

Klasa zawiera historie dla pojedynczego wejścia bloku

Definition at line 9 of file BlockHistoryInputElement.h.

5.5.2 Constructor & Destructor Documentation

5.5.2.1 BlockHistoryInputElement::BlockHistoryInputElement ()

Konstruktor

Definition at line 6 of file BlockHistoryInputElement.cpp.

References data, and input.

5.5.2.2 **BlockHistoryInputElement::~BlockHistoryInputElement ()**

Destruktor

Definition at line 12 of file BlockHistoryInputElement.cpp.

References data.

5.5.3 Member Function Documentation

5.5.3.1 **void BlockHistoryInputElement::setData (TypeConfig & d)**

Ustawia obiekt

Parameters:

d dane

Definition at line 17 of file BlockHistoryInputElement.cpp.

References data.

Referenced by PIWOEngine::runBlock().

5.5.3.2 **void BlockHistoryInputElement::setNULL ()**

Czysci obiekt

Definition at line 28 of file BlockHistoryInputElement.cpp.

References data.

Referenced by PIWOEngine::runBlock().

5.5.3.3 **TypeConfig * BlockHistoryInputElement::getData ()**

Zwraca obiekt

Returns:

NULL lub TypeConfig*

Definition at line 23 of file BlockHistoryInputElement.cpp.

References data.

5.5.4 Member Data Documentation

5.5.4.1 **TypeConfig* BlockHistoryInputElement::data [private]**

Definition at line 12 of file BlockHistoryInputElement.h.

Referenced by BlockHistoryInputElement(), getData(), setData(), setNULL(), and ~BlockHistoryInputElement().

5.5.4.2 BlockInput* BlockHistoryInputElement::input

Wejscie bloku

Definition at line 17 of file BlockHistoryInputElement.h.

Referenced by BlockHistoryInputElement(), and PIWOEngine::runBlock().

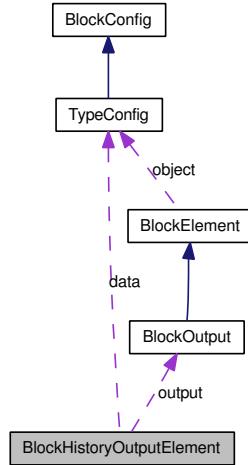
The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[BlockHistoryInputElement.h](#)
- /PIWO/Program/gui/[BlockHistoryInputElement.cpp](#)

5.6 BlockHistoryOutputElement Class Reference

```
#include <BlockHistoryOutputElement.h>
```

Collaboration diagram for BlockHistoryOutputElement:



Public Member Functions

- void [setData \(TypeConfig &d\)](#)
- void [setNULL \(\)](#)
- TypeConfig * [getData \(\)](#)
- BlockHistoryOutputElement ()
- ~[BlockHistoryOutputElement \(\)](#)

Public Attributes

- [BlockOutput * output](#)

Private Attributes

- [TypeConfig * data](#)

5.6.1 Detailed Description

Klasa zawiera historie dla pojedynczego wyjścia bloku

Definition at line 9 of file BlockHistoryOutputElement.h.

5.6.2 Constructor & Destructor Documentation

5.6.2.1 BlockHistoryOutputElement::BlockHistoryOutputElement ()

Konstruktor

Definition at line 6 of file BlockHistoryOutputElement.cpp.

References data, and output.

5.6.2.2 **BlockHistoryOutputElement::~BlockHistoryOutputElement ()**

Destruktor

Definition at line 12 of file BlockHistoryOutputElement.cpp.

References data.

5.6.3 Member Function Documentation

5.6.3.1 **void BlockHistoryOutputElement::setData (TypeConfig & d)**

Ustawia obiekt

Parameters:

d dane

Definition at line 17 of file BlockHistoryOutputElement.cpp.

References data.

Referenced by PIWOEngine::runBlock().

5.6.3.2 **void BlockHistoryOutputElement::setNULL ()**

Czysci obiekt

Definition at line 28 of file BlockHistoryOutputElement.cpp.

References data.

Referenced by PIWOEngine::runBlock().

5.6.3.3 **TypeConfig * BlockHistoryOutputElement::getData ()**

Zwraca obiekt

Returns:

NULL lub TypeConfig*

Definition at line 23 of file BlockHistoryOutputElement.cpp.

References data.

5.6.4 Member Data Documentation

5.6.4.1 **TypeConfig* BlockHistoryOutputElement::data [private]**

Definition at line 12 of file BlockHistoryOutputElement.h.

Referenced by BlockHistoryOutputElement(), getData(), setData(), setNULL(), and ~BlockHistoryOutputElement().

5.6.4.2 **BlockOutput* BlockHistoryOutputElement::output**

Wyjście bloku

Definition at line 17 of file BlockHistoryOutputElement.h.

Referenced by BlockHistoryOutputElement(), and PIWOEngine::runBlock().

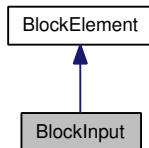
The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[BlockHistoryOutputElement.h](#)
- /PIWO/Program/gui/[BlockHistoryOutputElement.cpp](#)

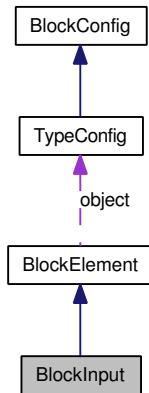
5.7 BlockInput Class Reference

```
#include <BlockInput.h>
```

Inheritance diagram for BlockInput:



Collaboration diagram for BlockInput:



Public Member Functions

- [BlockInput \(const AnsiString aName\)](#)
- [BlockInput \(const BlockInput &kopia\)](#)
- [~BlockInput \(\)](#)
- [bool connect \(const AnsiString aName\)](#)
- [AnsiString & getConnectedType \(\)](#)
- [void disconnect \(\)](#)

Public Attributes

- [vector< AnsiString > allowedTypes](#)

Private Attributes

- [AnsiString inputType](#)

5.7.1 Detailed Description

[BlockInput](#) - Klasa pojemnik przechowujaca wejscia i wyjsciya bloku

Author:

Piotr

Date:

2008.11.25

Version:

0.1

Definition at line 15 of file BlockInput.h.

5.7.2 Constructor & Destructor Documentation

5.7.2.1 BlockInput::BlockInput (const AnsiString *aName*)

Konstruktor

Parameters:

aName nazwa wejscia bloku

Definition at line 20 of file BlockInput.cpp.

5.7.2.2 BlockInput::BlockInput (const BlockInput & *kopia*)

Konstruktor kopujacy

Parameters:

copy element ktory zostanie skopiowany

Definition at line 24 of file BlockInput.cpp.

References allowedTypes, and inputType.

5.7.2.3 BlockInput::~BlockInput ()

Destruktor

Definition at line 30 of file BlockInput.cpp.

5.7.3 Member Function Documentation

5.7.3.1 bool BlockInput::connect (const AnsiString *aName*)

Realizuje polaczenia miy blokami.

Parameters:

aName nazwa obiektu z ktorym bedzie polaczzone wejscie.

Returns:

poprawnosc przeprowadzonej operacji.

Definition at line 3 of file BlockInput.cpp.

References `inputType`.

Referenced by `PIWOEngine::DuplicateSelectedBlocks()`, `PIWOEngine::loadFromFile()`, and `PIWOEngine::MakeConnection()`.

5.7.3.2 AnsiString & BlockInput::getConnectedType ()

Pobiera typ polaczenia.

Returns:

nazwa typu polaczenia.

Definition at line 15 of file BlockInput.cpp.

References `inputType`.

Referenced by `VisualBlock::updateVisualComponents()`.

5.7.3.3 void BlockInput::disconnect ()

rozlacza bloki

Definition at line 10 of file BlockInput.cpp.

References `inputType`.

Referenced by `PIWOEngine::DeleteSelectedConnection()`, `PIWOEngine::OnVisualBlockInputSelected()`, and `PIWOEngine::OnVisualBlockOutputSelected()`.

5.7.4 Member Data Documentation

5.7.4.1 AnsiString BlockInput::inputType [private]

Definition at line 18 of file BlockInput.h.

Referenced by `BlockInput()`, `connect()`, `disconnect()`, and `getConnectedType()`.

5.7.4.2 vector<AnsiString> BlockInput::allowedTypes

lista dozwolonych typow ktoga zostac podane na wejscie

Definition at line 37 of file BlockInput.h.

Referenced by `BlockInput()`, `PIWOEngine::loadFromFile()`, `PIWOEngine::MakeConnection()`, `Connection::update()`, and `VisualBlock::updateVisualComponents()`.

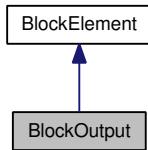
The documentation for this class was generated from the following files:

- /PIWO/Program/engine/[BlockInput.h](#)
- /PIWO/Program/engine/[BlockInput.cpp](#)

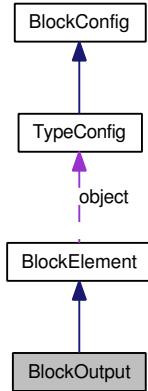
5.8 BlockOutput Class Reference

```
#include <BlockOutput.h>
```

Inheritance diagram for BlockOutput:



Collaboration diagram for BlockOutput:



Public Member Functions

- [BlockOutput \(const AnsiString aName\)](#)
- [BlockOutput \(const BlockOutput ©\)](#)
- [~BlockOutput \(\)](#)
- [AnsiString & getOutputType \(\)](#)
- [bool setOutputType \(AnsiString aName\)](#)

Private Attributes

- [AnsiString outputType](#)

5.8.1 Detailed Description

[BlockInput](#) - Klasa pojemnik przechowujaca wejscia i wyjsciya bloku

Author:

Piotr

Date:

2008.11.25

Version:

0.1

Definition at line 15 of file BlockOutput.h.

5.8.2 Constructor & Destructor Documentation

5.8.2.1 BlockOutput::BlockOutput (const AnsiString *aName*)

Konstruktor

Parameters:

aName nazwa wyjścia.

Definition at line 3 of file BlockOutput.cpp.

5.8.2.2 BlockOutput::BlockOutput (const BlockOutput & *copy*)

Konstruktor kopiący.

Parameters:

copy obiekt który zostanie skopiowany

Definition at line 7 of file BlockOutput.cpp.

References outputType.

5.8.2.3 BlockOutput::~BlockOutput ()

Destruktor

Definition at line 12 of file BlockOutput.cpp.

5.8.3 Member Function Documentation

5.8.3.1 AnsiString & BlockOutput::getOutputType ()

Zwraca typ wyjścia.

Returns:

AnsiString typ wyjścia

Definition at line 16 of file BlockOutput.cpp.

References outputType.

Referenced by PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::MakeConnection(), Connection::update(), VisualBlock::updateVisualComponents(), and PIWOEngine::validateBlock().

5.8.3.2 bool BlockOutput::setOutputType (AnsiString *aName*)

Ustawia typ wyjścia.

Parameters:

aName typ wyjścia.

Returns:

poprawność wykonanej operacji

Definition at line 21 of file BlockOutput.cpp.

References outputType.

Referenced by PIWOEngine::loadFromFile().

5.8.4 Member Data Documentation

5.8.4.1 AnsiString BlockOutput::outputType [private]

Definition at line 18 of file BlockOutput.h.

Referenced by BlockOutput(), getOutputType(), and setOutputType().

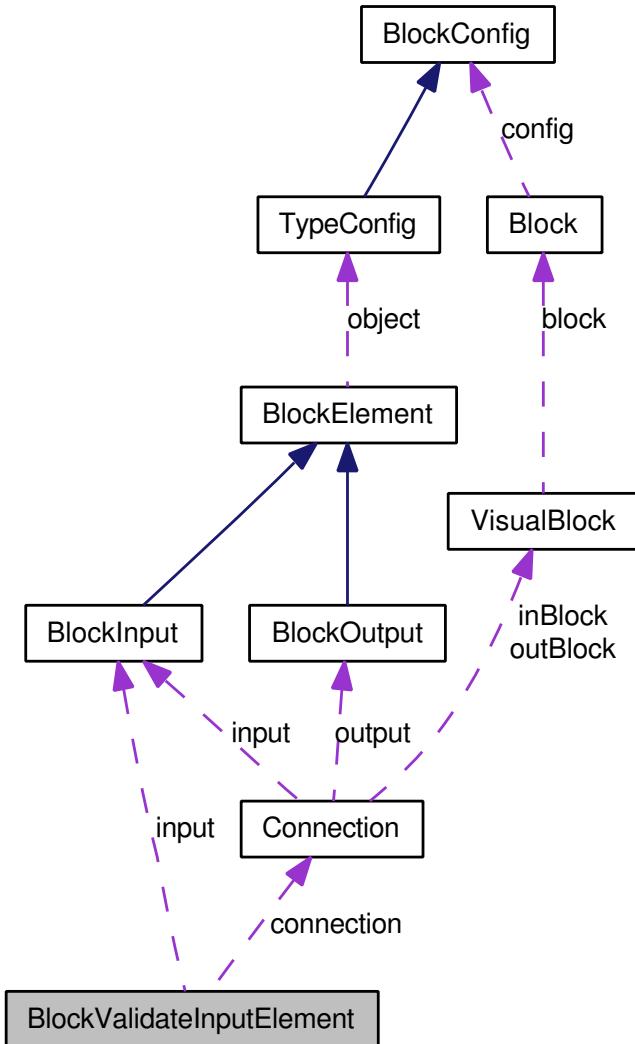
The documentation for this class was generated from the following files:

- /PIWO/Program/engine/[BlockOutput.h](#)
- /PIWO/Program/engine/[BlockOutput.cpp](#)

5.9 BlockValidateInputElement Class Reference

```
#include <BlockValidateInputElement.h>
```

Collaboration diagram for BlockValidateInputElement:



Public Attributes

- `BlockInput * input`
- `AnsiString errorDescription`
- `int errorCode`
- `Connection * connection`

5.9.1 Detailed Description

Klasa ta jest pojemnikiem, dla metody validateBlock w [PIWOEngine](#)

Definition at line 10 of file `BlockValidateInputElement.h`.

5.9.2 Member Data Documentation

5.9.2.1 **BlockInput* BlockValidateInputElement::input**

Wskaznik do wejścia bloku

Definition at line 16 of file BlockValidateInputElement.h.

Referenced by PIWOEngine::validateBlock().

5.9.2.2 **AnsiString BlockValidateInputElement::errorDescription**

Komunikat bledu na tym wejsciu

Definition at line 20 of file BlockValidateInputElement.h.

Referenced by PIWOEngine::validateBlock().

5.9.2.3 **int BlockValidateInputElement::errorCode**

Kod bledu na tym wejsciu

Definition at line 24 of file BlockValidateInputElement.h.

Referenced by PIWOEngine::validateBlock().

5.9.2.4 **Connection* BlockValidateInputElement::connection**

Polaczenie aktualnie podlaczone do tego wejscia, lub NULL gdy go brak

Definition at line 28 of file BlockValidateInputElement.h.

Referenced by PIWOEngine::validateBlock().

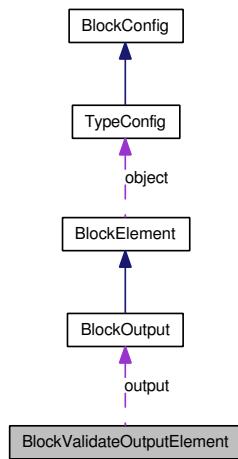
The documentation for this class was generated from the following file:

- /PIWO/Program/gui/[BlockValidateInputElement.h](#)

5.10 BlockValidateOutputElement Class Reference

```
#include <BlockValidateOutputElement.h>
```

Collaboration diagram for BlockValidateOutputElement:



Public Attributes

- `BlockOutput * output`
- `AnsiString type`
- `AnsiString errorDescription`
- `int errorCode`
- `vector<Connection * > connections`

5.10.1 Detailed Description

Klasa ta jest pojemnikiem, dla metody validateBlock w [PIWOEngine](#)

Definition at line 10 of file BlockValidateOutputElement.h.

5.10.2 Member Data Documentation

5.10.2.1 `BlockOutput* BlockValidateOutputElement::output`

Wskaznik do wyjścia tego bloku

Definition at line 16 of file BlockValidateOutputElement.h.

Referenced by [PIWOEngine::validateBlock\(\)](#).

5.10.2.2 `AnsiString BlockValidateOutputElement::type`

Typ danych na tym wyjściu

Definition at line 20 of file BlockValidateOutputElement.h.

Referenced by [PIWOEngine::validateBlock\(\)](#).

5.10.2.3 **AnsiString BlockValidateOutputElement::errorDescription**

Opis bledu na tym wyjsciu

Definition at line 24 of file BlockValidateOutputElement.h.

Referenced by PIWOEngine::validateBlock().

5.10.2.4 **int BlockValidateOutputElement::errorCode**

Kod bledu na tym wyjsciu

Definition at line 28 of file BlockValidateOutputElement.h.

Referenced by PIWOEngine::validateBlock().

5.10.2.5 **vector<Connection*> BlockValidateOutputElement::connections**

Wektor polaczen podlaczonych do tego wyjscia

Definition at line 32 of file BlockValidateOutputElement.h.

Referenced by PIWOEngine::validateBlock().

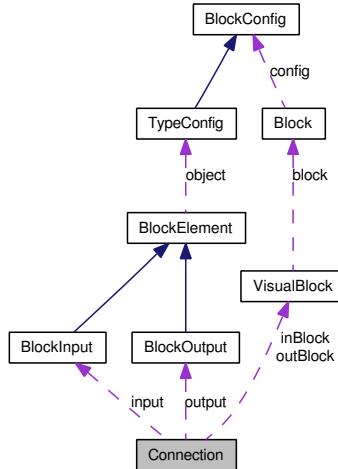
The documentation for this class was generated from the following file:

- /PIWO/Program/gui/[BlockValidateOutputElement.h](#)

5.11 Connection Class Reference

```
#include <Connection.h>
```

Collaboration diagram for Connection:



Public Member Functions

- `Connection (TWinControl *owner)`
- `~Connection ()`
- `bool draw ()`
- `bool update ()`
- `bool connectionOk ()`
- `void BringToFront ()`
- `void setSelected (bool s)`
- `bool getCustomizeState ()`
- `void setCustomizeFalse ()`

Public Attributes

- `Connection_Function OnConnectionSelected`
- `BlockInput * input`
- `BlockOutput * output`
- `VisualBlock * inBlock`
- `VisualBlock * outBlock`
- `AnsiString typeOfConnection`
- `vector< Line * > lines`

Private Member Functions

- `void OnLineMove (TObject *Sender)`
- `void OnConnectionSelectedRequest (TObject *Sender)`
- `void OnConnectionResetRequest (TObject *Sender)`
- `bool connectionOk (Position &in, Position &out)`
- `void redraw (Position &in, Position &out)`

Private Attributes

- `TWinControl * fowner`
- `int status`
- `bool selected`

5.11.1 Detailed Description

Author:

Piotr Zegar

Date:

2008.12.03

Version:

0.1

Klasa zajmuje sinerowaniem poczedy 2 blokami.

Definition at line 35 of file Connection.h.

5.11.2 Constructor & Destructor Documentation

5.11.2.1 `Connection::Connection (TWinControl * owner)`

Definition at line 6 of file Connection.cpp.

References `fowner`, `inBlock`, `input`, `OnConnectionSelected`, `outBlock`, `output`, `selected`, and `status`.

5.11.2.2 `Connection::~Connection ()`

Definition at line 18 of file Connection.cpp.

References `lines`.

5.11.3 Member Function Documentation

5.11.3.1 `void Connection::OnLineMove (TObject * Sender) [private]`

Definition at line 292 of file Connection.cpp.

References `draw()`.

Referenced by `draw()`.

5.11.3.2 `void Connection::OnConnectionSelectedRequest (TObject * Sender) [private]`

Definition at line 297 of file Connection.cpp.

References `BringToFront()`, `OnConnectionSelected`, `selected`, and `setSelected()`.

Referenced by `draw()`.

5.11.3.3 void Connection::OnConnectionResetRequest (TObject * Sender) [private]

Definition at line 307 of file Connection.cpp.

References draw(), and lines.

Referenced by draw().

5.11.3.4 bool Connection::connectionOk (Position & in, Position & out) [private]

Definition at line 27 of file Connection.cpp.

References Position::direction, lines, and Position::xy.

5.11.3.5 void Connection::redraw (Position & in, Position & out) [private]

Definition at line 79 of file Connection.cpp.

References Position::direction, inBlock, lines, outBlock, and Position::xy.

Referenced by draw().

5.11.3.6 bool Connection::draw ()

Definition at line 147 of file Connection.cpp.

References connectionOk(), Position::direction, fowner, VisualBlock::getInputPosition(), VisualBlock::getOutputPosition(), inBlock, input, lines, OnConnectionResetRequest(), Line::OnConnectionResetRequest, OnConnectionSelectedRequest(), Line::OnConnectionSelectRequest, OnLineMove(), Line::OnLineMove, outBlock, output, and redraw().

Referenced by PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::MakeConnection(), OnConnectionResetRequest(), OnLineMove(), and setCustomizeFalse().

5.11.3.7 bool Connection::update ()

Definition at line 191 of file Connection.cpp.

References BlockInput::allowedTypes, ConnectionErrorNormalColor, ConnectionErrorSelectedColor, ConnectionOkNormalColor, ConnectionOkSelectedColor, ConnectionWarrningNormalColor, ConnectionWarrningSelectedColor, BlockElement::getDescription(), BlockElement::getErrorCode(), BlockElement::getErrorDescription(), BlockOutput::getOutputType(), VisualBlock::getTitle(), inBlock, input, lines, outBlock, output, selected, status, and typeOfConnection.

Referenced by PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::MakeConnection(), and PIWOEngine::runBlock().

5.11.3.8 bool Connection::connectionOk ()

Definition at line 70 of file Connection.cpp.

References VisualBlock::getInputPosition(), VisualBlock::getOutputPosition(), inBlock, input, lines, outBlock, and output.

Referenced by draw().

5.11.3.9 void Connection::BringToFront ()

Definition at line 258 of file Connection.cpp.

References lines.

Referenced by PIWOEngine::OnConnectionSelect(), and OnConnectionSelectedRequest().

5.11.3.10 void Connection::setSelected (bool s)

Definition at line 266 of file Connection.cpp.

References ConnectionErrorNormalColor, ConnectionErrorSelectedColor, ConnectionOkNormalColor, ConnectionOkSelectedColor, ConnectionWarrningNormalColor, ConnectionWarrningSelectedColor, lines, selected, and status.

Referenced by PIWOEngine::MakeConnection(), PIWOEngine::OnConnectionSelect(), OnConnectionSelectedRequest(), and PIWOEngine::UnselectSelectedConnection().

5.11.3.11 bool Connection::getCustomizeState ()

Definition at line 317 of file Connection.cpp.

References lines.

5.11.3.12 void Connection::setCustomizeFalse ()

Definition at line 326 of file Connection.cpp.

References draw(), and lines.

Referenced by PIWOEngine::CancelCustomizationOnSelectedConnections().

5.11.4 Member Data Documentation

5.11.4.1 TWinControl* Connection::fowner [private]

Definition at line 38 of file Connection.h.

Referenced by Connection(), and draw().

5.11.4.2 int Connection::status [private]

Definition at line 39 of file Connection.h.

Referenced by Connection(), setSelected(), and update().

5.11.4.3 bool Connection::selected [private]

Definition at line 40 of file Connection.h.

Referenced by Connection(), OnConnectionSelectedRequest(), setSelected(), and update().

5.11.4.4 Connection_Function Connection::OnConnectionSelected

Definition at line 49 of file Connection.h.

Referenced by Connection(), PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::MakeConnection(), and OnConnectionSelectedRequest().

5.11.4.5 BlockInput* Connection::input

Definition at line 51 of file Connection.h.

Referenced by PIWOEngine::CancelCustomizationOnSelectedConnections(), Connection(), connectionOk(), PIWOEngine::DeleteSelectedConnection(), draw(), PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::MakeConnection(), PIWOEngine::OnConnectionSelect(), PIWOEngine::OnVisualBlockInputSelected(), PIWOEngine::OnVisualBlockOutputSelected(), PIWOEngine::UnselectSelectedConnection(), and update().

5.11.4.6 BlockOutput* Connection::output

Definition at line 52 of file Connection.h.

Referenced by PIWOEngine::CancelCustomizationOnSelectedConnections(), Connection(), connectionOk(), PIWOEngine::DeleteSelectedConnection(), draw(), PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::MakeConnection(), PIWOEngine::OnConnectionSelect(), PIWOEngine::OnVisualBlockInputSelected(), PIWOEngine::OnVisualBlockOutputSelected(), PIWOEngine::runBlock(), PIWOEngine::UnselectSelectedConnection(), and update().

5.11.4.7 VisualBlock* Connection::inBlock

Definition at line 53 of file Connection.h.

Referenced by PIWOEngine::CancelCustomizationOnSelectedConnections(), Connection(), connectionOk(), PIWOEngine::DeleteSelectedConnection(), draw(), PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::MakeConnection(), PIWOEngine::OnConnectionSelect(), PIWOEngine::OnVisualBlockInputSelected(), PIWOEngine::OnVisualBlockOutputSelected(), redraw(), PIWOEngine::UnselectSelectedConnection(), and update().

5.11.4.8 VisualBlock* Connection::outBlock

Definition at line 54 of file Connection.h.

Referenced by PIWOEngine::CancelCustomizationOnSelectedConnections(), Connection(), connectionOk(), PIWOEngine::DeleteSelectedConnection(), draw(), PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::MakeConnection(), PIWOEngine::OnConnectionSelect(), PIWOEngine::OnVisualBlockInputSelected(), PIWOEngine::OnVisualBlockOutputSelected(), redraw(), PIWOEngine::runBlock(), PIWOEngine::UnselectSelectedConnection(), and update().

5.11.4.9 AnsiString Connection::typeOfConnection

Definition at line 55 of file Connection.h.

Referenced by update().

5.11.4.10 `vector<Line*> Connection::lines`

Definition at line 56 of file Connection.h.

Referenced by BringToFront(), connectionOk(), draw(), PIWOEngine::DuplicateSelectedBlocks(), getCustomizeState(), PIWOEngine::loadFromFile(), OnConnectionResetRequest(), redraw(), setCustomizeFalse(), setSelected(), update(), and ~Connection().

The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[Connection.h](#)
- /PIWO/Program/gui/[Connection.cpp](#)

5.12 FunctionDLL Class Reference

```
#include <FunctionDLL.h>
```

Public Member Functions

- [FunctionDLL \(const AnsiString &fileDLL\)](#)
- [~FunctionDLL \(\)](#)
- [void __fastcall OnClick \(TObject *Sender\)](#)
- [int run \(Block *aBlock\)](#)
- [bool showConfig \(TComponent *owner, Block *aBlock\)](#)
- [int validate \(Block *aBlock\)](#)

Public Attributes

- [FunctionDLL_onClick FunctionAddRequest](#)
- [AnsiString name](#)
- [AnsiString fullName](#)
- [AnsiString description](#)
- [Graphics::TBitmap * picture](#)
- [vector< AnsiString > category](#)

Private Attributes

- [HANDLE DLLHandle](#)
- [FunctionDLL_run frun](#)
- [FunctionDLL_validate fvalidate](#)
- [FunctionDLL_showConfig fshowConfig](#)

5.12.1 Detailed Description

[FunctionDLL](#) - Klasa ladujaca DLL bloczka, uruchamiajca funkcje i zwalniajca go

Author:

Piotr

Date:

2008.11.26

Version:

0.1

Definition at line 23 of file FunctionDLL.h.

5.12.2 Constructor & Destructor Documentation

5.12.2.1 FunctionDLL::FunctionDLL (const AnsiString & *fileDLL*)

Konstruktor

Parameters:

fileDLL sciezka do pliku, program automatycznie bedzie szukal pliku ini i pliku bmp.

Definition at line 3 of file FunctionDLL.cpp.

References category, description, DLLHandle, frun, fshowConfig, fullName, FunctionAddRequest, fvalidate, name, and picture.

5.12.2.2 FunctionDLL::~FunctionDLL ()

Destruktor, zwalnia DLL z pamieci

Definition at line 77 of file FunctionDLL.cpp.

References DLLHandle, and picture.

5.12.3 Member Function Documentation

5.12.3.1 void __fastcall FunctionDLL::OnClick (TObject * *Sender*)

Metoda wywolujaca FunctionAddRequest podajac juz w parametrze obiekt [FunctionDLL](#)

Definition at line 95 of file FunctionDLL.cpp.

References FunctionAddRequest.

Referenced by PluginContener::AddMenus().

5.12.3.2 int FunctionDLL::run (Block * *aBlock*)

Uruchamia funkcje bloczka.

Parameters:

aBlock wskaznik do bloczka reprezentujacego funkcje.

Returns:

poprawnosc wykonanej operacji

Definition at line 83 of file FunctionDLL.cpp.

References frun.

Referenced by PIWOEngine::runBlock().

5.12.3.3 bool FunctionDLL::showConfig (TComponent * *owner*, Block * *aBlock*)

Wyswietla w oknie parametry przesylane do bloku

Parameters:

owner wskaznik do okienka

aBlock wskaznik do bloczka reprezentujacego funkjee.

Returns:

poprawnosc wykonanej operacji

Definition at line 87 of file FunctionDLL.cpp.

References fshowConfig.

Referenced by PIWOEngine::OnVisualBlockConfigClick().

5.12.3.4 int FunctionDLL::validate (Block * *aBlock*)

Sprawdza poprawnosc konfiguracji bloczku

Parameters:

aBlock wskaznik do bloczka reprezentujacego funkjee.

Returns:

poprawnosc wykonanej operacji

Definition at line 91 of file FunctionDLL.cpp.

References validate.

Referenced by PIWOEngine::AddBlock().

5.12.4 Member Data Documentation**5.12.4.1 HANDLE FunctionDLL::DLLHandle [private]**

Definition at line 26 of file FunctionDLL.h.

Referenced by FunctionDLL(), and ~FunctionDLL().

5.12.4.2 FunctionDLL_run FunctionDLL::frun [private]

Definition at line 27 of file FunctionDLL.h.

Referenced by FunctionDLL(), and run().

5.12.4.3 FunctionDLL_validate FunctionDLL::fvalidate [private]

Definition at line 28 of file FunctionDLL.h.

Referenced by FunctionDLL(), and validate().

5.12.4.4 FunctionDLL_showConfig FunctionDLL::fshowConfig [private]

Definition at line 29 of file FunctionDLL.h.

Referenced by FunctionDLL(), and showConfig().

5.12.4.5 FunctionDLL_onClick FunctionDLL::FunctionAddRequest

Event

Definition at line 34 of file FunctionDLL.h.

Referenced by FunctionDLL(), PluginContener::LoadData(), and OnClick().

5.12.4.6 AnsiString FunctionDLL::name

Nazwa, domyslnie parsowana z nazwy pliku chyba ze w pliku ini jest ustawione inaczej

Definition at line 38 of file FunctionDLL.h.

Referenced by PluginContener::AddMenus(), FunctionDLL(), and TForm1::OnFunctionAddClick().

5.12.4.7 AnsiString FunctionDLL::fullName

Pelna nazwa

Definition at line 42 of file FunctionDLL.h.

Referenced by PIWOEngine::AddBlock(), PluginContener::AddMenus(), PIWO-
Engine::DuplicateSelectedBlocks(), FunctionDLL(), and PIWOEngine::loadFromFile().

5.12.4.8 AnsiString FunctionDLL::description

Opis

Definition at line 46 of file FunctionDLL.h.

Referenced by PIWOEngine::AddBlock(), PluginContener::AddMenus(), PIWO-
Engine::DuplicateSelectedBlocks(), FunctionDLL(), and PIWOEngine::loadFromFile().

5.12.4.9 Graphics::TBitmap* FunctionDLL::picture

Bitmapa 32x32 przedstawiajaca obrazek powiazany z pluginem, jesli niema to NULL

Definition at line 50 of file FunctionDLL.h.

Referenced by PIWOEngine::AddBlock(), PluginContener::AddMenus(), PIWO-
Engine::DuplicateSelectedBlocks(), FunctionDLL(), PIWOEngine::loadFromFile(), and
~FunctionDLL().

5.12.4.10 vector<AnsiString> FunctionDLL::category

Kategorie zaladowane z pliku ini Format: Kat1|Kat2|Kat3, Kat1|Kat4|Kat5, etc

Definition at line 55 of file FunctionDLL.h.

Referenced by PluginContener::AddMenus(), and FunctionDLL().

The documentation for this class was generated from the following files:

- /PIWO/Program/brige/[FunctionDLL.h](#)
- /PIWO/Program/brige/[FunctionDLL.cpp](#)

5.13 Item Class Reference

```
#include <Item.h>
```

Public Member Functions

- `Item` (const AnsiString aName, void *aObject, const AnsiString aType)
- `Item` (const `Item` ©)
- `AnsiString & getName ()`
- `void * getObject ()`
- `bool setObject (void *aObject)`
- `AnsiString & getType ()`

Private Attributes

- `AnsiString name`
- `void * pointer`
- `AnsiString type`

5.13.1 Detailed Description

`Item` - Klasa pojemnik przechowujaca elementy dla listy BlockConfig/TypeConfig UWAGA: Klasa nie zwalnia danych przesyłanych jako wskaznik do konstruktora (aObiekt), osoba uzywajaca klasy sama musi to oprogramowac.

Author:

Piotr Zegar

Date:

2008.11.25

Version:

0.1

Definition at line 16 of file Item.h.

5.13.2 Constructor & Destructor Documentation

5.13.2.1 `Item::Item (const AnsiString aName, void * aObject, const AnsiString aType)`

Konstruktor. Inicjuje pola prywatne nie pozwalajac na ich zmianne, konstruktor wywala wyjątek gdy parametry sa bledne

Parameters:

`aName` Nazwa pod jaka bed przechowywane te dane, niemoze byc pusta

`aObject` Obiekt ktory ma zostac powiazany z nazw, niemoze byLL

`aType` informacja o typie obiektu, nie uzywana wewnatrz klasy, nie moe byc puste

See also:

`Item(Item &kopia)`

Definition at line 29 of file Item.cpp.

References name, pointer, and type.

5.13.2.2 Item::Item (const Item & *copy*)

Konstruktor kopujacy Kopiuje obiekt, wymagany dla vector

Parameters:

kopia obiekt kopiowany

See also:

`Item(string aName, void* aObject, string aType)`

Definition at line 39 of file Item.cpp.

References name, pointer, and type.

5.13.3 Member Function Documentation

5.13.3.1 AnsiString & Item::getName ()

Pobiera i zwraca nazwe podawana w konstruktorze, zwracana wartosc nie jest pustym stringiem

Returns:

name

Definition at line 3 of file Item.cpp.

References name.

5.13.3.2 void * Item::getObject ()

Pobiera i zwraca wskaznik do danych jakie przechowuje obiekt, zwracana wartosc nie jest nullem

Returns:

wsk

Definition at line 8 of file Item.cpp.

References pointer.

Referenced by BlockConfig::getBitmap(), BlockConfig::getBoolean(), BlockConfig::getDouble(), BlockConfig::getInt(), BlockConfig::getStream(), BlockConfig::getString(), BlockConfig::remove(), BlockConfig::setBitmap(), BlockConfig::setBoolean(), BlockConfig::setDouble(), BlockConfig::setInt(), BlockConfig::setStream(), and BlockConfig::setString().

5.13.3.3 bool Item::setObject (void * *aObject*)

Ustawia nowy obiekt

Parameters:

aObject obiekt ktory zostanie dodany do listy.

Returns:

true/false w zaleznosci czy obiekt zostal pomyslnie zainicjalizowany

Definition at line 13 of file Item.cpp.

References pointer.

Referenced by BlockConfig::setBitmap(), BlockConfig::setBoolean(), BlockConfig::setDouble(), BlockConfig::setInt(), BlockConfig::setStream(), and BlockConfig::setString().

5.13.3.4 AnsiString & Item::getType ()

Pobiera i zwraca nazwe typu danych jaka user powizal z danymi i t nazw, nigdy nie zwraca pustego stringu

Returns:

type

Definition at line 24 of file Item.cpp.

References type.

Referenced by BlockConfig::getBitmap(), BlockConfig::getBoolean(), BlockConfig::getDouble(), BlockConfig::getInt(), BlockConfig::getStream(), BlockConfig::getString(), BlockConfig::getType(), BlockConfig::isBitmap(), BlockConfig::isBoolean(), BlockConfig::isDouble(), BlockConfig::isInt(), BlockConfig::isStream(), BlockConfig::isString(), BlockConfig::remove(), BlockConfig::setBitmap(), BlockConfig::setBoolean(), BlockConfig::setDouble(), BlockConfig::setInt(), BlockConfig::setStream(), and BlockConfig::setString().

5.13.4 Member Data Documentation

5.13.4.1 AnsiString Item::name [private]

Definition at line 19 of file Item.h.

Referenced by getName(), and Item().

5.13.4.2 void* Item::pointer [private]

Definition at line 20 of file Item.h.

Referenced by getObject(), Item(), and setObject().

5.13.4.3 AnsiString Item::type [private]

Definition at line 21 of file Item.h.

Referenced by getType(), and Item().

The documentation for this class was generated from the following files:

- /PIWO/Program/engine/[Item.h](#)
- /PIWO/Program/engine/[Item.cpp](#)

5.14 Line Class Reference

```
#include <Line.h>
```

Public Member Functions

- bool [setXY](#) (int x1, int y1, int x2, int y2)
- TPoint [getPoint1](#) ()
- TPoint [getPoint2](#) ()
- __fastcall [Line](#) (TWinControl *Owner, bool vertical)

Public Attributes

- [Line_Function OnLineMove](#)
- [Line_Function OnConnectionSelectRequest](#)
- [Line_Function OnConnectionResetRequest](#)
- __property [Color](#)
- int [Resize](#)
- bool [Vertical](#)
- bool [CanBeMoved](#)

Private Member Functions

- void __fastcall [LineMouseDown](#) (TObject *Sender, TMouseButton Button, TShiftState Shift, int X, int Y)
- void __fastcall [LineMouseUp](#) (TObject *Sender, TMouseButton Button, TShiftState Shift, int X, int Y)
- void __fastcall [LineMouseMove](#) (TObject *Sender, TShiftState Shift, int X, int Y)

Private Attributes

- bool [moving](#)
- TPoint [oldPos](#)
- __property [OnMouseMove](#)
- __property [OnMouseDown](#)
- __property [OnMouseUp](#)
- __property [Left](#)
- __property [Top](#)
- __property [Width](#)
- __property [Height](#)

5.14.1 Detailed Description

Author:

Piotr Zegar

Date:

2008.12.03

Version:

0.1

Klasa symbolizuje poszczeg liniwy do tworzenia poczeczy bloczkami.

Definition at line 16 of file Line.h.

5.14.2 Constructor & Destructor Documentation

5.14.2.1 `__fastcall Line::Line (TWinControl * Owner, bool vertical)`

Konstruktor

Parameters:

Owner kontrolka na kt bie rysowana linia

vertical true - linia pionowa, false - linia pozioma

Definition at line 6 of file Line.cpp.

References CanBeMoved, LineMouseDown(), LineMouseMove(), LineMouseUp(), moving, OnConnectionResetRequest, OnConnectionSelectRequest, OnLineMove, OnMouseDown, OnMouseMove, OnMouseUp, Resize, and Vertical.

5.14.3 Member Function Documentation

5.14.3.1 `void __fastcall Line::LineMouseDown (TObject * Sender, TMouseButton Button, TShiftState Shift, int X, int Y) [private]`

Definition at line 25 of file Line.cpp.

References CanBeMoved, moving, oldPos, OnConnectionResetRequest, OnConnectionSelectRequest, and Vertical.

Referenced by Line().

5.14.3.2 `void __fastcall Line::LineMouseUp (TObject * Sender, TMouseButton Button, TShiftState Shift, int X, int Y) [private]`

Definition at line 49 of file Line.cpp.

References moving.

Referenced by Line().

5.14.3.3 `void __fastcall Line::LineMouseMove (TObject * Sender, TShiftState Shift, int X, int Y) [private]`

Definition at line 55 of file Line.cpp.

References Left, moving, oldPos, OnLineMove, Resize, Top, and Vertical.

Referenced by Line().

5.14.3.4 bool Line::setXY (int x1, int y1, int x2, int y2)

Ustawia wymiary lini

Parameters:

x1 wspozedne punktu A1-x
y1 wspozedne punktu A1-y
x2 wspozedne punktu A2-x
y2 wspozedne punktu A2-y

Returns:

true jesli da sie narysoac taka linie, false ejсли jest po skosie albo punkty sie pokrywaja

Definition at line 81 of file Line.cpp.

References Height, Left, Top, Vertical, and Width.

5.14.3.5 TPoint Line::getPoint1 ()

Wspozedne punktu 1

Returns:

TPoint

Definition at line 115 of file Line.cpp.

References Left, Top, and Vertical.

5.14.3.6 TPoint Line::getPoint2 ()

Wspozedne punktu 2

Returns:

TPoint

Definition at line 123 of file Line.cpp.

References Height, Left, Top, Vertical, and Width.

5.14.4 Member Data Documentation

5.14.4.1 bool Line::moving [private]

Definition at line 19 of file Line.h.

Referenced by Line(), LineMouseDown(), LineMouseMove(), and LineMouseUp().

5.14.4.2 TPoint Line::oldPos [private]

Definition at line 20 of file Line.h.

Referenced by LineMouseDown(), and LineMouseMove().

5.14.4.3 __property Line::OnMouseMove [private]

Definition at line 22 of file Line.h.

Referenced by Line().

5.14.4.4 __property Line::OnMouseDown [private]

Definition at line 23 of file Line.h.

Referenced by Line().

5.14.4.5 __property Line::OnMouseUp [private]

Definition at line 24 of file Line.h.

Referenced by Line().

5.14.4.6 __property Line::Left [private]

Definition at line 25 of file Line.h.

Referenced by getPoint1(), getPoint2(), LineMouseMove(), and setXY().

5.14.4.7 __property Line::Top [private]

Definition at line 26 of file Line.h.

Referenced by getPoint1(), getPoint2(), LineMouseMove(), and setXY().

5.14.4.8 __property Line::Width [private]

Definition at line 27 of file Line.h.

Referenced by getPoint2(), and setXY().

5.14.4.9 __property Line::Height [private]

Definition at line 28 of file Line.h.

Referenced by getPoint2(), and setXY().

5.14.4.10 Line_Function Line::OnLineMove

Event

Definition at line 37 of file Line.h.

Referenced by Connection::draw(), Line(), and LineMouseMove().

5.14.4.11 Line_Function Line::OnConnectionSelectRequest

Event

Definition at line 41 of file Line.h.

Referenced by Connection::draw(), Line(), and LineMouseDown().

5.14.4.12 Line_Function Line::OnConnectionResetRequest

Event

Definition at line 45 of file Line.h.

Referenced by Connection::draw(), Line(), and LineMouseDown().

5.14.4.13 __property Line::Color

Kolor linii

Definition at line 49 of file Line.h.

5.14.4.14 int Line::Resize

Waciwozy linia bya przesa przez uytownika

Definition at line 54 of file Line.h.

Referenced by Line(), and LineMouseMove().

5.14.4.15 bool Line::Vertical

Waciworientacja - true : pionowa, false : pozioma

Definition at line 59 of file Line.h.

Referenced by getPoint1(), getPoint2(), Line(), LineMouseDown(), LineMouseMove(), and setXY().

5.14.4.16 bool Line::CanBeMoved

Waciwozy linia moe byzenoszona

Definition at line 64 of file Line.h.

Referenced by Line(), and LineMouseDown().

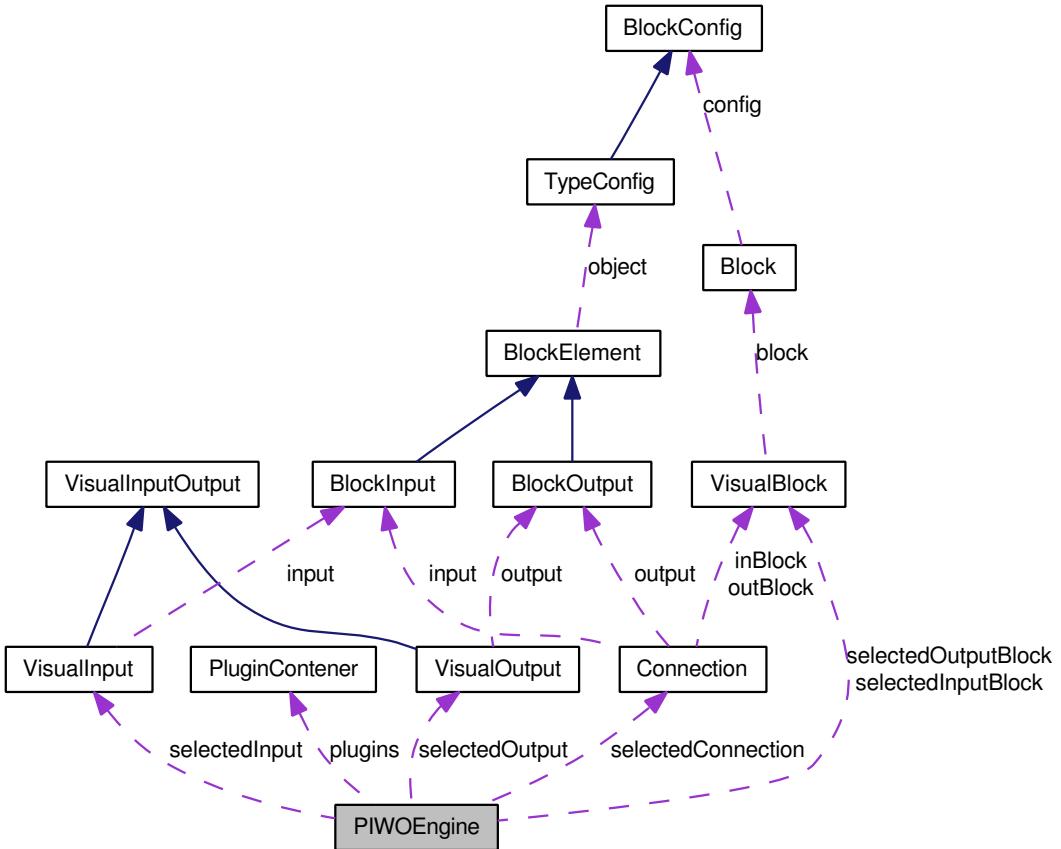
The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[Line.h](#)
- /PIWO/Program/gui/[Line.cpp](#)

5.15 PIWOEngine Class Reference

```
#include <PIWOEngine.h>
```

Collaboration diagram for PIWOEngine:



Public Member Functions

- `__fastcall PIWOEngine (TComponent *Owner)`
- `__fastcall ~PIWOEngine ()`
- `bool AddBlock (const AnsiString &name)`
- `bool DeleteBlock (const AnsiString &fullName)`
- `bool DeleteSelectedBlocks ()`
- `bool DeleteAllBlocks ()`
- `void SelectAllBlocks ()`
- `void InvertBlockSelection ()`
- `void UnselectAllBlocks ()`
- `bool DeleteSelectedConnection ()`
- `bool DeleteAllConnections ()`
- `void UnselectSelectedConnection ()`
- `void CancelCustomizationOnSelectedConnections ()`
- `void CancelCustomizationOnAllConnections ()`
- `void DuplicateSelectedBlocks ()`

- void `validateAll ()`
- bool `run (bool useHistory=true)`
- bool `isRuned ()`
- void `abort (bool wait=false)`
- bool `isAborted ()`
- bool `saveToFile (const AnsiString &filename)`
- bool `loadFromFile (const AnsiString &filename)`
- bool `isChanged ()`
- int `getBlockCount ()`
- int `getConnectionsCount ()`
- bool `isBlockSelected ()`
- bool `isConnectionSelected ()`

Public Attributes

- Graphics::TBitmap * `defaultBlockImage`
- PIWOEngine_Log `OnInformation`
- PIWOEngine_Log `OnDebug`
- PIWOEngine_Log `OnSuccess`
- PIWOEngine_Log `OnWarning`
- PIWOEngine_Log `OnError`
- PIWOEngine_Log `OnRunInformation`
- PIWOEngine_Log `OnRunDebug`
- PIWOEngine_Log `OnRunSuccess`
- PIWOEngine_Log `OnRunWarning`
- PIWOEngine_Log `OnRunError`
- PIWOEngine_Event `OnBlockSelected`
- PIWOEngine_Event `OnConnectionSelected`
- PIWOEngine_Event `OnNothingSelected`
- PIWOEngine_Event `OnChanged`
- PIWOEngine_RunProgress `OnRunProgress`
- PIWOEngine_Event `OnRunStart`
- PIWOEngine_Event `OnRunEnd`
- `PluginContener * plugins`
- vector< `THistory * > historyWindows`
- bool `alwaysRun`

Private Member Functions

- void `OnVisualBlockConfigClick (TObject *Sender)`
- void `OnVisualBlockInputSelected (VisualInput *input, TObject *Sender)`
- void `OnVisualBlockOutputSelected (VisualOutput *output, TObject *Sender)`
- void `OnVisualBlockInputHistoryClick (VisualInput *input, TObject *Sender)`
- void `OnVisualBlockOutputHistoryClick (VisualOutput *output, TObject *Sender)`
- void `OnVisualBlockMove (TObject *Sender, bool moveAll, int x, int y)`
- void `OnVisualBlockUnselect (TObject *Sender)`
- void `OnVisualBlockSelect (TObject *Sender)`
- void `OnVisualBlockSelectAdd (TObject *Sender)`
- void `__fastcall onThisClick (TObject *Sender)`

- void `OnConnectionSelect` (void *Sender)
- void `__fastcall HistoryFormClose` (TObject *Sender, TCloseAction &Action)
- void `validateBlock` (VisualBlock *block, bool updateInputConnections=true)
- `Connection *` `getConnectionTo` (VisualInput *input)
- bool `MakeConnection` (VisualBlock *outputBlock, VisualOutput *output, VisualBlock *inputBlock, VisualInput *input)
- bool `runBlock` (VisualBlock *block, bool fastRun, bool *useHistory)
- bool `runUsingHistory` ()
- bool `runNotUsingHistory` ()

Private Attributes

- PIWOMAINCLASSTYPE * `area`
- vector< VisualBlock * > `blocks`
- vector< Connection * > `connections`
- `Connection *` `selectedConnection`
- vector< VisualBlock * > `selectedBlocks`
- VisualBlock * `selectedOutputBlock`
- VisualBlock * `selectedInputBlock`
- VisualInput * `selectedInput`
- VisualOutput * `selectedOutput`
- bool `isRunning`
- bool `stopRunning`
- unsigned int `runProgress`
- bool `changed`

5.15.1 Detailed Description

Glowna klasa projektu, kazda jej instancja symbolizuje osobny projekt

Definition at line 21 of file PIWOEngine.h.

5.15.2 Constructor & Destructor Documentation

5.15.2.1 `__fastcall PIWOEngine::PIWOEngine (TComponent * Owner)`

Konstruktor

Parameters:

Owner komponent bedacy parentem i wlascicielem dla projektu

Definition at line 8 of file PIWOEngine.cpp.

References alwaysRun, area, changed, defaultBlockImage, isRunning, OnBlockSelected, OnConnectionSelected, OnDebug, OnError, OnInformation, OnNothingSelected, OnRunDebug, OnRunEnd, OnRunError, OnRunInformation, OnRunProgress, OnRunStart, OnRunSuccess, OnRunWarning, OnSuccess, onThisClick(), OnWarning, PIWOMAINCLASSTYPE, plugins, runProgress, selectedConnection, selectedInput, selectedInputBlock, selectedOutput, selectedOutputBlock, and stopRunning.

5.15.2.2 `__fastcall PIWOEngine::~PIWOEngine ()`

Destruktor

Definition at line 61 of file PIWOEngine.cpp.

References area, blocks, connections, and historyWindows.

5.15.3 Member Function Documentation

5.15.3.1 `void PIWOEngine::OnVisualBlockConfigClick (TObject * Sender) [private]`

Definition at line 397 of file PIWOEngine.cpp.

References abort(), alwaysRun, VisualBlock::block, changed, Block::getConfig(), PluginContainer::getFunction(), BlockConfig::getRevision(), VisualBlock::getTitle(), VisualBlock::nameOfBlock, OnChanged, OnDebug, OnError, OnWarning, plugins, run(), FunctionDLL::showConfig(), and validateBlock().

Referenced by AddBlock(), DuplicateSelectedBlocks(), and loadFromFile().

5.15.3.2 `void PIWOEngine::OnVisualBlockInputSelected (VisualInput * input, TObject * Sender) [private]`

Definition at line 529 of file PIWOEngine.cpp.

References abort(), alwaysRun, changed, connections, BlockInput::disconnect(), getConnectionTo(), BlockElement::getDescription(), VisualBlock::getTitle(), Connection::inBlock, Connection::input, MakeConnection(), OnChanged, Connection::outBlock, VisualOutput::output, Connection::output, run(), selectedInput, selectedInputBlock, selectedOutput, selectedOutputBlock, and validateBlock().

Referenced by AddBlock(), DuplicateSelectedBlocks(), and loadFromFile().

5.15.3.3 `void PIWOEngine::OnVisualBlockOutputSelected (VisualOutput * output, TObject * Sender) [private]`

Definition at line 598 of file PIWOEngine.cpp.

References abort(), alwaysRun, changed, connections, BlockInput::disconnect(), getConnectionTo(), BlockElement::getDescription(), VisualBlock::getTitle(), Connection::inBlock, Connection::input, MakeConnection(), OnChanged, Connection::outBlock, VisualOutput::output, Connection::output, run(), selectedInput, selectedInputBlock, selectedOutput, selectedOutputBlock, and validateBlock().

Referenced by AddBlock(), DuplicateSelectedBlocks(), and loadFromFile().

5.15.3.4 `void PIWOEngine::OnVisualBlockInputHistoryClick (VisualInput * input, TObject * Sender) [private]`

Definition at line 679 of file PIWOEngine.cpp.

References THistory::block, BlockElement::getDescription(), BlockElement::getName(), VisualBlock::getTitle(), VisualBlock::history, HistoryFormClose(), historyWindows, VisualInput::input, OnDebug, OnWarning, plugins, THistory::plugins, and THistory::refresh().

Referenced by AddBlock(), DuplicateSelectedBlocks(), and loadFromFile().

5.15.3.5 void PIWOEngine::OnVisualBlockOutputHistoryClick (VisualOutput * *output*, TObject * *Sender*) [private]

Definition at line 713 of file PIWOEngine.cpp.

References THistory::block, BlockElement::getDescription(), BlockElement::getName(), VisualBlock::getTitle(), VisualBlock::history, HistoryFormClose(), historyWindows, OnDebug, OnWarrning, VisualOutput::output, plugins, THistory::plugins, and THistory::refresh().

Referenced by AddBlock(), DuplicteSelectedBlocks(), and loadFromFile().

5.15.3.6 void PIWOEngine::OnVisualBlockMove (TObject * *Sender*, bool *moveAll*, int *x*, int *y*) [private]

Definition at line 747 of file PIWOEngine.cpp.

References changed, connections, OnChanged, and selectedBlocks.

Referenced by AddBlock(), DuplicteSelectedBlocks(), and loadFromFile().

5.15.3.7 void PIWOEngine::OnVisualBlockUnselect (TObject * *Sender*) [private]

Definition at line 793 of file PIWOEngine.cpp.

References VisualBlock::getTitle(), OnBlockSelected, OnConnectionSelected, OnDebug, OnNothingSelected, selectedBlocks, selectedConnection, and VisualBlock::setSelected().

Referenced by AddBlock(), DuplicteSelectedBlocks(), and loadFromFile().

5.15.3.8 void PIWOEngine::OnVisualBlockSelect (TObject * *Sender*) [private]

Definition at line 815 of file PIWOEngine.cpp.

References connections, OnBlockSelected, OnConnectionSelected, OnDebug, OnNothingSelected, selectedBlocks, selectedConnection, and UnselectSelectedConnection().

Referenced by AddBlock(), DuplicteSelectedBlocks(), and loadFromFile().

5.15.3.9 void PIWOEngine::OnVisualBlockSelectAdd (TObject * *Sender*) [private]

Definition at line 844 of file PIWOEngine.cpp.

References connections, OnBlockSelected, OnConnectionSelected, OnDebug, OnNothingSelected, selectedBlocks, selectedConnection, and UnselectSelectedConnection().

Referenced by AddBlock(), DuplicteSelectedBlocks(), and loadFromFile().

5.15.3.10 void __fastcall PIWOEngine::onThisClick (TObject * *Sender*) [private]

Definition at line 869 of file PIWOEngine.cpp.

References UnselectAllBlocks(), and UnselectSelectedConnection().

Referenced by PIWOEngine().

5.15.3.11 void PIWOEngine::OnConnectionSelect (void * Sender) [private]

Definition at line 875 of file PIWOEngine.cpp.

References Connection::BringToFront(), BlockElement::getDescription(), VisualBlock::getTitle(), Connection::inBlock, Connection::input, OnBlockSelected, OnConnectionSelected, OnDebug, OnNothingSelected, Connection::outBlock, Connection::output, selectedBlocks, selectedConnection, Connection::setSelected(), and UnselectAllBlocks().

Referenced by DuplicateSelectedBlocks(), loadFromFile(), and MakeConnection().

5.15.3.12 void __fastcall PIWOEngine::HistoryFormClose (TObject * Sender, TCloseAction & Action) [private]

Definition at line 665 of file PIWOEngine.cpp.

References historyWindows, and OnDebug.

Referenced by OnVisualBlockInputHistoryClick(), and OnVisualBlockOutputHistoryClick().

5.15.3.13 void PIWOEngine::validateBlock (VisualBlock * block, bool updateInputConnections = true) [private]

Definition at line 146 of file PIWOEngine.cpp.

References VisualBlock::block, changed, BlockValidateInputElement::connection, BlockValidateOutputElement::connections, connections, BlockValidateOutputElement::errorCode, BlockValidateInputElement::errorCode, BlockValidateOutputElement::errorDescription, BlockValidateInputElement::errorDescription, BlockElement::getErrorCode(), BlockElement::getErrorDescription(), PluginContener::getFunction(), BlockOutput::getOutputType(), VisualBlock::getTitle(), BlockValidateInputElement::input, Block::input, VisualBlock::nameOfBlock, OnChanged, OnDebug, OnError, BlockValidateOutputElement::output, Block::output, plugins, BlockValidateOutputElement::type, VisualBlock::updateHistory(), and VisualBlock::updateVisualComponents().

Referenced by AddBlock(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), loadFromFile(), MakeConnection(), OnVisualBlockConfigClick(), OnVisualBlockInputSelected(), OnVisualBlockOutputSelected(), and validateAll().

5.15.3.14 Connection * PIWOEngine::getConnectionTo (VisualInput * input) [private]

Definition at line 895 of file PIWOEngine.cpp.

References connections, and VisualInput::input.

Referenced by OnVisualBlockInputSelected(), and OnVisualBlockOutputSelected().

5.15.3.15 bool PIWOEngine::MakeConnection (VisualBlock * outputBlock, VisualOutput * output, VisualBlock * inputBlock, VisualInput * input) [private]

Definition at line 439 of file PIWOEngine.cpp.

References BlockInput::allowedTypes, area, changed, BlockInput::connect(), connections, Connection::draw(), BlockElement::getDescription(), BlockOutput::getOutputType(), VisualBlock::getTitle(), Connection::inBlock, Connection::input, VisualInput::input, OnBlockSelected, OnChanged, OnConnectionSelect(), OnConnectionSelected, Connection::OnConnectionSelected, OnDebug, OnError, OnInfor-

mation, OnNothingSelected, Connection::outBlock, Connection::output, VisualOutput::output, selectedBlocks, selectedConnection, Connection::setSelected(), Connection::update(), and validateBlock().

Referenced by OnVisualBlockInputSelected(), and OnVisualBlockOutputSelected().

5.15.3.16 bool PIWOEngine::runBlock (VisualBlock * *block*, bool *fastRun*, bool * *useHistory*) [private]

Definition at line 1500 of file PIWOEngine.cpp.

References VisualBlock::block, blocks, BlockHistory::bottomOutput, VisualBlock::bottomOutput, BlockHistory::configRevision, connections, Block::getConfig(), PluginContener::getFunction(), TypeConfig::getName(), BlockElement::getObject(), BlockConfig::getRevision(), VisualBlock::getTitle(), PluginContener::getType(), TypeDLL::getType(), VisualBlock::history, historyWindows, BlockHistoryInputElement::input, Block::input, TypeDLL::isValid(), BlockHistory::leftInput, VisualBlock::leftInput, VisualBlock::nameOfBlock, OnError, OnRunDebug, OnRunError, OnRunInformation, OnRunProgress, OnRunSuccess, OnRunWarrning, Connection::outBlock, BlockHistoryOutputElement::output, Block::output, Connection::output, plugins, BlockHistory::rightOutput, VisualBlock::rightOutput, FunctionDLL::run(), VisualBlock::runned, runProgress, BlockHistoryOutputElement::setData(), BlockHistoryInputElement::setData(), BlockHistoryOutputElement::setNULL(), BlockHistoryInputElement::setNULL(), VisualBlock::setStatusColor(), stopRunning, BlockHistory::topInput, VisualBlock::topInput, Connection::update(), and VisualBlock::updateVisualComponents().

Referenced by runNotUsingHistory(), and runUsingHistory().

5.15.3.17 bool PIWOEngine::runUsingHistory () [private]

Definition at line 1322 of file PIWOEngine.cpp.

References blocks, connections, isRunning, OnError, OnInformation, OnRunEnd, OnRunError, OnRunInformation, OnRunProgress, OnRunStart, OnRunSuccess, OnRunWarrning, OnSuccess, OnWarrning, runBlock(), runProgress, and stopRunning.

Referenced by run().

5.15.3.18 bool PIWOEngine::runNotUsingHistory () [private]

Definition at line 1411 of file PIWOEngine.cpp.

References blocks, connections, isRunning, OnError, OnInformation, OnRunEnd, OnRunError, OnRunInformation, OnRunProgress, OnRunStart, OnRunSuccess, OnRunWarrning, OnSuccess, OnWarrning, runBlock(), runProgress, and stopRunning.

Referenced by run().

5.15.3.19 bool PIWOEngine::AddBlock (const AnsiString & *name*)

Dodaje blok do projektu

Parameters:

name nazwa bloku

Returns:

true jesli blok zostal dodany

Definition at line 84 of file PIWOEngine.cpp.

References abort(), alwaysRun, area, VisualBlock::block, blocks, changed, defaultBlockImage, FunctionDLL::description, FunctionDLL::fullName, PluginContener::getFunction(), VisualBlock::nameOfBlock, VisualBlock::numberOfBlock, VisualBlock::OnBlockMove, OnBlockSelected, OnChanged, VisualBlock::OnConfigClick, OnConnectionSelected, OnDebug, OnInformation, OnNothingSelected, VisualBlock::OnSelect, VisualBlock::OnSelectAdd, VisualBlock::OnUnselect, VisualBlock::OnVInputHistory, OnVisualBlockConfigClick(), OnVisualBlockInputHistoryClick(), OnVisualBlockInputSelected(), OnVisualBlockMove(), OnVisualBlockOutputHistoryClick(), OnVisualBlockOutputSelected(), OnVisualBlockSelect(), OnVisualBlockSelectAdd(), OnVisualBlockUnselect(), VisualBlock::OnVisualInputSelected, VisualBlock::OnVisualOutputSelected, VisualBlock::OnVOutputHistory, FunctionDLL::picture, plugins, run(), selectedBlocks, selectedConnection, VisualBlock::setConfigButtonGlyph(), VisualBlock:: setSelected(), VisualBlock::setTitle(), VisualBlock::updateVisualComponents(), FunctionDLL::validate(), and validateBlock().

Referenced by TForm1::OnFunctionAddClick().

5.15.3.20 bool PIWOEngine::DeleteBlock (const AnsiString & *fullName*)

Usuwa blok z projektu

Parameters:

fullName tytul bloku (napis widniejacy na nim)

Returns:

true jesli blok zostal usuniety

Definition at line 902 of file PIWOEngine.cpp.

References abort(), alwaysRun, blocks, changed, connections, historyWindows, OnBlockSelected, OnChanged, OnConnectionSelected, OnDebug, OnError, OnInformation, OnNothingSelected, run(), selectedBlocks, selectedConnection, and validateBlock().

5.15.3.21 bool PIWOEngine::DeleteSelectedBlocks ()

Usuwa wszystkie zaznaczone bloki

Returns:

true jesli usunięto cos

Definition at line 1005 of file PIWOEngine.cpp.

References abort(), alwaysRun, blocks, changed, connections, historyWindows, OnBlockSelected, OnChanged, OnConnectionSelected, OnDebug, OnInformation, OnNothingSelected, run(), selectedBlocks, selectedConnection, and validateBlock().

Referenced by TForm1::FormKeyDown(), TForm1::ToolButton11Click(), TForm1::Usuzaznaczonebloki1Click(), and TForm1::Usuzaznaczonepoczenie1Click().

5.15.3.22 bool PIWOEngine::DeleteAllBlocks ()

Usuwa wszystkie bloki

Returns:

true jesli usunieto cos

Definition at line 1114 of file PIWOEngine.cpp.

References abort(), blocks, changed, connections, historyWindows, OnBlockSelected, OnChanged, OnConnectionSelected, OnDebug, OnInformation, OnNothingSelected, selectedBlocks, and selectedConnection.

Referenced by TForm1::Usubloki1Click().

5.15.3.23 void PIWOEngine::SelectAllBlocks ()

Zaznacza wszystkie bloki

Definition at line 1147 of file PIWOEngine.cpp.

References blocks, OnBlockSelected, OnConnectionSelected, OnDebug, OnNothingSelected, selectedBlocks, and selectedConnection.

Referenced by TForm1::Zaznaczwszystkiebloki1Click().

5.15.3.24 void PIWOEngine::InvertBlockSelection ()

Odwraca zaznaczenie wszystkich blokow

Definition at line 1167 of file PIWOEngine.cpp.

References blocks, OnBlockSelected, OnConnectionSelected, OnDebug, OnNothingSelected, selectedBlocks, and selectedConnection.

Referenced by TForm1::Odwrzaznaczenieblok1Click().

5.15.3.25 void PIWOEngine::UnselectAllBlocks ()

Odznacza wszystkie bloki

Definition at line 1194 of file PIWOEngine.cpp.

References OnBlockSelected, OnConnectionSelected, OnDebug, OnNothingSelected, selectedBlocks, and selectedConnection.

Referenced by TForm1::Odznaczwszystkiebloki1Click(), OnConnectionSelect(), and onThisClick().

5.15.3.26 bool PIWOEngine::DeleteSelectedConnection ()

Usuwa zaznaczone polaczenie

Returns:

true jesli jakies polaczenie jest zaznaczone i zostalo usuniete

Definition at line 1212 of file PIWOEngine.cpp.

References abort(), alwaysRun, changed, connections, BlockInput::disconnect(), BlockElement::getDescription(), VisualBlock::getTitle(), Connection::inBlock, Connection::input, OnBlockSelected, OnChanged, OnConnectionSelected, OnDebug, OnInformation, OnNothingSelected, Connection::outBlock, Connection::output, run(), selectedBlocks, selectedConnection, and validateBlock().

Referenced by TForm1::FormKeyDown(), TForm1::ToolButton11Click(), TForm1::Usuzaznaczonebloki1Click(), and TForm1::Usuzaznaczonepoczenie1Click().

5.15.3.27 bool PIWOEngine::DeleteAllConnections ()

Usuwa wszystkie polaczenia

Returns:

true jesli jakies polaczenie zostało usunięte

Definition at line 1245 of file PIWOEngine.cpp.

References abort(), alwaysRun, changed, connections, OnBlockSelected, OnChanged, OnConnectionSelected, OnDebug, OnInformation, OnNothingSelected, run(), selectedBlocks, selectedConnection, and validateBlock().

Referenced by TForm1::Usuwszystkiepoczenia1Click().

5.15.3.28 void PIWOEngine::UnselectSelectedConnection ()

Odznacza zaznaczone polaczenie, jesli jest takie

Definition at line 1286 of file PIWOEngine.cpp.

References BlockElement::getDescription(), VisualBlock::getTitle(), Connection::inBlock, Connection::input, OnBlockSelected, OnConnectionSelected, OnDebug, OnNothingSelected, Connection::outBlock, Connection::output, selectedBlocks, selectedConnection, and Connection::setSelected().

Referenced by TForm1::Odznaczzaznaczonepoaczenie1Click(), onThisClick(), OnVisualBlockSelect(), and OnVisualBlockSelectAdd().

5.15.3.29 void PIWOEngine::CancelCustomizationOnSelectedConnections ()

Anuluje zmiany wprowadzone przez użytkownika w zaznaczonym polaczeniu

Definition at line 1302 of file PIWOEngine.cpp.

References changed, BlockElement::getDescription(), VisualBlock::getTitle(), Connection::inBlock, Connection::input, OnChanged, OnDebug, Connection::outBlock, Connection::output, selectedConnection, and Connection::setCustomizeFalse().

Referenced by TForm1::Zresetujzaznaczonepoczenie1Click().

5.15.3.30 void PIWOEngine::CancelCustomizationOnAllConnections ()

Anuluje zmiany wprowadzone przez użytkownika we wszystkich polaczeniach

Definition at line 1312 of file PIWOEngine.cpp.

References changed, connections, OnChanged, and OnDebug.

Referenced by TForm1::Zresetujwszystkiepoczenia1Click().

5.15.3.31 void PIWOEngine::DuplicateSelectedBlocks ()

Duplikuje zaznaczone bloki

Definition at line 2074 of file PIWOEngine.cpp.

References abort(), alwaysRun, area, VisualBlock::block, blocks, changed, BlockInput::connect(), connections, defaultBlockImage, FunctionDLL::description, Connection::draw(), FunctionDLL::fullName, PluginContener::getFunction(), BlockOutput::getOutputType(), Connection::inBlock, Connection::input, Block::input, Connection::lines, VisualBlock::nameOfBlock, VisualBlock::numberOfBlock, VisualBlock::OnBlockMove, OnBlockSelected, OnChanged, VisualBlock::OnConfigClick, OnConnectionSelect(), OnConnectionSelected, Connection::OnConnectionSelected, OnDebug, OnInformation, OnNothingSelected, VisualBlock::OnSelect, VisualBlock::OnSelectAdd, VisualBlock::OnUnselect, VisualBlock::OnVInputHistory, OnVisualBlockConfigClick(), OnVisualBlockInputHistoryClick(), OnVisualBlockInputSelected(), OnVisualBlockMove(), OnVisualBlockOutputHistoryClick(), OnVisualBlockOutputSelected(), OnVisualBlockSelect(), OnVisualBlockSelectAdd(), OnVisualBlockUnselect(), VisualBlock::OnVisualInputSelected, VisualBlock::OnVisualOutputSelected, VisualBlock::OnVOutputHistory, Connection::outBlock, Connection::output, Block::output, FunctionDLL::picture, plugins, run(), selectedBlocks, selectedConnection, Block::setConfig(), VisualBlock::setConfigButtonGlyph(), VisualBlock::setTitle(), Connection::update(), VisualBlock::updateVisualComponents(), and validateBlock().

Referenced by TForm1::Duplikujbloki1Click().

5.15.3.32 void PIWOEngine::validateAll ()

Sprawza wszystkie bloki

Definition at line 2475 of file PIWOEngine.cpp.

References abort(), alwaysRun, blocks, OnInformation, run(), and validateBlock().

Referenced by TForm1::Sprawdprojekt1Click().

5.15.3.33 bool PIWOEngine::run (bool *useHistory* = true)

Uruchamia projekt

Parameters:

useHistory czy ma uzywac historii

Returns:

true jesli uruchomiono bez bledow

Definition at line 2041 of file PIWOEngine.cpp.

References runNotUsingHistory(), and runUsingHistory().

Referenced by AddBlock(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), OnVisualBlockConfigClick(), OnVisualBlockInputSelected(), OnVisualBlockOutputSelected(), TForm1::Uruchom3Click(), TForm1::Uruchomwszystko1Click(), and validateAll().

5.15.3.34 bool PIWOEngine::isRuned ()

Sprawdza czy projekt ejst aktualnie uruchamiany

Returns:

true jesli ejst aktualnie uruchamiany, w przeciwnym wypadku false

Definition at line 2046 of file PIWOEngine.cpp.

References isRunning.

Referenced by TForm1::blockMenu().

5.15.3.35 void PIWOEngine::abort (bool *wait* = false)

Anuluje uruchamianie projektu

Parameters:

wait czy ma czekac az uruchomienie zostanie anulowane

Definition at line 2051 of file PIWOEngine.cpp.

References isRunning, OnRunInformation, and stopRunning.

Referenced by AddBlock(), TForm1::Anuluj1Click(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), loadFromFile(), OnVisualBlockConfigClick(), OnVisualBlockInputSelected(), OnVisualBlockOutputSelected(), saveToFile(), TForm1::SpeedButton1Click(), and validateAll().

5.15.3.36 bool PIWOEngine::isAborted ()

Czy juz anulowano uruchomienie projektu

Returns:

true/false

Definition at line 2069 of file PIWOEngine.cpp.

References stopRunning.

5.15.3.37 bool PIWOEngine::saveToFile (const AnsiString &filename)

Zapisuje projekt do pliku

Parameters:

filename sciezka do pliku

Returns:

false jesli nie zapisano

Definition at line 2219 of file PIWOEngine.cpp.

References abort(), blocks, changed, connections, OnDebug, OnError, OnSuccess, putInt(), and putString().

Referenced by TForm1::closeProject(), TForm1::Exportujjakobraz1Click(), and TForm1::Zapiszjako1Click().

5.15.3.38 bool PIWOEngine::loadFromFile (const AnsiString & *filename*)

Wczytuje projekt z pliku

Parameters:

filename

Returns:

false jesli nie wczytano

Definition at line 2311 of file PIWOEngine.cpp.

References abort(), BlockInput::allowedTypes, area, VisualBlock::block, blocks, BlockInput::connect(), connections, defaultBlockImage, FunctionDLL::description, Connection::draw(), FunctionDLL::fullName, Block::getConfig(), PluginContener::getFunction(), getInt(), BlockOutput::getOutputType(), getString(), VisualBlock::getTitle(), Connection::inBlock, Connection::input, Block::input, Connection::lines, BlockConfig::loadFromStream(), VisualBlock::nameOfBlock, VisualBlock::numberOfBlock, VisualBlock::OnBlockMove, VisualBlock::OnConfigClick, OnConnectionSelect(), Connection::OnConnectionSelected, OnDebug, OnError, VisualBlock::OnSelect, VisualBlock::OnSelectAdd, OnSuccess, VisualBlock::OnUnselect, VisualBlock::OnVInputHistory, OnVisualBlockConfigClick(), OnVisualBlockInputHistoryClick(), OnVisualBlockInputSelected(), OnVisualBlockMove(), OnVisualBlockOutputHistoryClick(), OnVisualBlockOutputSelected(), OnVisualBlockSelect(), OnVisualBlockSelectAdd(), OnVisualBlockUnselect(), VisualBlock::OnVisualInputSelected, VisualBlock::OnVisualOutputSelected, VisualBlock::OnVOutputHistory, OnWarrning, Connection::outBlock, Connection::output, Block::output, FunctionDLL::picture, plugins, VisualBlock::setConfigButtonGlyph(), BlockElement::setDescription(), BlockElement::setErrorCodes(), BlockElement::setErrorDescription(), BlockOutput::setOutputType(), VisualBlock::setTitle(), Connection::update(), VisualBlock::updateVisualComponents(), and validateBlock().

Referenced by TForm1::FormCreate(), and TForm1::openProject().

5.15.3.39 bool PIWOEngine::isChanged ()

Czy w projekcie wprowadzono zmiany

Returns:

true/false = tak/nie

Definition at line 2465 of file PIWOEngine.cpp.

References changed.

Referenced by TForm1::closeProject().

5.15.3.40 int PIWOEngine::getBlockCount ()

Zwraca ilosc blokow w projekcie

Returns:

ilosć blokow

Definition at line 2470 of file PIWOEngine.cpp.

References blocks.

Referenced by TForm1::blockMenu(), and TForm1::closeProject().

5.15.3.41 int PIWOEngine::getConnectionsCount ()

Zwraca ilosc polaczen w projekcie

Returns:

ilosc polaczen

Definition at line 2492 of file PIWOEngine.cpp.

References connections.

Referenced by TForm1::blockMenu().

5.15.3.42 bool PIWOEngine::isBlockSelected ()

Czy jakiekolwiek blok jest zaznaczony

Returns:

true jesli tak, false jesli nie

Definition at line 2487 of file PIWOEngine.cpp.

References selectedBlocks.

Referenced by TForm1::blockMenu().

5.15.3.43 bool PIWOEngine::isConnectionSelected ()

Czy polaczenie jest zaznaczone

Returns:

true jesli tak, false jesli nie

Definition at line 2497 of file PIWOEngine.cpp.

References selectedConnection.

Referenced by TForm1::blockMenu().

5.15.4 Member Data Documentation

5.15.4.1 PIWOMAINCLASSTYPE* PIWOEngine::area [private]

Definition at line 24 of file PIWOEngine.h.

Referenced by AddBlock(), DuplicateSelectedBlocks(), loadFromFile(), MakeConnection(), PIWOEngine(), and ~PIWOEngine().

5.15.4.2 vector<VisualBlock*> PIWOEngine::blocks [private]

Definition at line 25 of file PIWOEngine.h.

Referenced by AddBlock(), DeleteAllBlocks(), DeleteBlock(), DeleteSelectedBlocks(), DuplicateSelectedBlocks(), getBlockCount(), InvertBlockSelection(), loadFromFile(), runBlock(), runNotUsingHistory(), runUsingHistory(), saveToFile(), SelectAllBlocks(), validateAll(), and ~PIWOEngine().

5.15.4.3 vector<Connection*> PIWOEngine::connections [private]

Definition at line 26 of file PIWOEngine.h.

Referenced by CancelCustomizationOnAllConnections(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), getConnectionsCount(), getConnectionTo(), loadFromFile(), MakeConnection(), OnVisualBlockInputSelected(), OnVisualBlockMove(), OnVisualBlockOutputSelected(), OnVisualBlockSelect(), OnVisualBlockSelectAdd(), runBlock(), runNotUsingHistory(), runUsingHistory(), saveToFile(), validateBlock(), and ~PIWOEngine().

5.15.4.4 Connection* PIWOEngine::selectedConnection [private]

Definition at line 27 of file PIWOEngine.h.

Referenced by AddBlock(), CancelCustomizationOnSelectedConnections(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), InvertBlockSelection(), isConnectionSelected(), MakeConnection(), OnConnectionSelect(), OnVisualBlockSelect(), OnVisualBlockSelectAdd(), OnVisualBlockUnselect(), PIWOEngine(), SelectAllBlocks(), UnselectAllBlocks(), and UnselectSelectedConnection().

5.15.4.5 vector<VisualBlock*> PIWOEngine::selectedBlocks [private]

Definition at line 28 of file PIWOEngine.h.

Referenced by AddBlock(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), InvertBlockSelection(), isBlockSelected(), MakeConnection(), OnConnectionSelect(), OnVisualBlockMove(), OnVisualBlockSelect(), OnVisualBlockSelectAdd(), OnVisualBlockUnselect(), SelectAllBlocks(), UnselectAllBlocks(), and UnselectSelectedConnection().

5.15.4.6 VisualBlock* PIWOEngine::selectedOutputBlock [private]

Definition at line 29 of file PIWOEngine.h.

Referenced by OnVisualBlockInputSelected(), OnVisualBlockOutputSelected(), and PIWOEngine().

5.15.4.7 VisualBlock* PIWOEngine::selectedInputBlock [private]

Definition at line 30 of file PIWOEngine.h.

Referenced by OnVisualBlockInputSelected(), OnVisualBlockOutputSelected(), and PIWOEngine().

5.15.4.8 VisualInput* PIWOEngine::selectedInput [private]

Definition at line 31 of file PIWOEngine.h.

Referenced by OnVisualBlockInputSelected(), OnVisualBlockOutputSelected(), and PIWOEngine().

5.15.4.9 VisualOutput* PIWOEngine::selectedOutput [private]

Definition at line 32 of file PIWOEngine.h.

Referenced by OnVisualBlockInputSelected(), OnVisualBlockOutputSelected(), and PIWOEngine().

5.15.4.10 bool PIWOEngine::isRunning [private]

Definition at line 55 of file PIWOEngine.h.

Referenced by abort(), isRuned(), PIWOEngine(), runNotUsingHistory(), and runUsingHistory().

5.15.4.11 bool PIWOEngine::stopRunning [private]

Definition at line 56 of file PIWOEngine.h.

Referenced by abort(), isAborted(), PIWOEngine(), runBlock(), runNotUsingHistory(), and runUsingHistory().

5.15.4.12 unsigned int PIWOEngine::runProgress [private]

Definition at line 58 of file PIWOEngine.h.

Referenced by PIWOEngine(), runBlock(), runNotUsingHistory(), and runUsingHistory().

5.15.4.13 bool PIWOEngine::changed [private]

Definition at line 59 of file PIWOEngine.h.

Referenced by AddBlock(), CancelCustomizationOnAllConnections(), CancelCustomizationOnSelectedConnections(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), isChanged(), MakeConnection(), OnVisualBlockConfigClick(), OnVisualBlockInputSelected(), OnVisualBlockMove(), OnVisualBlockOutputSelected(), PIWOEngine(), saveToFile(), and validateBlock().

5.15.4.14 Graphics::TBitmap* PIWOEngine::defaultBlockImage

Domyslny obrazek widniejacy na przycisku konfiguracyjnym bloczkow gdy niemaja ustawionego swojego
Definition at line 64 of file PIWOEngine.h.

Referenced by AddBlock(), DuplicateSelectedBlocks(), TForm1::FormCreate(), loadFromFile(), TForm1::newProject(), TForm1::openProject(), and PIWOEngine().

5.15.4.15 PIWOEngine_Log PIWOEngine::OnInformation

Event: Logowanie - Informacja

Definition at line 68 of file PIWOEngine.h.

Referenced by AddBlock(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), TForm1::FormCreate(), MakeConnection(), TForm1::newProject(), TForm1::openProject(), PIWOEngine(), runNotUsingHistory(), runUsingHistory(), and validateAll().

5.15.4.16 PIWOEngine_Log PIWOEngine::OnDebug

Event: Logowanie - Debug

Definition at line 72 of file PIWOEngine.h.

Referenced by AddBlock(), CancelCustomizationOnAllConnections(), CancelCustomizationOnSelectedConnections(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), TForm1::FormCreate(), HistoryFormClose(), InvertBlockSelection(), loadFromFile(), MakeConnection(), TForm1::newProject(), OnConnectionSelect(), OnVisualBlockConfigClick(), OnVisualBlockInputHistoryClick(), OnVisualBlockOutputHistoryClick(), OnVisualBlockSelect(), OnVisualBlockSelectAdd(), OnVisualBlockUnselect(), TForm1::openProject(), PIWOEngine(), saveToFile(), SelectAllBlocks(), UnselectAllBlocks(), UnselectSelectedConnection(), and validateBlock().

5.15.4.17 PIWOEngine_Log PIWOEngine::OnSuccess

Event: Logowanie - Sukces

Definition at line 76 of file PIWOEngine.h.

Referenced by TForm1::FormCreate(), loadFromFile(), TForm1::newProject(), TForm1::openProject(), PIWOEngine(), runNotUsingHistory(), runUsingHistory(), and saveToFile().

5.15.4.18 PIWOEngine_Log PIWOEngine::OnWarning

Event: Logowanie - Ostrzezenie

Definition at line 80 of file PIWOEngine.h.

Referenced by TForm1::FormCreate(), loadFromFile(), TForm1::newProject(), OnVisualBlockConfigClick(), OnVisualBlockInputHistoryClick(), OnVisualBlockOutputHistoryClick(), TForm1::openProject(), PIWOEngine(), runNotUsingHistory(), and runUsingHistory().

5.15.4.19 PIWOEngine_Log PIWOEngine::OnError

Event: Logowanie - Blad

Definition at line 84 of file PIWOEngine.h.

Referenced by DeleteBlock(), TForm1::FormCreate(), loadFromFile(), MakeConnection(), TForm1::newProject(), OnVisualBlockConfigClick(), TForm1::openProject(), PIWOEngine(), runBlock(), runNotUsingHistory(), runUsingHistory(), saveToFile(), and validateBlock().

5.15.4.20 PIWOEngine_Log PIWOEngine::OnRunInformation

Event: Logowanie - Podczas uruchamiania - Informacja

Definition at line 88 of file PIWOEngine.h.

Referenced by abort(), TForm1::FormCreate(), TForm1::newProject(), TForm1::openProject(), PIWOEngine(), runBlock(), runNotUsingHistory(), and runUsingHistory().

5.15.4.21 PIWOEngine_Log PIWOEngine::OnRunDebug

Event: Logowanie - Podczas uruchamiania - Debug

Definition at line 92 of file PIWOEngine.h.

Referenced by TForm1::FormCreate(), TForm1::newProject(), TForm1::openProject(), PIWOEngine(), and runBlock().

5.15.4.22 PIWOEngine_Log PIWOEngine::OnRunSuccess

Event: Logowanie - Podczas uruchamiania - Sukces

Definition at line 96 of file PIWOEngine.h.

Referenced by TForm1::FormCreate(), TForm1::newProject(), TForm1::openProject(), PIWOEngine(), runBlock(), runNotUsingHistory(), and runUsingHistory().

5.15.4.23 PIWOEngine_Log PIWOEngine::OnRunWarning

Event: Logowanie - Podczas uruchamiania - Ostrzezenie

Definition at line 100 of file PIWOEngine.h.

Referenced by TForm1::FormCreate(), TForm1::newProject(), TForm1::openProject(), PIWOEngine(), runBlock(), runNotUsingHistory(), and runUsingHistory().

5.15.4.24 PIWOEngine_Log PIWOEngine::OnRunError

Event: Logowanie - Podczas uruchamiania - Blad

Definition at line 104 of file PIWOEngine.h.

Referenced by TForm1::FormCreate(), TForm1::newProject(), TForm1::openProject(), PIWOEngine(), runBlock(), runNotUsingHistory(), and runUsingHistory().

5.15.4.25 PIWOEngine_Event PIWOEngine::OnBlockSelected

Event: gdy zaznaczono blok

Definition at line 108 of file PIWOEngine.h.

Referenced by AddBlock(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), TForm1::FormCreate(), InvertBlockSelection(), MakeConnection(), TForm1::newProject(), OnConnectionSelect(), OnVisualBlockSelect(), OnVisualBlockSelectAdd(), OnVisualBlockUnselect(), TForm1::openProject(), PIWOEngine(), SelectAllBlocks(), UnselectAllBlocks(), and UnselectSelectedConnection().

5.15.4.26 PIWOEngine_Event PIWOEngine::OnConnectionSelected

Event: gdy zaznaczono polaczenie

Definition at line 112 of file PIWOEngine.h.

Referenced by AddBlock(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), TForm1::FormCreate(), InvertBlockSelection(), MakeConnection(), TForm1::newProject(), OnConnectionSelect(), OnVisualBlockSelect(), OnVisualBlockSelectAdd(), OnVisualBlockUnselect(), TForm1::openProject(), PIWOEngine(), SelectAllBlocks(), UnselectAllBlocks(), and UnselectSelectedConnection().

5.15.4.27 PIWOEngine_Event PIWOEngine::OnNothingSelected

Event: gdy nic nie jest zaznaczone

Definition at line 116 of file PIWOEngine.h.

Referenced by AddBlock(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), TForm1::FormCreate(), InvertBlockSelection(), MakeConnection(), TForm1::newProject(), OnConnectionSelect(), OnVisualBlockSelect(), OnVisualBlockSelectAdd(), OnVisualBlockUnselect(), TForm1::openProject(), PIWOEngine(), SelectAllBlocks(), UnselectAllBlocks(), and UnselectSelectedConnection().

5.15.4.28 PIWOEngine_Event PIWOEngine::OnChanged

Event: gdy projekt zostal zmodyfikowany

Definition at line 120 of file PIWOEngine.h.

Referenced by AddBlock(), CancelCustomizationOnAllConnections(), CancelCustomizationOnSelectedConnections(), DeleteAllBlocks(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), TForm1::FormCreate(), MakeConnection(), TForm1::newProject(), OnVisualBlockConfigClick(), OnVisualBlockInputSelected(), OnVisualBlockMove(), OnVisualBlockOutputSelected(), TForm1::openProject(), and validateBlock().

5.15.4.29 PIWOEngine_RunProgress PIWOEngine::OnRunProgress

Event: podczas uruchamiania projektu

Definition at line 124 of file PIWOEngine.h.

Referenced by TForm1::FormCreate(), TForm1::newProject(), TForm1::openProject(), PIWOEngine(), runBlock(), runNotUsingHistory(), and runUsingHistory().

5.15.4.30 PIWOEngine_Event PIWOEngine::OnRunStart

Event: gdy projekt zostaje uruchomiony

Definition at line 128 of file PIWOEngine.h.

Referenced by TForm1::FormCreate(), TForm1::newProject(), TForm1::openProject(), PIWOEngine(), runNotUsingHistory(), and runUsingHistory().

5.15.4.31 PIWOEngine_Event PIWOEngine::OnRunEnd

Event: gdy projekt został uruchomiony

Definition at line 132 of file PIWOEngine.h.

Referenced by TForm1::FormCreate(), TForm1::newProject(), TForm1::openProject(), PIWOEngine(), runNotUsingHistory(), and runUsingHistory().

5.15.4.32 PluginContener* PIWOEngine::plugins

Kontener pluginów

Definition at line 136 of file PIWOEngine.h.

Referenced by AddBlock(), DuplicateSelectedBlocks(), TForm1::FormCreate(), loadFromFile(), TForm1::newProject(), OnVisualBlockConfigClick(), OnVisualBlockInputHistoryClick(), OnVisualBlockOutputHistoryClick(), TForm1::openProject(), PIWOEngine(), runBlock(), and validateBlock().

5.15.4.33 vector<THistory*> PIWOEngine::historyWindows

Lista okien historii aktualnie otwartych dla tego projektu

Definition at line 140 of file PIWOEngine.h.

Referenced by TForm1::blockMenu(), DeleteAllBlocks(), DeleteBlock(), DeleteSelectedBlocks(), HistoryFormClose(), TForm1::HistoryMenuClick(), OnVisualBlockInputHistoryClick(), OnVisualBlockOutputHistoryClick(), TForm1::Pokawszystkieokna1Click(), runBlock(), TForm1::Widok1Click(), TForm1::Zamknijwszystkieokna1Click(), and ~PIWOEngine().

5.15.4.34 bool PIWOEngine::alwaysRun

Czy trym Auto-run ma być włączony

Definition at line 144 of file PIWOEngine.h.

Referenced by AddBlock(), TForm1::blockMenu(), DeleteAllConnections(), DeleteBlock(), DeleteSelectedBlocks(), DeleteSelectedConnection(), DuplicateSelectedBlocks(), OnVisualBlockConfigClick(), OnVisualBlockInputSelected(), OnVisualBlockOutputSelected(), PIWOEngine(), TForm1::Uruchom3Click(), and validateAll().

The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[PIWOEngine.h](#)
- /PIWO/Program/gui/[PIWOEngine.cpp](#)

5.16 PluginContener Class Reference

```
#include <PluginContener.h>
```

Public Member Functions

- `PluginContener ()`
- `~PluginContener ()`
- `bool LoadData (AnsiString blockDir, AnsiString typesDir, TMainMenu &menu, TImageList &images, int upId, int downId, int functionIcon, int folderIcon)`
- `TypeDLL * addType (const AnsiString &fileDLL)`
- `FunctionDLL * addFunction (const AnsiString &fileDLL)`
- `TypeDLL * getType (const AnsiString &type)`
- `FunctionDLL * getFunction (const AnsiString &name)`
- `void setMenuItemsStatus (bool enabled)`

Public Attributes

- `PluginContener_OnProgress OnLoadingProgress`
- `FunctionDLL_onClick OnFunctionAddRequest`

Private Member Functions

- `int SearchDirectory (std::vector< AnsiString > &refvecFiles, const AnsiString &refcstrRootDirectory, const AnsiString &refcstrExtension, bool bSearchSubdirectories=true)`
- `void AddMenus (FunctionDLL *info, TMainMenu &menu, TImageList &images, int upId, int downId, int functionIcon, int folderIcon)`
- `void OnFunctionClick (void *Sender)`

Private Attributes

- `vector< TypeDLL * > listOfType`
- `vector< FunctionDLL * > listOfFunction`
- `vector< TMenuItem * > menuItems`

5.16.1 Detailed Description

Klasa pojemnik przechowujaca pluginy

Author:

Piotr

Date:

2008.11.25

Version:

0.1

Definition at line 20 of file PluginContener.h.

5.16.2 Constructor & Destructor Documentation

5.16.2.1 PluginContener::PluginContener ()

Konstruktor domyslny

Definition at line 30 of file PluginContener.cpp.

References OnFunctionAddRequest, and OnLoadingProgress.

5.16.2.2 PluginContener::~PluginContener ()

Destruktor

Definition at line 36 of file PluginContener.cpp.

References listOfFunction, and listOfType.

5.16.3 Member Function Documentation

5.16.3.1 int PluginContener::SearchDirectory (std::vector< AnsiString > & *refvecFiles*, const AnsiString & *refstrRootDirectory*, const AnsiString & *refstrExtension*, bool *bSearchSubdirectories* = true) [private]

Definition at line 144 of file PluginContener.cpp.

Referenced by LoadData().

5.16.3.2 void PluginContener::AddMenus (FunctionDLL * *info*, TMainMenu & *menu*, TImageList & *images*, int *upId*, int *downId*, int *functionIcon*, int *folderIcon*) [private]

Definition at line 71 of file PluginContener.cpp.

References FunctionDLL::category, FunctionDLL::description, FunctionDLL::fullName, menuItems, FunctionDLL::name, FunctionDLL::OnClick(), and FunctionDLL::picture.

Referenced by LoadData().

5.16.3.3 void PluginContener::OnFunctionClick (void * *Sender*) [private]

Definition at line 196 of file PluginContener.cpp.

References OnFunctionAddRequest.

Referenced by LoadData().

5.16.3.4 bool PluginContener::LoadData (AnsiString *blockDir*, AnsiString *typesDir*, TMainMenu & *menu*, TImageList & *images*, int *upId*, int *downId*, int *functionIcon*, int *folderIcon*)

Metoda przeszukuje podfoldery w poszukiwaniu plikow typow ii plikow funkcji, laduje je i tworzy dla nich menu

Parameters:

blockDir folder zawierajacy dll funkcji

typesDir folder zawierajacy dll typu

menu referencia do obiektu menu do ktorego maja zostac dodane nowe menu

images lista obrazkow (kontener) powiazany z tym menu

upId identyfikator ustawiony w popredzajacych menach - GroupId

downId identyfikator ustawiony w nastepnych menach - GroupId

functionIcon domyslny nr ikony dla funkcji

folderIcon domyslny nr ikony dla kategori

Returns:

true gdy zaladowano chodz jeden plugin

Definition at line 202 of file PluginContener.cpp.

References addFunction(), AddMenus(), addType(), FunctionDLL::FunctionAddRequest, Type-DLL::getType(), OnFunctionClick(), OnLoadingProgress, and SearchDirectory().

Referenced by TForm1::FormCreate().

5.16.3.5 TypeDLL * PluginContener::addType (const AnsiString & *fileDLL*)

Laduje i dodaje dll typu do kontenera.

Parameters:

fileDLL sciezka do pliku

Returns:

NULL lub wskaznik do klasy [TypeDLL](#)

Definition at line 3 of file PluginContener.cpp.

References listOfType.

Referenced by LoadData().

5.16.3.6 FunctionDLL * PluginContener::addFunction (const AnsiString & *fileDLL*)

Laduje i dodaje dll funkcji do kontenera.

Parameters:

fileDLL sciezka do pliku

Returns:

NULL lub wskaznik do klasy [FunctionDLL](#)

Definition at line 17 of file PluginContener.cpp.

References listOffunction.

Referenced by LoadData().

5.16.3.7 TypeDLL * PluginContener::getType (const AnsiString & *type*)

Zwraca klase ktora zaladowala odpowiedni typ

Parameters:

type nazwa typu

Returns:

klasa [TypeDLL](#)

Definition at line 53 of file PluginContener.cpp.

References [listOfType](#).

Referenced by [THistory::refresh\(\)](#), and [PIWOEngine::runBlock\(\)](#).

5.16.3.8 FunctionDLL * PluginContener::getFunction (const AnsiString & *name*)

Zwraca klase ktora zaladowala odpowiednia funkcje

Parameters:

name nazwa funkcji

Returns:

klasa [FunctionDLL](#)

Definition at line 62 of file PluginContener.cpp.

References [listOfFunction](#).

Referenced by [PIWOEngine::AddBlock\(\)](#), [PIWOEngine::DuplicateSelectedBlocks\(\)](#), [PIWOEngine::loadFromFile\(\)](#), [PIWOEngine::OnVisualBlockConfigClick\(\)](#), [PIWOEngine::runBlock\(\)](#), and [PIWOEngine::validateBlock\(\)](#).

5.16.3.9 void PluginContener::setMenuItemsStatus (bool *enabled*)

Blokuje lub odblokowuje wszystkie pozycje w menu ladowanym dynamicznie

Parameters:

enabled true-odblokowane, false-zablokowane

Definition at line 245 of file PluginContener.cpp.

References [menuItems](#).

Referenced by [TForm1::blockMenu\(\)](#).

5.16.4 Member Data Documentation

5.16.4.1 vector<TypeDLL*> PluginContener::listOfType [private]

Definition at line 23 of file PluginContener.h.

Referenced by [addType\(\)](#), [getType\(\)](#), and [~PluginContener\(\)](#).

5.16.4.2 vector<FunctionDLL*> PluginContener::listOfFunction [private]

Definition at line 24 of file PluginContener.h.

Referenced by addFunction(), getFunction(), and ~PluginContener().

5.16.4.3 vector<TMenuItem*> PluginContener::menuItems [private]

Definition at line 31 of file PluginContener.h.

Referenced by AddMenus(), and setMenuItemsStatus().

5.16.4.4 PluginContener_OnProgress PluginContener::OnLoadingProgress

Event

Definition at line 36 of file PluginContener.h.

Referenced by TForm1::FormCreate(), LoadData(), and PluginContener().

5.16.4.5 FunctionDLL_onClick PluginContener::OnFunctionAddRequest

Event

Definition at line 40 of file PluginContener.h.

Referenced by TForm1::FormCreate(), OnFunctionClick(), and PluginContener().

The documentation for this class was generated from the following files:

- /PIWO/Program/brige/[PluginContener.h](#)
- /PIWO/Program/brige/[PluginContener.cpp](#)

5.17 Position Struct Reference

```
#include <VisualBlock.h>
```

Public Attributes

- TPoint [xy](#)
- char [direction](#)

5.17.1 Detailed Description

Definition at line 17 of file VisualBlock.h.

5.17.2 Member Data Documentation

5.17.2.1 TPoint Position::xy

Definition at line 18 of file VisualBlock.h.

Referenced by Connection::connectionOk(), VisualBlock::getInputPosition(), VisualBlock::getOutputPosition(), and Connection::redraw().

5.17.2.2 char Position::direction

Definition at line 19 of file VisualBlock.h.

Referenced by Connection::connectionOk(), Connection::draw(), VisualBlock::getInputPosition(), VisualBlock::getOutputPosition(), and Connection::redraw().

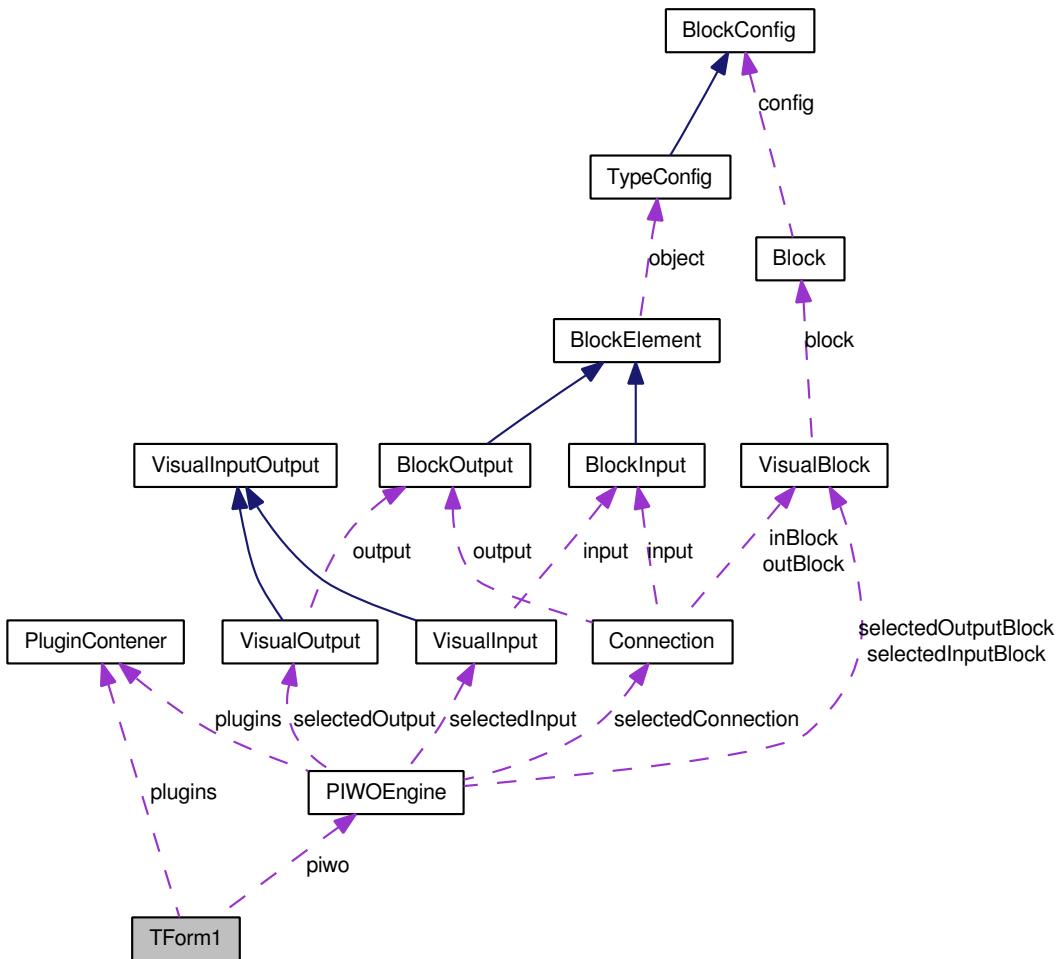
The documentation for this struct was generated from the following file:

- /PIWO/Program/gui/[VisualBlock.h](#)

5.18 TForm1 Class Reference

```
#include <main.h>
```

Collaboration diagram for TForm1:



Public Member Functions

- void __fastcall **FormCreate** (TObject *Sender)
- void __fastcall **Zakocz2Click** (TObject *Sender)
- void __fastcall **Zaznaczwszystkiebloki1Click** (TObject *Sender)
- void __fastcall **Odznaczwszystkiebloki1Click** (TObject *Sender)
- void __fastcall **OdwrzaznaczenieblokW1Click** (TObject *Sender)
- void __fastcall **Usubloki1Click** (TObject *Sender)
- void __fastcall **Usuzaznaczonebloki1Click** (TObject *Sender)
- void __fastcall **Odznaczzaznaczonepoaczenie1Click** (TObject *Sender)
- void __fastcall **Usuwszystkiepoczzenia1Click** (TObject *Sender)
- void __fastcall **Usuzaznaczonepocznie1Click** (TObject *Sender)
- void __fastcall **Zresetujwszystkiepoczzenia1Click** (TObject *Sender)
- void __fastcall **Zresetujzaznaczonepocznie1Click** (TObject *Sender)

- void __fastcall Uruchomwszystko1Click (TObject *Sender)
- void __fastcall Uruchom3Click (TObject *Sender)
- void __fastcall PageControl1Resize (TObject *Sender)
- void __fastcall Wyczylgi1Click (TObject *Sender)
- void __fastcall MenuItem1Click (TObject *Sender)
- void __fastcall MenuItem3Click (TObject *Sender)
- void __fastcall Zapiszdopliku1Zapiszjako1ClickClick (TObject *Sender)
- void __fastcall MenuItem2Click (TObject *Sender)
- void __fastcall MenuItem4Click (TObject *Sender)
- void __fastcall PageControl1Change (TObject *Sender)
- void __fastcall SpeedButton1Click (TObject *Sender)
- void __fastcall Timer1Timer (TObject *Sender)
- void __fastcall Nowy1Click (TObject *Sender)
- void __fastcall Zakocz1Click (TObject *Sender)
- void __fastcall Otwrz1Click (TObject *Sender)
- void __fastcall Duplikujbloki1Click (TObject *Sender)
- void __fastcall Exportujjakoobraz1Click (TObject *Sender)
- void __fastcall Zapiszjako1Click (TObject *Sender)
- void __fastcall FormCloseQuery (TObject *Sender, bool &CanClose)
- void __fastcall Sprawdprojekt1Click (TObject *Sender)
- void __fastcall Anuluj1Click (TObject *Sender)
- void __fastcall ToolButton11Click (TObject *Sender)
- void __fastcall ToolButton18Click (TObject *Sender)
- void __fastcall ToolButton19Click (TObject *Sender)
- void __fastcall ToolButton20Click (TObject *Sender)
- void __fastcall ToolButton21Click (TObject *Sender)
- void __fastcall ToolButton22Click (TObject *Sender)
- void __fastcall FormDestroy (TObject *Sender)
- void __fastcall Widok1Click (TObject *Sender)
- void __fastcall Zamknijwszystkieokna1Click (TObject *Sender)
- void __fastcall Pokawszystkieokna1Click (TObject *Sender)
- void __fastcall Oprogramie1Click (TObject *Sender)
- void __fastcall FormKeyDown (TObject *Sender, WORD &Key, TShiftState Shift)
- void __fastcall ApplicationEvents1Message (tagMSG &Msg, bool &Handled)
- void __fastcall Instrukcjajautkonika1Click (TObject *Sender)
- void __fastcall Dokumentacjatechniczna1Click (TObject *Sender)
- void __fastcall Oautorach1Click (TObject *Sender)
- void addExt (const AnsiString &ExtMyFile)
- __fastcall TForm1 (TComponent *Owner)

Public Attributes

- TMainMenu * MainMenu1
- TMenuItem * Plik1
- TMenuItem * Edycja1
- TMenuItem * Nowy1
- TMenuItem * Otwrz1
- TMenuItem * Zapisz1
- TMenuItem * Zapiszjako1
- TMenuItem * Exportujjakoobraz1

- TMenuItem * [Zakocz1](#)
- TMenuItem * [Zaznaczwszystkiebloki1](#)
- TMenuItem * [Odznaczwszystkiebloki1](#)
- TMenuItem * [Odwrzaznaczenieblokwl](#)
- TMenuItem * [Duplikujbloki1](#)
- TMenuItem * [Usublokil](#)
- TMenuItem * [N1](#)
- TMenuItem * [Zakocz2](#)
- TMenuItem * [Usuzaznaczonebloki1](#)
- TMenuItem * [Odznaczaznaczonepoaczenie1](#)
- TMenuItem * [Usuwszystkiepoczenia1](#)
- TMenuItem * [Usuzaznaczonepoczenie1](#)
- TMenuItem * [Pomoc1](#)
- TMenuItem * [Instrukcjauytkoniwka1](#)
- TMenuItem * [Dokumentacjatechniczna1](#)
- TMenuItem * [Oautorach1](#)
- TMenuItem * [Oprogramie1](#)
- TImageList * [ImageList1](#)
- TStatusBar * [StatusBar1](#)
- TMenuItem * [Uruchom2](#)
- TMenuItem * [Uruchomwszystko1](#)
- TMenuItem * [Uruchom3](#)
- TMenuItem * [Zresetujwszystkiepoczenia1](#)
- TMenuItem * [Zresetujaznaczonepoczenie1](#)
- TMenuItem * [Widok1](#)
- TPanel * [Panel1](#)
- TPageControl * [PageControl1](#)
- TTabSheet * [TabSheet1](#)
- TListView * [ListView1](#)
- TTabSheet * [TabSheet2](#)
- TTabSheet * [TabSheet3](#)
- TImageList * [ImageList2](#)
- TPopupMenu * [PopupMenu1](#)
- TMenuItem * [Wyczylgi1](#)
- TMenuItem * [Zapiszdopliku1](#)
- TListView * [ListView2](#)
- TListView * [ListView3](#)
- TSaveDialog * [SaveDialog1](#)
- TPopupMenu * [PopupMenu2](#)
- TMenuItem * [MenuItem1](#)
- TMenuItem * [MenuItem2](#)
- TPopupMenu * [PopupMenu3](#)
- TMenuItem * [MenuItem3](#)
- TMenuItem * [MenuItem4](#)
- TToolBar * [ToolBar1](#)
- TPanel * [Panel2](#)
- TCGauge * [CGauge1](#)
- TLabel * [Label1](#)
- TSpeedButton * [SpeedButton1](#)
- TTimer * [Timer1](#)

- TMenuItem * [Anuluj1](#)
- TSaveDialog * [SaveDialog2](#)
- TOpenDialog * [OpenDialog1](#)
- TToolButton * [ToolButton1](#)
- TToolButton * [ToolButton2](#)
- TToolButton * [ToolButton3](#)
- TToolButton * [ToolButton4](#)
- TToolButton * [ToolButton5](#)
- TToolButton * [ToolButton6](#)
- TToolButton * [ToolButton7](#)
- TToolButton * [ToolButton8](#)
- TToolButton * [ToolButton9](#)
- TToolButton * [ToolButton10](#)
- TToolButton * [ToolButton11](#)
- TToolButton * [ToolButton12](#)
- TToolButton * [ToolButton13](#)
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- TToolButton * [ToolButton23](#)
- TToolButton * [ToolButton24](#)
- TToolButton * [ToolButton25](#)
- TToolButton * [ToolButton26](#)
- TImageList * [ImageList3](#)
- TToolButton * [ToolButton27](#)
- TMenuItem * [Sprawdprojekt1](#)
- TBevel * [Bevel1](#)
- TMenuItem * [Zamknijwszystkieokna1](#)
- TMenuItem * [Pokawszystkieokna1](#)
- TMenuItem * [N2](#)
- TApplicationEvents * [ApplicationEvents1](#)
- [PluginContener](#) [plugins](#)

Private Member Functions

- void [OnLoadProgress](#) (void *Sender, int position, int max, AnsiString info, int id)
- void [OnFunctionAddClick](#) (void *Sender)
- void [OnLogInformation](#) (TObject *Sender, const AnsiString message)
- void [OnLogDebug](#) (TObject *Sender, const AnsiString message)
- void [OnLogWarrning](#) (TObject *Sender, const AnsiString message)
- void [OnLogSuccess](#) (TObject *Sender, const AnsiString message)
- void [OnLogError](#) (TObject *Sender, const AnsiString message)
- void [OnLogRunInformation](#) (TObject *Sender, const AnsiString message)
- void [OnLogRunDebug](#) (TObject *Sender, const AnsiString message)

- void [OnLogRunWarrning](#) (TObject *Sender, const AnsiString message)
- void [OnLogRunSuccess](#) (TObject *Sender, const AnsiString message)
- void [OnLogRunError](#) (TObject *Sender, const AnsiString message)
- void [OnRunStart](#) (TObject *Sender)
- void [OnRunEnd](#) (TObject *Sender)
- void [OnRunProgress](#) (TObject *Sender, const AnsiString message, const double precent)
- void [OnChanged](#) (TObject *Sender)
- void [OnBlockSelected](#) (TObject *Sender)
- void [OnConnectionSelected](#) (TObject *Sender)
- void [OnNothingSelected](#) (TObject *Sender)
- void [__fastcall HistoryMenuClick](#) (TObject *Sender)
- void [blockMenu](#) (bool blocked)
- void [newProject](#) ()
- bool [closeProject](#) ()
- void [openProject](#) ()

Private Attributes

- [PIWOEngine * piwo](#)
- [AnsiString fileName](#)
- [bool isBlocked](#)
- [Graphics::TBitmap * defaultBlockImage](#)
- [vector< FunctionDLL * > top5Added](#)
- [vector< TMenuItem * > historyItems](#)
- [POINT mousePos](#)

5.18.1 Detailed Description

Definition at line 25 of file main.h.

5.18.2 Constructor & Destructor Documentation

5.18.2.1 [__fastcall TForm1::TForm1](#) ([TComponent * Owner](#))

Definition at line 19 of file main.cpp.

5.18.3 Member Function Documentation

5.18.3.1 [void __fastcall TForm1::FormCreate](#) ([TObject * Sender](#))

Definition at line 107 of file main.cpp.

References addExt(), blockMenu(), CAPTION, PIWOEngine::defaultBlockImage, defaultBlockImage, fileName, Form2, ImageList1, PluginContener::LoadData(), PIWOEngine::loadFromFile(), TForm2::log, MainMenu1, newProject(), OnBlockSelected(), PIWOEngine::OnBlockSelected, OnChanged(), PIWOEngine::OnChanged, OnConnectionSelected(), PIWOEngine::OnConnectionSelected, PIWOEngine::OnDebug, PIWOEngine::OnError, OnFunctionAddClick(), PluginContener::OnFunctionAddRequest, PIWOEngine::OnInformation, PluginContener::OnLoadingProgress,

OnLoadProgress(), OnLogDebug(), On.LogError(), On.LogInformation(), OnLogRunDebug(), OnLogRunError(), OnLogRunInformation(), OnLogRunSuccess(), OnLogRunWarrning(), OnLogSuccess(), OnLogWarrning(), OnNothingSelected(), PIWOEngine::OnNothingSelected, PIWOEngine::OnRunDebug, OnRunEnd(), PIWOEngine::OnRunEnd, PIWOEngine::OnRunError, PIWOEngine::OnRunInformation, OnRunProgress(), PIWOEngine::OnRunProgress, OnRunStart(), PIWOEngine::OnRunStart, PIWOEngine::OnRunSuccess, PIWOEngine::OnRunWarrning, PIWOEngine::OnSuccess, PIWOEngine::OnWarrning, OpenDialog1, PageControl1Change(), piwo, PIWOEngine::plugins, plugins, TForm2::ProgressBar1, and StatusBar1.

5.18.3.2 void __fastcall TForm1::Zakocz2Click (TObject * Sender)

Definition at line 400 of file main.cpp.

5.18.3.3 void __fastcall TForm1::Zaznaczwszystkiebloki1Click (TObject * Sender)

Definition at line 406 of file main.cpp.

References piwo, and PIWOEngine::SelectAllBlocks().

5.18.3.4 void __fastcall TForm1::Odznaczwszystkiebloki1Click (TObject * Sender)

Definition at line 412 of file main.cpp.

References piwo, and PIWOEngine::UnselectAllBlocks().

5.18.3.5 void __fastcall TForm1::Odwrzaznaczenieblokwi1Click (TObject * Sender)

Definition at line 418 of file main.cpp.

References PIWOEngine::InvertBlockSelection(), and piwo.

5.18.3.6 void __fastcall TForm1::Usubloki1Click (TObject * Sender)

Definition at line 424 of file main.cpp.

References PIWOEngine::DeleteAllBlocks(), and piwo.

5.18.3.7 void __fastcall TForm1::Usuzaznaczonebloki1Click (TObject * Sender)

Definition at line 430 of file main.cpp.

References PIWOEngine::DeleteSelectedBlocks(), PIWOEngine::DeleteSelectedConnection(), and piwo.

5.18.3.8 void __fastcall TForm1::Odznaczzaznaczonepoaczenie1Click (TObject * Sender)

Definition at line 437 of file main.cpp.

References piwo, and PIWOEngine::UnselectSelectedConnection().

5.18.3.9 void __fastcall TForm1::Usuwszystkiepoczenia1Click (TObject * Sender)

Definition at line 443 of file main.cpp.

References PIWOEngine::DeleteAllConnections(), and piwo.

5.18.3.10 void __fastcall TForm1::Usuzaznaczonepoczenie1Click (TObject * Sender)

Definition at line 449 of file main.cpp.

References PIWOEngine::DeleteSelectedBlocks(), PIWOEngine::DeleteSelectedConnection(), and piwo.

5.18.3.11 void __fastcall TForm1::Zresetujwszystkiepoczenia1Click (TObject * Sender)

Definition at line 457 of file main.cpp.

References PIWOEngine::CancelCustomizationOnAllConnections(), and piwo.

5.18.3.12 void __fastcall TForm1::Zresetujzaznaczonepoczenie1Click (TObject * Sender)

Definition at line 463 of file main.cpp.

References PIWOEngine::CancelCustomizationOnSelectedConnections(), and piwo.

5.18.3.13 void __fastcall TForm1::Uruchomwszystko1Click (TObject * Sender)

Definition at line 469 of file main.cpp.

References blockMenu(), piwo, and PIWOEngine::run().

5.18.3.14 void __fastcall TForm1::Uruchom3Click (TObject * Sender)

Definition at line 477 of file main.cpp.

References PIWOEngine::alwaysRun, piwo, PIWOEngine::run(), ToolButton14, and Uruchom3.

5.18.3.15 void __fastcall TForm1::PageControl1Resize (TObject * Sender)

Definition at line 487 of file main.cpp.

References Label1, ListView1, ListView2, ListView3, PageControl1, TabSheet1, TabSheet2, and TabSheet3.

Referenced by OnLogDebug(), On.LogError(), On.LogInformation(), OnLogRunDebug(), OnLogRunError(), OnLogRunInformation(), OnLogRunSuccess(), OnLogRunWarrning(), OnLogSuccess(), OnLogWarrning(), and PageControl1Change().

5.18.3.16 void __fastcall TForm1::Wyczyligi1Click (TObject * Sender)

Definition at line 497 of file main.cpp.

References ListView1.

5.18.3.17 void __fastcall TForm1::MenuItem1Click (TObject * Sender)

Definition at line 503 of file main.cpp.

References ListView2.

5.18.3.18 void __fastcall TForm1::MenuItem3Click (TObject * Sender)

Definition at line 509 of file main.cpp.

References ListView3.

5.18.3.19 void __fastcall TForm1::Zapiszdopliku1Zapiszjako1ClickClick (TObject * Sender)

Definition at line 515 of file main.cpp.

References ListView1, and SaveDialog1.

5.18.3.20 void __fastcall TForm1::MenuItem2Click (TObject * Sender)

Definition at line 541 of file main.cpp.

References ListView2, and SaveDialog1.

5.18.3.21 void __fastcall TForm1::MenuItem4Click (TObject * Sender)

Definition at line 567 of file main.cpp.

References ListView3, and SaveDialog1.

5.18.3.22 void __fastcall TForm1::PageControl1Change (TObject * Sender)

Definition at line 594 of file main.cpp.

References ListView1, ListView2, ListView3, and PageControl1Resize().

Referenced by FormCreate().

5.18.3.23 void __fastcall TForm1::SpeedButton1Click (TObject * Sender)

Definition at line 629 of file main.cpp.

References PIWOEngine::abort(), and piwo.

5.18.3.24 void __fastcall TForm1::Timer1Timer (TObject * Sender)

Definition at line 638 of file main.cpp.

References Panel2, and Timer1.

5.18.3.25 void __fastcall TForm1::Nowy1Click (TObject * Sender)

Definition at line 873 of file main.cpp.

References newProject().

5.18.3.26 void __fastcall TForm1::Zakocz1Click (TObject * Sender)

Definition at line 879 of file main.cpp.

References closeProject().

5.18.3.27 void __fastcall TForm1::Otwrz1Click (TObject * Sender)

Definition at line 885 of file main.cpp.

References openProject().

5.18.3.28 void __fastcall TForm1::Duplikujbloki1Click (TObject * Sender)

Definition at line 891 of file main.cpp.

References PIWOEngine::DuplcateSelectedBlocks(), and piwo.

5.18.3.29 void __fastcall TForm1::Exportujjakoobraz1Click (TObject * Sender)

Definition at line 897 of file main.cpp.

References CAPTION, fileName, piwo, SaveDialog2, PIWOEngine::saveToFile(), and StatusBar1.

Referenced by Zapiszjako1Click().

5.18.3.30 void __fastcall TForm1::Zapiszjako1Click (TObject * Sender)

Definition at line 917 of file main.cpp.

References Exportujjakoobraz1Click(), fileName, piwo, and PIWOEngine::saveToFile().

5.18.3.31 void __fastcall TForm1::FormCloseQuery (TObject * Sender, bool & CanClose)

Definition at line 932 of file main.cpp.

References closeProject().

5.18.3.32 void __fastcall TForm1::Sprawdprojekt1Click (TObject * Sender)

Definition at line 985 of file main.cpp.

References piwo, and PIWOEngine::validateAll().

5.18.3.33 void __fastcall TForm1::Anuluj1Click (TObject * Sender)

Definition at line 991 of file main.cpp.

References PIWOEngine::abort(), and piwo.

5.18.3.34 void __fastcall TForm1::ToolButton11Click (TObject * Sender)

Definition at line 997 of file main.cpp.

References PIWOEngine::DeleteSelectedBlocks(), PIWOEngine::DeleteSelectedConnection(), and piwo.

5.18.3.35 void __fastcall TForm1::ToolButton18Click (TObject * Sender)

Definition at line 1018 of file main.cpp.

References OnFunctionAddClick(), and top5Added.

5.18.3.36 void __fastcall TForm1::ToolButton19Click (TObject * Sender)

Definition at line 1026 of file main.cpp.

References OnFunctionAddClick(), and top5Added.

5.18.3.37 void __fastcall TForm1::ToolButton20Click (TObject * Sender)

Definition at line 1034 of file main.cpp.

References OnFunctionAddClick(), and top5Added.

5.18.3.38 void __fastcall TForm1::ToolButton21Click (TObject * Sender)

Definition at line 1042 of file main.cpp.

References OnFunctionAddClick(), and top5Added.

5.18.3.39 void __fastcall TForm1::ToolButton22Click (TObject * Sender)

Definition at line 1050 of file main.cpp.

References OnFunctionAddClick(), and top5Added.

5.18.3.40 void __fastcall TForm1::FormDestroy (TObject * Sender)

Definition at line 1058 of file main.cpp.

References defaultBlockImage.

5.18.3.41 void __fastcall TForm1::Widok1Click (TObject * Sender)

Definition at line 1064 of file main.cpp.

References blockMenu(), historyItems, HistoryMenuClick(), PIWOEngine::historyWindows, isBlocked, MainMenu1, piwo, and Widok1.

5.18.3.42 void __fastcall TForm1::Zamknijwszystkieokna1Click (TObject * Sender)

Definition at line 1109 of file main.cpp.

References PIWOEngine::historyWindows, and piwo.

5.18.3.43 void __fastcall TForm1::Pokawszystkieokna1Click (TObject * Sender)

Definition at line 1120 of file main.cpp.

References PIWOEngine::historyWindows, and piwo.

5.18.3.44 void __fastcall TForm1::Oprogramie1Click (TObject * Sender)

Definition at line 1131 of file main.cpp.

References Form4.

5.18.3.45 void __fastcall TForm1::FormKeyDown (TObject * Sender, WORD & Key, TShiftState Shift)

Definition at line 1140 of file main.cpp.

References PIWOEngine::DeleteSelectedBlocks(), PIWOEngine::DeleteSelectedConnection(), and piwo.

5.18.3.46 void __fastcall TForm1::ApplicationEvents1Message (tagMSG & Msg, bool & Handled)

Definition at line 1152 of file main.cpp.

References mousePos.

5.18.3.47 void __fastcall TForm1::Instrukcjauytkoniwka1Click (TObject * Sender)

Definition at line 1164 of file main.cpp.

5.18.3.48 void __fastcall TForm1::Dokumentacjatechniczna1Click (TObject * Sender)

Definition at line 1171 of file main.cpp.

5.18.3.49 void __fastcall TForm1::Oautorach1Click (TObject * Sender)

Definition at line 1178 of file main.cpp.

References Form5.

5.18.3.50 void TForm1::OnLoadProgress (void * Sender, int position, int max, AnsiString info, int id) [private]

Definition at line 24 of file main.cpp.

References Form2, TForm2::log, OnLogSuccess(), OnLogWarrning(), and TForm2::ProgressBar1.

Referenced by FormCreate().

5.18.3.51 void TForm1::OnFunctionAddClick (void * Sender) [private]

Definition at line 47 of file main.cpp.

References PIWOEngine::AddBlock(), ImageList3, FunctionDLL::name, piwo, and top5Added.

Referenced by FormCreate(), ToolButton18Click(), ToolButton19Click(), ToolButton20Click(), ToolButton21Click(), and ToolButton22Click().

5.18.3.52 void TForm1::OnLogInformation (TObject * Sender, const AnsiString message) [private]

Definition at line 198 of file main.cpp.

References ListView1, ListView3, and PageControl1Resize().

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.53 void TForm1::OnLogDebug (TObject * Sender, const AnsiString message) [private]

Definition at line 220 of file main.cpp.

References ListView3, and PageControl1Resize().

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.54 void TForm1::OnLogWarrning (TObject * Sender, const AnsiString message) [private]

Definition at line 255 of file main.cpp.

References ListView1, ListView3, and PageControl1Resize().

Referenced by FormCreate(), newProject(), OnLoadProgress(), and openProject().

5.18.3.55 void TForm1::OnLogSuccess (TObject * Sender, const AnsiString message) [private]

Definition at line 233 of file main.cpp.

References ListView1, ListView3, and PageControl1Resize().

Referenced by FormCreate(), newProject(), OnLoadProgress(), and openProject().

5.18.3.56 void TForm1::OnLogError (TObject * *Sender*, const AnsiString *message*) [private]

Definition at line 277 of file main.cpp.

References ListView1, ListView3, and PageControl1Resize().

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.57 void TForm1::OnLogRunInformation (TObject * *Sender*, const AnsiString *message*) [private]

Definition at line 299 of file main.cpp.

References ListView2, ListView3, and PageControl1Resize().

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.58 void TForm1::OnLogRunDebug (TObject * *Sender*, const AnsiString *message*) [private]

Definition at line 321 of file main.cpp.

References ListView3, and PageControl1Resize().

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.59 void TForm1::OnLogRunWarning (TObject * *Sender*, const AnsiString *message*) [private]

Definition at line 356 of file main.cpp.

References ListView2, ListView3, and PageControl1Resize().

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.60 void TForm1::OnLogRunSuccess (TObject * *Sender*, const AnsiString *message*) [private]

Definition at line 334 of file main.cpp.

References ListView2, ListView3, and PageControl1Resize().

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.61 void TForm1::OnLogRunError (TObject * *Sender*, const AnsiString *message*) [private]

Definition at line 378 of file main.cpp.

References ListView2, ListView3, and PageControl1Resize().

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.62 void TForm1::OnRunStart (TObject * *Sender*) [private]

Definition at line 605 of file main.cpp.

References blockMenu(), CGauge1, isBlocked, Label1, ListView2, and Timer1.

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.63 void TForm1::OnRunEnd (TObject * Sender) [private]

Definition at line 615 of file main.cpp.

References blockMenu(), isBlocked, Panel2, and Timer1.

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.64 void TForm1::OnRunProgress (TObject * Sender, const AnsiString message, const double precent) [private]

Definition at line 622 of file main.cpp.

References CGauge1, and Label1.

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.65 void TForm1::OnChanged (TObject * Sender) [private]

Definition at line 863 of file main.cpp.

References CAPTION, and fileName.

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.66 void TForm1::OnBlockSelected (TObject * Sender) [private]

Definition at line 1004 of file main.cpp.

References blockMenu(), and isBlocked.

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.67 void TForm1::OnConnectionSelected (TObject * Sender) [private]

Definition at line 1009 of file main.cpp.

References blockMenu(), and isBlocked.

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.68 void TForm1::OnNothingSelected (TObject * Sender) [private]

Definition at line 1014 of file main.cpp.

References blockMenu(), and isBlocked.

Referenced by FormCreate(), newProject(), and openProject().

5.18.3.69 void __fastcall TForm1::HistoryMenuClick (TObject * Sender) [private]

Definition at line 1092 of file main.cpp.

References historyItems, PIWOEngine::historyWindows, and piwo.

Referenced by Widok1Click().

5.18.3.70 void TForm1::blockMenu (bool *blocked*) [private]

Definition at line 644 of file main.cpp.

References PIWOEngine::alwaysRun, Anuluj1, Duplikujbloki1, Exportujjakoobraz1, PIWOEngine::getBlockCount(), PIWOEngine::getConnectionsCount(), PIWOEngine::historyWindows, isBlocked, PIWOEngine::isBlockSelected(), PIWOEngine::isConnectionSelected(), PIWOEngine::isRuned(), Odwrzaznaczenieblok1, Odznaczwszystkiebloki1, Odznaczzaznaczonepoaczenie1, piwo, plugins, Pokawszystkieokna1, PluginContener::setMenuItemsStatus(), Sprawdprojekt1, ToolButton10, ToolButton11, ToolButton12, ToolButton14, ToolButton15, ToolButton16, ToolButton18, ToolButton19, ToolButton20, ToolButton21, ToolButton22, ToolButton27, ToolButton3, ToolButton5, ToolButton7, ToolButton9, top5Added, Uruchom3, Uruchomwszystko1, Usubloki1, Usuwszystkiepoczenia1, Usuzaznaczonebloki1, Usuzaznaczonepoczenie1, Zakocz1, Zamknijwszystkieokna1, Zapiszjako1, Zaznaczwszystkiebloki1, Zresetujwszystkiepoczenia1, and Zresetujaznaczonepoczenie1.

Referenced by closeProject(), FormCreate(), newProject(), OnBlockSelected(), OnConnectionSelected(), OnNothingSelected(), OnRunEnd(), OnRunStart(), openProject(), Uruchomwszystko1Click(), and Widok1Click().

5.18.3.71 void TForm1::newProject () [private]

Definition at line 750 of file main.cpp.

References blockMenu(), CAPTION, closeProject(), defaultBlockImage, PIWOEngine::defaultBlockImage, fileName, OnBlockSelected(), PIWOEngine::OnBlockSelected, OnChanged(), PIWOEngine::OnChanged, OnConnectionSelected(), PIWOEngine::OnConnectionSelected, PIWOEngine::OnDebug, PIWOEngine::OnError, PIWOEngine::OnInformation, OnLogDebug(), OnLogError(), OnLogInformation(), OnLogRunDebug(), OnLogRunError(), OnLogRunInformation(), OnLogRunSuccess(), OnLogRunWarning(), OnLogSuccess(), OnLogWarning(), OnNothingSelected(), PIWOEngine::OnNothingSelected, PIWOEngine::OnRunDebug, OnRunEnd(), PIWOEngine::OnRunEnd, PIWOEngine::OnRunError, PIWOEngine::OnRunInformation, OnRunProgress(), PIWOEngine::OnRunProgress, OnRunStart(), PIWOEngine::OnRunStart, PIWOEngine::OnRunSuccess, PIWOEngine::OnRunWarning, PIWOEngine::OnSuccess, PIWOEngine::OnWarning, piwo, plugins, PIWOEngine::plugins, and StatusBar1.

Referenced by FormCreate(), and Nowy1Click().

5.18.3.72 bool TForm1::closeProject () [private]

Definition at line 783 of file main.cpp.

References blockMenu(), CAPTION, fileName, PIWOEngine::getBlockCount(), PIWOEngine::isChanged(), piwo, SaveDialog2, PIWOEngine::saveToFile(), and StatusBar1.

Referenced by FormCloseQuery(), newProject(), openProject(), and Zakocz1Click().

5.18.3.73 void TForm1::openProject () [private]

Definition at line 815 of file main.cpp.

References blockMenu(), CAPTION, closeProject(), defaultBlockImage, PIWOEngine::defaultBlockImage, fileName, PIWOEngine::loadFromFile(), OnBlockSelected(), PIWOEngine::OnBlockSelected, OnChanged(), PIWOEngine::OnChanged, OnConnectionSelected(), PIWOEngine::OnConnectionSelected, PIWOEngine::OnDebug, PIWOEngine::OnError, PIWOEngine::OnInformation, OnLogDebug(), OnLogError(), OnLogInformation(), OnLogRunDebug(), OnLogRunError(), OnLogRunInformation(), OnLogRunSuccess(), OnLogRunWarning(), OnLogSuccess(), OnLogWarning(), OnNothingSelected(), PIWOEngine::OnNothingSelected, PIWOEngine::OnRunDebug, OnRunEnd(), PIWOEngine::OnRunEnd, PIWOEngine::OnRunError, PIWOEngine::OnRunInformation, OnRunProgress(), PIWOEngine::OnRunProgress, OnRunStart(), PIWOEngine::OnRunStart, PIWOEngine::OnRunSuccess, PIWOEngine::OnRunWarning, PIWOEngine::OnSuccess, PIWOEngine::OnWarning, OpenDialog1, piwo, plugins, PIWOEngine::plugins, and StatusBar1.

Referenced by Otwrz1Click().

5.18.3.74 void TForm1::addExt (const AnsiString & ExtMyFile)

Definition at line 938 of file main.cpp.

Referenced by FormCreate().

5.18.4 Member Data Documentation

5.18.4.1 TMenuItem* TForm1::MainMenu1

Definition at line 28 of file main.h.

Referenced by FormCreate(), and Widok1Click().

5.18.4.2 TMenuItem* TForm1::Plik1

Definition at line 29 of file main.h.

5.18.4.3 TMenuItem* TForm1::Edycja1

Definition at line 30 of file main.h.

5.18.4.4 TMenuItem* TForm1::Nowy1

Definition at line 31 of file main.h.

5.18.4.5 TMenuItem* TForm1::Otwrz1

Definition at line 32 of file main.h.

5.18.4.6 TMenuItem* TForm1::Zapisz1

Definition at line 33 of file main.h.

5.18.4.7 TMenuItem* TForm1::Zapiszjakol1

Definition at line 34 of file main.h.

Referenced by blockMenu().

5.18.4.8 TMenuItem* TForm1::Exportujjakoobraz1

Definition at line 35 of file main.h.

Referenced by blockMenu().

5.18.4.9 TMenuItem* TForm1::Zakocz1

Definition at line 36 of file main.h.

Referenced by blockMenu().

5.18.4.10 TMenuItem* TForm1::Zaznaczwszystkiebloki1

Definition at line 37 of file main.h.

Referenced by blockMenu().

5.18.4.11 TMenuItem* TForm1::Odznaczwszystkiebloki1

Definition at line 38 of file main.h.

Referenced by blockMenu().

5.18.4.12 TMenuItem* TForm1::Odwrzaznaczenieblokwi1

Definition at line 39 of file main.h.

Referenced by blockMenu().

5.18.4.13 TMenuItem* TForm1::Duplikujbloki1

Definition at line 40 of file main.h.

Referenced by blockMenu().

5.18.4.14 TMenuItem* TForm1::Usubloki1

Definition at line 41 of file main.h.

Referenced by blockMenu().

5.18.4.15 TMenuItem* TForm1::N1

Definition at line 42 of file main.h.

5.18.4.16 TMenuItem* TForm1::Zakocz2

Definition at line 43 of file main.h.

5.18.4.17 TMenuItem* TForm1::Usuzaznaczonebloki1

Definition at line 44 of file main.h.

Referenced by blockMenu().

5.18.4.18 TMenuItem* TForm1::Odznaczzaznaczonepoaczenie1

Definition at line 45 of file main.h.

Referenced by blockMenu().

5.18.4.19 TMenuItem* TForm1::Usuwszystkiepoczenia1

Definition at line 46 of file main.h.

Referenced by blockMenu().

5.18.4.20 TMenuItem* TForm1::Usuzaznaczonepoczenie1

Definition at line 47 of file main.h.

Referenced by blockMenu().

5.18.4.21 TMenuItem* TForm1::Pomoc1

Definition at line 48 of file main.h.

5.18.4.22 TMenuItem* TForm1::Instrukcjauytkoniwka1

Definition at line 49 of file main.h.

5.18.4.23 TMenuItem* TForm1::Dokumentacjatechniczna1

Definition at line 50 of file main.h.

5.18.4.24 TMenuItem* TForm1::Oautorach1

Definition at line 51 of file main.h.

5.18.4.25 TMenuItem* TForm1::Oprogramie1

Definition at line 52 of file main.h.

5.18.4.26 TImageList* TForm1::ImageList1

Definition at line 53 of file main.h.

Referenced by FormCreate().

5.18.4.27 TStatusBar* TForm1::StatusBar1

Definition at line 54 of file main.h.

Referenced by closeProject(), Exportujjakoobraz1Click(), FormCreate(), newProject(), and openProject().

5.18.4.28 TMenuItem* TForm1::Uruchom2

Definition at line 55 of file main.h.

5.18.4.29 TMenuItem* TForm1::Uruchomwszystko1

Definition at line 56 of file main.h.

Referenced by blockMenu().

5.18.4.30 TMenuItem* TForm1::Uruchom3

Definition at line 57 of file main.h.

Referenced by blockMenu(), and Uruchom3Click().

5.18.4.31 TMenuItem* TForm1::Zresetujwszystkiepoczenia1

Definition at line 58 of file main.h.

Referenced by blockMenu().

5.18.4.32 TMenuItem* TForm1::Zresetujzaznaczonepoczenie1

Definition at line 59 of file main.h.

Referenced by blockMenu().

5.18.4.33 TMenuItem* TForm1::Widok1

Definition at line 60 of file main.h.

Referenced by Widok1Click().

5.18.4.34 TPanel* TForm1::Panel1

Definition at line 61 of file main.h.

5.18.4.35 TPageControl* TForm1::PageControl1

Definition at line 62 of file main.h.

Referenced by PageControl1Resize().

5.18.4.36 TTabSheet* TForm1::TabSheet1

Definition at line 63 of file main.h.

Referenced by PageControl1Resize().

5.18.4.37 TListView* TForm1::ListView1

Definition at line 64 of file main.h.

Referenced by On.LogError(), On.LogInformation(), On.LogSuccess(), On.LogWarning(), PageControl1Change(), PageControl1Resize(), Wyczylgi1Click(), and Zapiszdopliku1Zapiszjako1ClickClick().

5.18.4.38 TTabSheet* TForm1::TabSheet2

Definition at line 65 of file main.h.

Referenced by PageControl1Resize().

5.18.4.39 TTabSheet* TForm1::TabSheet3

Definition at line 66 of file main.h.

Referenced by PageControl1Resize().

5.18.4.40 TImageList* TForm1::ImageList2

Definition at line 67 of file main.h.

5.18.4.41 TPopupMenu* TForm1::PopupMenu1

Definition at line 68 of file main.h.

5.18.4.42 TMenuItem* TForm1::Wyczylgi1

Definition at line 69 of file main.h.

5.18.4.43 TMenuItem* TForm1::Zapiszdopliku1

Definition at line 70 of file main.h.

5.18.4.44 TListView* TForm1::ListView2

Definition at line 71 of file main.h.

Referenced by MenuItem1Click(), MenuItem2Click(), OnLogRunError(), OnLogRunInformation(), OnLogRunSuccess(), OnLogRunWarrning(), OnRunStart(), PageControl1Change(), and PageControl1Resize().

5.18.4.45 TListView* TForm1::ListView3

Definition at line 72 of file main.h.

Referenced by MenuItem3Click(), MenuItem4Click(), OnLogDebug(), OnLogError(), OnLogInformation(), OnLogRunDebug(), OnLogRunError(), OnLogRunInformation(), OnLogRunSuccess(), OnLogRunWarrning(), OnLogSuccess(), OnLogWarrning(), PageControl1Change(), and PageControl1Resize().

5.18.4.46 TSaveDialog* TForm1::SaveDialog1

Definition at line 73 of file main.h.

Referenced by MenuItem2Click(), MenuItem4Click(), and Zapiszdopliku1Zapiszjako1ClickClick().

5.18.4.47 TPopupMenu* TForm1::PopupMenu2

Definition at line 74 of file main.h.

5.18.4.48 TMenuItem* TForm1::MenuItem1

Definition at line 75 of file main.h.

5.18.4.49 TMenuItem* TForm1::MenuItem2

Definition at line 76 of file main.h.

5.18.4.50 TPopupMenu* TForm1::PopupMenu3

Definition at line 77 of file main.h.

5.18.4.51 TMenuItem* TForm1::MenuItem3

Definition at line 78 of file main.h.

5.18.4.52 TMenuItem* TForm1::MenuItem4

Definition at line 79 of file main.h.

5.18.4.53 TToolBar* TForm1::ToolBar1

Definition at line 80 of file main.h.

5.18.4.54 TPanel* TForm1::Panel2

Definition at line 81 of file main.h.

Referenced by OnRunEnd(), and Timer1Timer().

5.18.4.55 TCGauge* TForm1::CGauge1

Definition at line 82 of file main.h.

Referenced by OnRunProgress(), and OnRunStart().

5.18.4.56 TLabel* TForm1::Label1

Definition at line 83 of file main.h.

Referenced by OnRunProgress(), OnRunStart(), and PageControl1Resize().

5.18.4.57 TSpeedButton* TForm1::SpeedButton1

Definition at line 84 of file main.h.

5.18.4.58 TTimer* TForm1::Timer1

Definition at line 85 of file main.h.

Referenced by OnRunEnd(), OnRunStart(), and Timer1Timer().

5.18.4.59 TMenuItem* TForm1::Anuluj1

Definition at line 86 of file main.h.

Referenced by blockMenu().

5.18.4.60 TSaveDialog* TForm1::SaveDialog2

Definition at line 87 of file main.h.

Referenced by closeProject(), and Exportujjakobraz1Click().

5.18.4.61 TOpenDialog* TForm1::OpenDialog1

Definition at line 88 of file main.h.

Referenced by FormCreate(), and openProject().

5.18.4.62 TToolButton* TForm1::ToolButton1

Definition at line 89 of file main.h.

5.18.4.63 TToolButton* TForm1::ToolButton2

Definition at line 90 of file main.h.

5.18.4.64 TToolButton* TForm1::ToolButton3

Definition at line 91 of file main.h.

Referenced by blockMenu().

5.18.4.65 TToolButton* TForm1::ToolButton4

Definition at line 92 of file main.h.

5.18.4.66 TToolButton* TForm1::ToolButton5

Definition at line 93 of file main.h.

Referenced by blockMenu().

5.18.4.67 TToolButton* TForm1::ToolButton6

Definition at line 94 of file main.h.

5.18.4.68 TToolButton* TForm1::ToolButton7

Definition at line 95 of file main.h.

Referenced by blockMenu().

5.18.4.69 TToolButton* TForm1::ToolButton8

Definition at line 96 of file main.h.

5.18.4.70 TToolButton* TForm1::ToolButton9

Definition at line 97 of file main.h.

Referenced by blockMenu().

5.18.4.71 TToolButton* TForm1::ToolButton10

Definition at line 98 of file main.h.

Referenced by blockMenu().

5.18.4.72 TToolButton* TForm1::ToolButton11

Definition at line 99 of file main.h.

Referenced by blockMenu().

5.18.4.73 TToolButton* TForm1::ToolButton12

Definition at line 100 of file main.h.

Referenced by blockMenu().

5.18.4.74 TToolButton* TForm1::ToolButton13

Definition at line 101 of file main.h.

5.18.4.75 TToolButton* TForm1::ToolButton14

Definition at line 102 of file main.h.

Referenced by blockMenu(), and Uruchom3Click().

5.18.4.76 TToolButton* TForm1::ToolButton15

Definition at line 103 of file main.h.

Referenced by blockMenu().

5.18.4.77 TToolButton* TForm1::ToolButton16

Definition at line 104 of file main.h.

Referenced by blockMenu().

5.18.4.78 TToolButton* TForm1::ToolButton17

Definition at line 105 of file main.h.

5.18.4.79 TToolButton* TForm1::ToolButton18

Definition at line 106 of file main.h.

Referenced by blockMenu().

5.18.4.80 TToolButton* TForm1::ToolButton19

Definition at line 107 of file main.h.

Referenced by blockMenu().

5.18.4.81 TToolButton* TForm1::ToolButton20

Definition at line 108 of file main.h.

Referenced by blockMenu().

5.18.4.82 TToolButton* TForm1::ToolButton21

Definition at line 109 of file main.h.

Referenced by blockMenu().

5.18.4.83 TToolButton* TForm1::ToolButton22

Definition at line 110 of file main.h.

Referenced by blockMenu().

5.18.4.84 TToolButton* TForm1::ToolButton23

Definition at line 111 of file main.h.

5.18.4.85 TToolButton* TForm1::ToolButton24

Definition at line 112 of file main.h.

5.18.4.86 TToolButton* TForm1::ToolButton25

Definition at line 113 of file main.h.

5.18.4.87 TToolButton* TForm1::ToolButton26

Definition at line 114 of file main.h.

5.18.4.88 TImageList* TForm1::ImageList3

Definition at line 115 of file main.h.

Referenced by OnFunctionAddClick().

5.18.4.89 TToolButton* TForm1::ToolButton27

Definition at line 116 of file main.h.

Referenced by blockMenu().

5.18.4.90 TMenuItem* TForm1::Sprawdprojekt1

Definition at line 117 of file main.h.

Referenced by blockMenu().

5.18.4.91 TBevel* TForm1::Bevel1

Definition at line 118 of file main.h.

5.18.4.92 TMenuItem* TForm1::Zamknijwszystkieokna1

Definition at line 119 of file main.h.

Referenced by blockMenu().

5.18.4.93 TMenuItem* TForm1::Pokawszystkieokna1

Definition at line 120 of file main.h.

Referenced by blockMenu().

5.18.4.94 TMenuItem* TForm1::N2

Definition at line 121 of file main.h.

5.18.4.95 TApplicationEvents* TForm1::ApplicationEvents1

Definition at line 122 of file main.h.

5.18.4.96 PIWOEngine* TForm1::piwo [private]

Definition at line 174 of file main.h.

Referenced by Anuluj1Click(), blockMenu(), closeProject(), Duplikujbloki1Click(), Exportujjakobraz1Click(), FormCreate(), FormKeyDown(), HistoryMenuClick(), newProject(), Odwrzaznaczenieblokwi1Click(), Odznaczwszystkiebloki1Click(), Odznaczzaznaczonepoaczenie1Click(), OnFunctionAddClick(), openProject(), Pokawszystkieokna1Click(), SpeedButton1Click(), Sprawdprojekt1Click(), ToolButton11Click(), Uruchom3Click(), Uruchomwszystko1Click(), Usubloki1Click(), Usuwyszystkiepoczenia1Click(), Usuzaznaczonebloki1Click(), Usuzaznaczonepoczenie1Click(), Widok1Click(), Zamknijwszystkieokna1Click(), Zapiszjako1Click(), Zaznaczwszystkiebloki1Click(), Zresetujwszystkiepoczenia1Click(), and Zresetujzaznaczonepoczenie1Click().

5.18.4.97 AnsiString TForm1::fileName [private]

Definition at line 175 of file main.h.

Referenced by closeProject(), Exportujjakobraz1Click(), FormCreate(), newProject(), OnChanged(), openProject(), and Zapiszjako1Click().

5.18.4.98 bool TForm1::isBlocked [private]

Definition at line 176 of file main.h.

Referenced by blockMenu(), OnBlockSelected(), OnConnectionSelected(), OnNothingSelected(), OnRunEnd(), OnRunStart(), and Widok1Click().

5.18.4.99 Graphics::TBitmap* TForm1::defaultBlockImage [private]

Definition at line 177 of file main.h.

Referenced by FormCreate(), FormDestroy(), newProject(), and openProject().

5.18.4.100 vector<FunctionDLL*> TForm1::top5Added [private]

Definition at line 178 of file main.h.

Referenced by blockMenu(), OnFunctionAddClick(), ToolButton18Click(), ToolButton19Click(), ToolButton20Click(), ToolButton21Click(), and ToolButton22Click().

5.18.4.101 vector<TMenuItem*> TForm1::historyItems [private]

Definition at line 179 of file main.h.

Referenced by HistoryMenuClick(), and Widok1Click().

5.18.4.102 POINT TForm1::mousePos [private]

Definition at line 180 of file main.h.

Referenced by ApplicationEvents1Message().

5.18.4.103 PluginContener TForm1::plugins

Definition at line 212 of file main.h.

Referenced by blockMenu(), FormCreate(), newProject(), and openProject().

The documentation for this class was generated from the following files:

- /PIWO/Program/[main.h](#)
- /PIWO/Program/[main.cpp](#)

5.19 TForm2 Class Reference

```
#include <splash.h>
```

Public Member Functions

- `__fastcall TForm2 (TComponent *Owner)`

Public Attributes

- `TImage * Image1`
- `TLabel * log`
- `TProgressBar * ProgressBar1`

5.19.1 Detailed Description

Definition at line 15 of file splash.h.

5.19.2 Constructor & Destructor Documentation

5.19.2.1 `__fastcall TForm2::TForm2 (TComponent * Owner)`

Definition at line 13 of file splash.cpp.

5.19.3 Member Data Documentation

5.19.3.1 `TImage* TForm2::Image1`

Definition at line 18 of file splash.h.

5.19.3.2 `TLabel* TForm2::log`

Definition at line 19 of file splash.h.

Referenced by `TForm1::FormCreate()`, and `TForm1::OnLoadProgress()`.

5.19.3.3 `TProgressBar* TForm2::ProgressBar1`

Definition at line 20 of file splash.h.

Referenced by `TForm1::FormCreate()`, and `TForm1::OnLoadProgress()`.

The documentation for this class was generated from the following files:

- `/PIWO/Program/splash.h`
- `/PIWO/Program/splash.cpp`

5.20 TForm4 Class Reference

```
#include <Unit4.h>
```

Public Member Functions

- void __fastcall **Image1Click** (TObject *Sender)
- __fastcall **TForm4** (TComponent *Owner)

Public Attributes

- TImage * **Image1**

5.20.1 Detailed Description

Definition at line 14 of file Unit4.h.

5.20.2 Constructor & Destructor Documentation

5.20.2.1 __fastcall TForm4::TForm4 (TComponent * Owner)

Definition at line 13 of file Unit4.cpp.

5.20.3 Member Function Documentation

5.20.3.1 void __fastcall TForm4::Image1Click (TObject * Sender)

Definition at line 18 of file Unit4.cpp.

5.20.4 Member Data Documentation

5.20.4.1 TImage* TForm4::Image1

Definition at line 17 of file Unit4.h.

The documentation for this class was generated from the following files:

- /PIWO/Program/[Unit4.h](#)
- /PIWO/Program/[Unit4.cpp](#)

5.21 TForm5 Class Reference

```
#include <Unit5.h>
```

Public Member Functions

- void __fastcall **Panel1Click** (TObject *Sender)
- __fastcall **TForm5** (TComponent *Owner)

Public Attributes

- TPanel * **Panel1**
- TLabel * **Label1**
- TImage * **Image1**
- TMemo * **Memo1**
- TMemo * **Memo2**

5.21.1 Detailed Description

Definition at line 14 of file Unit5.h.

5.21.2 Constructor & Destructor Documentation

5.21.2.1 __fastcall TForm5::TForm5 (TComponent * *Owner*)

Definition at line 13 of file Unit5.cpp.

5.21.3 Member Function Documentation

5.21.3.1 void __fastcall TForm5::Panel1Click (TObject * *Sender*)

Definition at line 18 of file Unit5.cpp.

5.21.4 Member Data Documentation

5.21.4.1 TPanel* TForm5::Panel1

Definition at line 17 of file Unit5.h.

5.21.4.2 TLabel* TForm5::Label1

Definition at line 18 of file Unit5.h.

5.21.4.3 TImage* TForm5::Image1

Definition at line 19 of file Unit5.h.

5.21.4.4 TMemo* TForm5::Memo1

Definition at line 20 of file Unit5.h.

5.21.4.5 TMemo* TForm5::Memo2

Definition at line 21 of file Unit5.h.

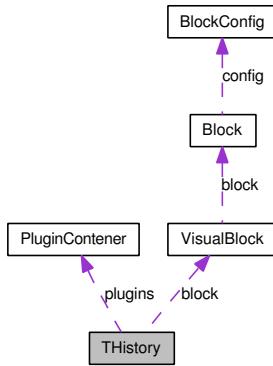
The documentation for this class was generated from the following files:

- /PIWO/Program/[Unit5.h](#)
- /PIWO/Program/[Unit5.cpp](#)

5.22 THistory Class Reference

```
#include <history.h>
```

Collaboration diagram for THistory:



Public Member Functions

- void __fastcall [TreeView1Deletion](#) (TObject *Sender, TTreeNode *Node)
- void __fastcall [BitBtn2Click](#) (TObject *Sender)
- void __fastcall [TreeView1Click](#) (TObject *Sender)
- void __fastcall [CreateParams](#) (Controls::TCREATEPARAMS &Params)
- __fastcall [THistory](#) (TComponent *Owner)
- __fastcall [~THistory](#) ()
- void [refresh](#) ([BlockElement](#) *toShow)

Public Attributes

- [TStatusBar](#) * [StatusBar1](#)
- [TImageList](#) * [ImageList1](#)
- [TPanel](#) * [Panel1](#)
- [TTreeView](#) * [TreeView1](#)
- [TPanel](#) * [Panel2](#)
- [TBitBtn](#) * [BitBtn2](#)
- [TLabel](#) * [Label1](#)
- [VisualBlock](#) * [block](#)
- [PluginContener](#) * [plugins](#)

Private Attributes

- vector< TForm * > [windows](#)
- [TFrame](#) * [showFrame](#)
- unsigned int [count](#)

5.22.1 Detailed Description

Klasa jest oknem historii

Definition at line 24 of file history.h.

5.22.2 Constructor & Destructor Documentation

5.22.2.1 `__fastcall THistory::THistory (TComponent * Owner)`

Konstruktor

Parameters:

Owner wskaznik do klasy bedacej wlascicielem dla tej

Definition at line 8 of file history.cpp.

References count, and showFrame.

5.22.2.2 `__fastcall THistory::~THistory ()`

Destruktor

Definition at line 15 of file history.cpp.

References TreeView1.

5.22.3 Member Function Documentation

5.22.3.1 `void __fastcall THistory::TreeView1Deletion (TObject * Sender, TTreeNode * Node)`

Definition at line 161 of file history.cpp.

5.22.3.2 `void __fastcall THistory::BitBtn2Click (TObject * Sender)`

Definition at line 171 of file history.cpp.

References refresh().

5.22.3.3 `void __fastcall THistory::TreeView1Click (TObject * Sender)`

Definition at line 178 of file history.cpp.

References refresh(), showFrame, and TreeView1.

5.22.3.4 `void __fastcall THistory::CreateParams (Controls::TCREATEPARAMS & Params)`

Definition at line 201 of file history.cpp.

5.22.3.5 void THistory::refresh (BlockElement * *toShow*)

Metoda wyswietla liste historii, i pokazuje ostatnia historie dla parametru *toShow*

Parameters:

toShow wskaznik do niskopoziomowego wejscia/wyjscia bloku, jesli NULL to przy wywolaniu zadne "okno" nie zostanie pokazane

Definition at line 20 of file history.cpp.

References block, count, VisualBlock::getTitle(), PluginContener::getType(), TypeDLL::getType(), VisualBlock::history, Label1, plugins, TypeDLL::show(), showFrame, and TreeView1.

Referenced by BitBtn2Click(), PIWOEngine::OnVisualBlockInputHistoryClick(), PIWOEngine::OnVisualBlockOutputHistoryClick(), and TreeView1Click().

5.22.4 Member Data Documentation

5.22.4.1 TStatusBar* THistory::StatusBar1

Definition at line 27 of file history.h.

5.22.4.2 TImageList* THistory::ImageList1

Definition at line 28 of file history.h.

5.22.4.3 TPanel* THistory::Panel1

Definition at line 29 of file history.h.

5.22.4.4 TTreeView* THistory::TreeView1

Definition at line 30 of file history.h.

Referenced by refresh(), TreeView1Click(), and ~THistory().

5.22.4.5 TPanel* THistory::Panel2

Definition at line 31 of file history.h.

5.22.4.6 TBitBtn* THistory::BitBtn2

Definition at line 32 of file history.h.

5.22.4.7 TLabel* THistory::Label1

Definition at line 33 of file history.h.

Referenced by refresh().

5.22.4.8 vector<TForm*> THistory::windows [private]

Definition at line 39 of file history.h.

5.22.4.9 TFrame* THistory::showFrame [private]

Definition at line 40 of file history.h.

Referenced by refresh(), THistory(), and TreeView1Click().

5.22.4.10 unsigned int THistory::count [private]

Definition at line 41 of file history.h.

Referenced by refresh(), and THistory().

5.22.4.11 VisualBlock* THistory::block

Wskaznik do wizualnego bloku, musi byc ustawiony przed refresh

Definition at line 55 of file history.h.

Referenced by PIWOEngine::OnVisualBlockInputHistoryClick(),
PIWOEngine::OnVisualBlockOutputHistoryClick(), and refresh().

5.22.4.12 PluginContener* THistory::plugins

Wskaznik do kontenera pluginow, musi byc ustawione przed refresh

Definition at line 59 of file history.h.

Referenced by PIWOEngine::OnVisualBlockInputHistoryClick(),
PIWOEngine::OnVisualBlockOutputHistoryClick(), and refresh().

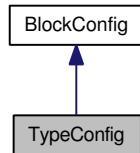
The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[history.h](#)
- /PIWO/Program/gui/[history.cpp](#)

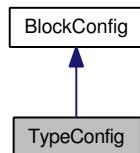
5.23 TypeConfig Class Reference

```
#include <TypeConfig.h>
```

Inheritance diagram for TypeConfig:



Collaboration diagram for TypeConfig:



Public Member Functions

- [TypeConfig \(const AnsiString aName\)](#)
- [TypeConfig \(const TypeConfig &kopia\)](#)
- [TypeConfig \(TStream &stream\)](#)
- [~TypeConfig \(\)](#)
- [bool saveToStream \(TStream &aWhere\)](#)
- [bool loadFromStream \(TStream &aFrom\)](#)
- [const AnsiString & getName \(\)](#)
- [unsigned long getId \(\)](#)

Protected Attributes

- [AnsiString nazwa](#)
- [unsigned long id](#)

5.23.1 Detailed Description

[TypeConfig](#) - Klasa reprezentujaca typ przesyłany do bloku zdefiniowany przez uzytkownika.

Author:

Piotr

Date:

2008.11.25

Version:

0.1

Definition at line 16 of file TypeConfig.h.

5.23.2 Constructor & Destructor Documentation

5.23.2.1 TypeConfig::TypeConfig (const **AnsiString** *aName*)

Konstruktor

Parameters:

aName - nazwa nowego typu.

Definition at line 8 of file TypeConfig.cpp.

References nazwa.

5.23.2.2 TypeConfig::TypeConfig (const **TypeConfig** & *kopia*)

Konstruktor kopiujacy.

Parameters:

kopia obiekt ktory zostanie skopiowany

Definition at line 22 of file TypeConfig.cpp.

References id, and nazwa.

5.23.2.3 TypeConfig::TypeConfig (**TStream** & *stream*)

Konstruktor

Parameters:

stream - strumien z ktorego zostana odczytane dane.

Definition at line 16 of file TypeConfig.cpp.

References loadFromStream().

5.23.2.4 TypeConfig::~TypeConfig ()

Destruktor

Definition at line 28 of file TypeConfig.cpp.

5.23.3 Member Function Documentation

5.23.3.1 bool TypeConfig::saveToStream (**TStream** & *aWhere*)

Zapisuje listiektow do strumienia.

Parameters:

aWhere strumien w ktorym zostana zapisane informacje.

Returns:

true - jezeli operacja sie powiodla false - jezeli nie.

Reimplemented from [BlockConfig](#).

Definition at line 33 of file TypeConfig.cpp.

References id, nazwa, and BlockConfig::saveToStream2().

5.23.3.2 bool TypeConfig::loadFromStream (TStream & *aFrom*)

Odczytuje infomracjbiektach na liscie z strumienia

Parameters:

aName nazwa obiektu

Returns:

true - jezeli operacja sie powiodla false - jezeli nie.

Reimplemented from [BlockConfig](#).

Definition at line 48 of file TypeConfig.cpp.

References BlockConfig::clear(), BlockConfig::loadFromStream2(), and nazwa.

Referenced by TypeConfig().

5.23.3.3 const AnsiString & TypeConfig::getName ()

Pobiera nazwe.

Returns:

nazwa obiektu.

Definition at line 66 of file TypeConfig.cpp.

References nazwa.

Referenced by PIWOEngine::runBlock().

5.23.3.4 unsigned long TypeConfig::getId ()

Zwroca unikalny id dla tej klasy, jest nim adres w pamieci pod ktorym zostala stworzona

Definition at line 71 of file TypeConfig.cpp.

References id.

5.23.4 Member Data Documentation

5.23.4.1 AnsiString TypeConfig::nazwa [protected]

Definition at line 19 of file TypeConfig.h.

Referenced by getName(), loadFromStream(), saveToStream(), and TypeConfig().

5.23.4.2 unsigned long TypeConfig::id [protected]

Definition at line 20 of file TypeConfig.h.

Referenced by getId(), saveToStream(), and TypeConfig().

The documentation for this class was generated from the following files:

- /PIWO/Program/engine/[TypeConfig.h](#)
- /PIWO/Program/engine/[TypeConfig.cpp](#)

5.24 TypeDLL Class Reference

```
#include <TypeDLL.h>
```

Public Member Functions

- `TypeDLL (const AnsiString &fileDLL)`
- `~TypeDLL ()`
- `TFrame * show (TWinControl *parent, TypeConfig *aData)`
- `bool isValid (TypeConfig *aData)`
- `AnsiString getType ()`

Private Attributes

- `AnsiString type`
- `HANDLE DLLHandle`
- `TypeDLL_show fshow`
- `TypeDLL_isValid fisValid`
- `TypeDLL_getType fgetType`

5.24.1 Detailed Description

Interfejs pozwalajacy na ldowanie i uzywanie biblioteki typu

Author:

Piotr

Date:

2008.11.25

Version:

0.1

Definition at line 21 of file TypeDLL.h.

5.24.2 Constructor & Destructor Documentation

5.24.2.1 TypeDLL::TypeDLL (const AnsiString & *fileDLL*)

Konstruktor

Parameters:

- `file` sciezka do pliku
- `stype`

Definition at line 3 of file TypeDLL.cpp.

References DLLHandle, fgetType, fisValid, and fshow.

5.24.2.2 TypeDLL::~TypeDLL ()

Destruktor

Definition at line 17 of file TypeDLL.cpp.

References DLLHandle.

5.24.3 Member Function Documentation

5.24.3.1 TFrame * TypeDLL::show (TWinControl * *parent*, TypeConfig * *aData*)

Wykonuje funkcje show w zaladowanej DLL typu

Parameters:

parent wskaznik na obiekt wizualny ktory ma zostac uznany za parent - powinno to byc okno
aData dane

Returns:

zwraca wskaznik na obiekt TFrame, naszym obowiaskiem jest prawidlowo zwolnic go.

Definition at line 22 of file TypeDLL.cpp.

References fshow.

Referenced by THistory::refresh().

5.24.3.2 bool TypeDLL::isValid (TypeConfig * *aData*)

Sprawdza poprawnosc danych.

Parameters:

aData dane.

Returns:

poprawnosc wykonanej operacji

Definition at line 26 of file TypeDLL.cpp.

References fisValid.

Referenced by PIWOEngine::runBlock().

5.24.3.3 AnsiString TypeDLL::getType ()

Pobiera typ.

Returns:

typ.

Definition at line 30 of file TypeDLL.cpp.

References fGetType.

Referenced by PluginContener::LoadData(), THistory::refresh(), and PIWOEngine::runBlock().

5.24.4 Member Data Documentation

5.24.4.1 **AnsiString TypeDLL::type** [private]

Definition at line 24 of file TypeDLL.h.

5.24.4.2 **HANDLE TypeDLL::DLLHandle** [private]

Definition at line 25 of file TypeDLL.h.

Referenced by TypeDLL(), and ~TypeDLL().

5.24.4.3 **TypeDLL_show TypeDLL::fshow** [private]

Definition at line 26 of file TypeDLL.h.

Referenced by show(), and TypeDLL().

5.24.4.4 **TypeDLL_isValid TypeDLL::fisValid** [private]

Definition at line 27 of file TypeDLL.h.

Referenced by isValid(), and TypeDLL().

5.24.4.5 **TypeDLL_getType TypeDLL::fgetType** [private]

Definition at line 28 of file TypeDLL.h.

Referenced by getType(), and TypeDLL().

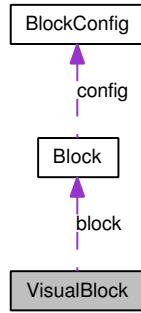
The documentation for this class was generated from the following files:

- /PIWO/Program/brige/[TypeDLL.h](#)
- /PIWO/Program/brige/[TypeDLL.cpp](#)

5.25 VisualBlock Class Reference

```
#include <VisualBlock.h>
```

Collaboration diagram for VisualBlock:



Public Member Functions

- `__fastcall VisualBlock (TComponent *Owner)`
- `__fastcall ~VisualBlock ()`
- `Position getInputPosition (BlockInput *object)`
- `Position getOutputPosition (BlockOutput *object)`
- `bool setConfigButtonGlyph (Graphics::TBitmap *bmp)`
- `void setTitle (const AnsiString &s)`
- `AnsiString getTitle ()`
- `bool updateVisualComponents ()`
- `bool updateHistory ()`
- `void setSelected (bool status)`
- `bool isSelected ()`
- `void setStatusColor (TColor cl)`

Public Attributes

- `Block block`
- `AnsiString nameOfBlock`
- `int numberOfRows`
- `bool runned`
- `vector<BlockHistory> history`
- `vector<VisualInput*> leftInput`
- `vector<VisualInput*> topInput`
- `vector<VisualOutput*> rightOutput`
- `vector<VisualOutput*> bottomOutput`
- `VisualFunction OnConfigClick`
- `VisualBlock_FunctionI OnVisualInputSelected`
- `VisualBlock_FunctionO OnVisualOutputSelected`
- `VisualBlock_FunctionHI OnVInputHistory`
- `VisualBlock_FunctionHO OnVOutputHistory`
- `VisualBlock_FunctionMove OnBlockMove`

- VisualFunction [OnUnselect](#)
- VisualFunction [OnSelect](#)
- VisualFunction [OnSelectAdd](#)

Private Member Functions

- void __fastcall [SpeedButtonClick](#) (TObject *Sender)
- void __fastcall [InputSelected](#) (TObject *Sender)
- void __fastcall [OutputSelected](#) (TObject *Sender)
- void [InputShowHistory](#) (TObject *Sender)
- void [OutputShowHistory](#) (TObject *Sender)
- void __fastcall [BlockClick](#) (TObject *Sender)
- void __fastcall [BlockMouseDown](#) (TObject *Sender, TMouseButton Button, TShiftState Shift, int X, int Y)
- void __fastcall [BlockMouseUp](#) (TObject *Sender, TMouseButton Button, TShiftState Shift, int X, int Y)
- void __fastcall [BlockMouseMove](#) (TObject *Sender, TShiftState Shift, int X, int Y)
- void [resizeAll](#) ()

Private Attributes

- TSpeedButton * [configButton](#)
- TLabel * [title](#)
- TPanel * [status](#)
- bool [selected](#)
- bool [moving](#)
- bool [button](#)
- TPoint [oldPoint](#)

5.25.1 Detailed Description

Klasa wyswietla caly bloczek

Definition at line 30 of file VisualBlock.h.

5.25.2 Constructor & Destructor Documentation

5.25.2.1 __fastcall VisualBlock::VisualBlock (TComponent * *Owner*)

Konstruktor

Parameters:

Owner klasa nadziedna dla tej klasy

Definition at line 6 of file VisualBlock.cpp.

References [BlockClick\(\)](#), [BlockMouseDown\(\)](#), [BlockMouseMove\(\)](#), [BlockMouseUp\(\)](#), [configButton](#), [moving](#), [nameOfBlock](#), [numberOfBlock](#), [OnBlockMove](#), [OnSelect](#), [OnSelectAdd](#), [OnUnselect](#), [OnVInputHistory](#), [OnVisualInputSelected](#), [OnVisualOutputSelected](#), [OnVOutputHistory](#), [runned](#), [selected](#), [SpeedButtonClick\(\)](#), [status](#), and [title](#).

5.25.2.2 __fastcall VisualBlock::~VisualBlock ()

Destruktor

Definition at line 85 of file VisualBlock.cpp.

References bottomOutput, configButton, history, leftInput, rightOutput, status, title, and topInput.

5.25.3 Member Function Documentation**5.25.3.1 void __fastcall VisualBlock::SpeedButtonClick (TObject * Sender) [private]**

Definition at line 190 of file VisualBlock.cpp.

References OnConfigClick.

Referenced by VisualBlock().

5.25.3.2 void __fastcall VisualBlock::InputSelected (TObject * Sender) [private]

Definition at line 487 of file VisualBlock.cpp.

References OnVisualInputSelected.

Referenced by updateVisualComponents().

5.25.3.3 void __fastcall VisualBlock::OutputSelected (TObject * Sender) [private]

Definition at line 493 of file VisualBlock.cpp.

References OnVisualOutputSelected.

Referenced by updateVisualComponents().

5.25.3.4 void VisualBlock::InputShowHistory (TObject * Sender) [private]

Definition at line 499 of file VisualBlock.cpp.

References OnVInputHistory.

Referenced by updateVisualComponents().

5.25.3.5 void VisualBlock::OutputShowHistory (TObject * Sender) [private]

Definition at line 505 of file VisualBlock.cpp.

References OnVOutputHistory.

Referenced by updateVisualComponents().

5.25.3.6 void __fastcall VisualBlock::BlockClick (TObject * Sender) [private]

Definition at line 529 of file VisualBlock.cpp.

References altDown(), ctrlDown(), moving, OnSelect, OnSelectAdd, OnUnselect, selected, and setSelected().

Referenced by VisualBlock().

5.25.3.7 void __fastcall VisualBlock::BlockMouseDown (TObject * Sender, TMouseButton Button, TShiftState Shift, int X, int Y) [private]

Definition at line 554 of file VisualBlock.cpp.

References BlockMouseMove(), BlockMouseUp(), button, moving, oldPoint, OnSelect, OnSelectAdd, PIWOMAINCLASSTYPE, selected, and setSelected().

Referenced by VisualBlock().

5.25.3.8 void __fastcall VisualBlock::BlockMouseUp (TObject * Sender, TMouseButton Button, TShiftState Shift, int X, int Y) [private]

Definition at line 601 of file VisualBlock.cpp.

References moving, and PIWOMAINCLASSTYPE.

Referenced by BlockMouseDown(), and VisualBlock().

5.25.3.9 void __fastcall VisualBlock::BlockMouseMove (TObject * Sender, TShiftState Shift, int X, int Y) [private]

Definition at line 609 of file VisualBlock.cpp.

References button, moving, oldPoint, and OnBlockMove.

Referenced by BlockMouseDown(), and VisualBlock().

5.25.3.10 void VisualBlock::resizeAll () [private]

Definition at line 411 of file VisualBlock.cpp.

References bottomOutput, leftInput, rightOutput, status, title, and topInput.

Referenced by updateVisualComponents().

5.25.3.11 Position VisualBlock::getInputPosition (BlockInput * object)

Pobiera pozycje wejścia do bloku

Parameters:

object wejście

Returns:

pozycja

Definition at line 122 of file VisualBlock.cpp.

References Position::direction, leftInput, topInput, and Position::xy.

Referenced by Connection::connectionOk(), and Connection::draw().

5.25.3.12 Position VisualBlock::getOutputPosition (BlockOutput * *object*)

Pobiera pozycje wyjscia z bloku

Parameters:

object wyjscia

Returns:

pozycja

Definition at line 156 of file VisualBlock.cpp.

References bottomOutput, Position::direction, rightOutput, and Position::xy.

Referenced by Connection::connectionOk(), and Connection::draw().

5.25.3.13 bool VisualBlock::setConfigButtonGlyph (Graphics::TBitmap * *bmp*)

Ustawia nowy obrazek jako obrazek pokazujacy sie na przycusku konfiguracyjnym

Parameters:

bmp obrazek

Returns:

true jesli operacja sie powiodla

Definition at line 197 of file VisualBlock.cpp.

References configButton.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicateSelectedBlocks(), and PIWOEngine::loadFromFile().

5.25.3.14 void VisualBlock::setTitle (const AnsiString & *s*)

Ustawia tytul bloczka

Parameters:

s nowy tytul

Definition at line 204 of file VisualBlock.cpp.

References block, Block::title, and title.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicateSelectedBlocks(), and PIWOEngine::loadFromFile().

5.25.3.15 AnsiString VisualBlock::getTitle ()

Pobiera aktualny tytul bloczka

Returns:

tytuł

Definition at line 211 of file VisualBlock.cpp.

References title.

Referenced by PIWOEngine::CancelCustomizationOnSelectedConnections(), PIWOEngine::DeleteSelectedConnection(), PIWOEngine::loadFromFile(), PIWOEngine::MakeConnection(), PIWOEngine::OnConnectionSelect(), PIWOEngine::OnVisualBlockConfigClick(), PIWOEngine::OnVisualBlockInputHistoryClick(), PIWOEngine::OnVisualBlockInputSelected(), PIWOEngine::OnVisualBlockOutputHistoryClick(), PIWOEngine::OnVisualBlockOutputSelected(), PIWOEngine::OnVisualBlockUnselect(), THistory::refresh(), PIWOEngine::runBlock(), PIWOEngine::UnselectSelectedConnection(), Connection::update(), and PIWOEngine::validateBlock().

5.25.3.16 bool VisualBlock::updateVisualComponents ()

Dostosowuje wizualne infomacje o bloczku do informacji zawartych w niskopoziomowej klasie [Block](#).

Returns:

false gdy wystapil blad

Definition at line 216 of file VisualBlock.cpp.

References BlockInput::allowedTypes, block, configButton, BlockInput::getConnectedType(), BlockElement::getDescription(), BlockElement::getErrorCode(), BlockElement::getErrorDescription(), BlockOutput::getOutputType(), VisualInput::input, Block::input, InputSelected(), InputShowHistory(), leftInput, VisualInputOutput::OnShowHistory, VisualOutput::output, Block::output, OutputSelected(), OutputShowHistory(), resizeAll(), rightOutput, status, and title.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicteSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::runBlock(), and PIWOEngine::validateBlock().

5.25.3.17 bool VisualBlock::updateHistory ()

Aktualizuje historie usuwajac z niej wszelkie przedawnione i nieaktualne dane

Definition at line 365 of file VisualBlock.cpp.

References block, bottomOutput, Block::getConfig(), BlockConfig::getRevision(), history, leftInput, rightOutput, and topInput.

Referenced by PIWOEngine::validateBlock().

5.25.3.18 void VisualBlock::setSelected (bool *status*)

Zaznacza/Odznacza blok

Parameters:

status true -zaznaczony, false - odznaczony

Definition at line 511 of file VisualBlock.cpp.

References selected.

Referenced by PIWOEngine::AddBlock(), BlockClick(), BlockMouseDown(), and PIWOEngine::OnVisualBlockUnselect().

5.25.3.19 bool VisualBlock::isSelected ()

Informuje o tym czy blok jest juz zaznaczony

Returns:

true - zaznaczony, false - nie zaznaczony

Definition at line 524 of file VisualBlock.cpp.

References selected.

5.25.3.20 void VisualBlock::setStatusColor (TColor *cl*)

Ustawia kolor statusu bloczka - widniejacy do okola przycisku konfiguracyjnego

Parameters:

cl nowy kolor

Definition at line 639 of file VisualBlock.cpp.

References status.

Referenced by PIWOEngine::runBlock().

5.25.4 Member Data Documentation

5.25.4.1 TSpeedButton* VisualBlock::configButton [private]

Definition at line 33 of file VisualBlock.h.

Referenced by setConfigButtonGlyph(), updateVisualComponents(), VisualBlock(), and ~VisualBlock().

5.25.4.2 TLabel* VisualBlock::title [private]

Definition at line 34 of file VisualBlock.h.

Referenced by getTitle(), resizeAll(), setTitle(), updateVisualComponents(), VisualBlock(), and ~VisualBlock().

5.25.4.3 TPanel* VisualBlock::status [private]

Definition at line 35 of file VisualBlock.h.

Referenced by resizeAll(), setStatusColor(), updateVisualComponents(), VisualBlock(), and ~VisualBlock().

5.25.4.4 bool VisualBlock::selected [private]

Definition at line 36 of file VisualBlock.h.

Referenced by BlockClick(), BlockMouseDown(), isSelected(), setSelected(), and VisualBlock().

5.25.4.5 bool VisualBlock::moving [private]

Definition at line 37 of file VisualBlock.h.

Referenced by BlockClick(), BlockMouseDown(), BlockMouseMove(), BlockMouseUp(), and VisualBlock().

5.25.4.6 bool VisualBlock::button [private]

Definition at line 38 of file VisualBlock.h.

Referenced by BlockMouseDown(), and BlockMouseMove().

5.25.4.7 TPoint VisualBlock::oldPoint [private]

Definition at line 39 of file VisualBlock.h.

Referenced by BlockMouseDown(), and BlockMouseMove().

5.25.4.8 Block VisualBlock::block

Blok w wersji niskopoziomowej

Definition at line 54 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicteSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::OnVisualBlockConfigClick(), PIWOEngine::runBlock(), setTitle(), updateHistory(), updateVisualComponents(), and PIWOEngine::validateBlock().

5.25.4.9 AnsiString VisualBlock::nameOfBlock

Definition at line 55 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicteSelectedBlocks(), PIWOEngine::loadFromFile(), PIWOEngine::OnVisualBlockConfigClick(), PIWOEngine::runBlock(), PIWOEngine::validateBlock(), and VisualBlock().

5.25.4.10 int VisualBlock::numberOfBlock

Definition at line 56 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicteSelectedBlocks(), PIWOEngine::loadFromFile(), and VisualBlock().

5.25.4.11 bool VisualBlock::runned

Informacja o tym czy blok zostal juz uruchomiony - zmienna pomocnicza, wewnetrzna

Definition at line 60 of file VisualBlock.h.

Referenced by PIWOEngine::runBlock(), and VisualBlock().

5.25.4.12 `vector<VisualBlockHistory> VisualBlock::history`

Historia bloku

Definition at line 64 of file VisualBlock.h.

Referenced by PIWOEngine::OnVisualBlockInputHistoryClick(), PIWOEngine::OnVisualBlockOutputHistoryClick(), THistory::refresh(), PIWOEngine::runBlock(), updateHistory(), and ~VisualBlock().

5.25.4.13 `vector<VisualInput*> VisualBlock::leftInput`

Lista wejsc do bloku z lewej strony

Definition at line 68 of file VisualBlock.h.

Referenced by getInputPosition(), resizeAll(), PIWOEngine::runBlock(), updateHistory(), updateVisualComponents(), and ~VisualBlock().

5.25.4.14 `vector<VisualInput*> VisualBlock::topInput`

Lista wejsc do bloku z gornej strony

Definition at line 72 of file VisualBlock.h.

Referenced by getInputPosition(), resizeAll(), PIWOEngine::runBlock(), updateHistory(), and ~VisualBlock().

5.25.4.15 `vector<VisualOutput*> VisualBlock::rightOutput`

Lista wyjsc z bloku z prawej strony

Definition at line 76 of file VisualBlock.h.

Referenced by getOutputPosition(), resizeAll(), PIWOEngine::runBlock(), updateHistory(), updateVisualComponents(), and ~VisualBlock().

5.25.4.16 `vector<VisualOutput*> VisualBlock::bottomOutput`

Lista wyjsc z bloku z dolnej strony

Definition at line 80 of file VisualBlock.h.

Referenced by getOutputPosition(), resizeAll(), PIWOEngine::runBlock(), updateHistory(), and ~VisualBlock().

5.25.4.17 `VisualFunction VisualBlock::OnConfigClick`

Event: gdy kliknieto przycisk konfiguracyjny

Definition at line 85 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicteSelectedBlocks(), PIWOEngine::loadFromFile(), and SpeedButtonClick().

5.25.4.18 VisualBlock_FunctionI VisualBlock::OnVisualInputSelected

Event: gdy kliknieto na wejscie bloku

Definition at line 89 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicteSelectedBlocks(), InputSelected(), PIWOEngine::loadFromFile(), and VisualBlock().

5.25.4.19 VisualBlock_FunctionO VisualBlock::OnVisualOutputSelected

Event: gdy kliknieto na wyjscie bloku

Definition at line 93 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicteSelectedBlocks(), PIWOEngine::loadFromFile(), OutputSelected(), and VisualBlock().

5.25.4.20 VisualBlock_FunctionHI VisualBlock::OnVInputHistory

Event: gdy kliknieto prawym przycuskiem na wejscie bloku

Definition at line 97 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicteSelectedBlocks(), InputShowHistory(), PIWOEngine::loadFromFile(), and VisualBlock().

5.25.4.21 VisualBlock_FunctionHO VisualBlock::OnVOutputHistory

Event: gdy kliknieto prawym przyciskiem na wyjscie bloku

Definition at line 101 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), PIWOEngine::DuplicteSelectedBlocks(), PIWOEngine::loadFromFile(), OutputShowHistory(), and VisualBlock().

5.25.4.22 VisualBlock_FunctionMove VisualBlock::OnBlockMove

Event: gdy przesunieto blok

Definition at line 105 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), BlockMouseMove(), PIWOEngine::DuplicteSelectedBlocks(), PIWOEngine::loadFromFile(), and VisualBlock().

5.25.4.23 VisualFunction VisualBlock::OnUnselect

Event: gdy odznaczno blok

Definition at line 109 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), BlockClick(), PIWOEngine::DuplicteSelectedBlocks(), PIWOEngine::loadFromFile(), and VisualBlock().

5.25.4.24 VisualFunction VisualBlock::OnSelect

Event: gdy gdy zaznaczono blok, ale zarzadano odznaczenia innych

Definition at line 113 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), BlockClick(), BlockMouseDown(), PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), and VisualBlock().

5.25.4.25 VisualFunction VisualBlock::OnSelectAdd

Event: gdy zaznaczono blok

Definition at line 117 of file VisualBlock.h.

Referenced by PIWOEngine::AddBlock(), BlockClick(), BlockMouseDown(), PIWOEngine::DuplicateSelectedBlocks(), PIWOEngine::loadFromFile(), and VisualBlock().

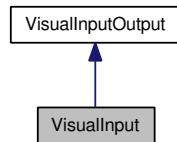
The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[VisualBlock.h](#)
- /PIWO/Program/gui/[VisualBlock.cpp](#)

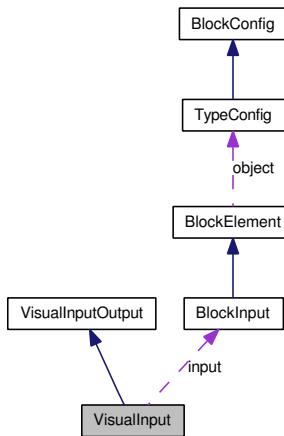
5.26 VisualInput Class Reference

```
#include <VisualInput.h>
```

Inheritance diagram for VisualInput:



Collaboration diagram for VisualInput:



Public Member Functions

- [__fastcall VisualInput \(Classes::TComponent *AOwner\)](#)

Public Attributes

- [BlockInput * input](#)

5.26.1 Detailed Description

Klasa symbolizuje wizualne wejścia bloku

Definition at line 13 of file VisualInput.h.

5.26.2 Constructor & Destructor Documentation

5.26.2.1 [__fastcall VisualInput::VisualInput \(Classes::TComponent * AOwner\)](#)

Konstruktor

Parameters:

AOwner wskaznik do klasy bedacej wlascicielem dla tej

Definition at line 6 of file VisualInput.cpp.

References input.

5.26.3 Member Data Documentation

5.26.3.1 BlockInput* VisualInput::input

Wskaznik do wejscia bloku

Definition at line 19 of file VisualInput.h.

Referenced by PIWOEngine::getConnectionTo(), PIWOEngine::MakeConnection(), PIWOEngine::OnVisualBlockInputHistoryClick(), VisualBlock::updateVisualComponents(), and VisualInput().

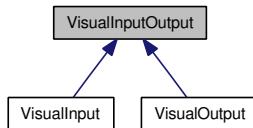
The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[VisualInput.h](#)
- /PIWO/Program/gui/[VisualInput.cpp](#)

5.27 VisualInputOutput Class Reference

```
#include <VisualInputOutput.h>
```

Inheritance diagram for VisualInputOutput:



Public Member Functions

- `__fastcall VisualInputOutput(Classes::TComponent *AOwner)`

Public Attributes

- VisualFunction `OnShowHistory`

Private Member Functions

- `void __fastcall MouseEnterF(TObject *Sender)`
- `void __fastcall MouseLeaveF(TObject *Sender)`
- `void __fastcall MouseDownF(TObject *Sender, TMouseButton Button, TShiftState Shift, int X, int Y)`

5.27.1 Detailed Description

Klasa symbolizujaca wizualnie wejscia i wyjscia do bloku

Definition at line 14 of file VisualInputOutput.h.

5.27.2 Constructor & Destructor Documentation

5.27.2.1 `__fastcall VisualInputOutput::VisualInputOutput(Classes::TComponent * AOwner)`

Konstruktor

Parameters:

`AOwner` wskaznik do klasy bedacej wlascicielem dla tej

Definition at line 6 of file VisualInputOutput.cpp.

References `MouseDownF()`, `MouseEnterF()`, `MouseLeaveF()`, and `OnShowHistory`.

5.27.3 Member Function Documentation

5.27.3.1 void __fastcall VisualInputOutput::MouseEnterF (TObject * Sender) [private]

Definition at line 25 of file VisualInputOutput.cpp.

Referenced by VisualInputOutput().

5.27.3.2 void __fastcall VisualInputOutput::MouseLeaveF (TObject * Sender) [private]

Definition at line 30 of file VisualInputOutput.cpp.

Referenced by VisualInputOutput().

5.27.3.3 void __fastcall VisualInputOutput::MouseDownF (TObject * Sender, TMouseButton Button, TShiftState Shift, int X, int Y) [private]

Definition at line 35 of file VisualInputOutput.cpp.

References OnShowHistory.

Referenced by VisualInputOutput().

5.27.4 Member Data Documentation

5.27.4.1 VisualFunction VisualInputOutput::OnShowHistory

Event

Definition at line 25 of file VisualInputOutput.h.

Referenced by MouseDownF(), VisualBlock::updateVisualComponents(), and VisualInputOutput().

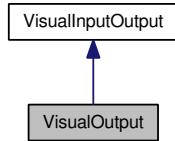
The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[VisualInputOutput.h](#)
- /PIWO/Program/gui/[VisualInputOutput.cpp](#)

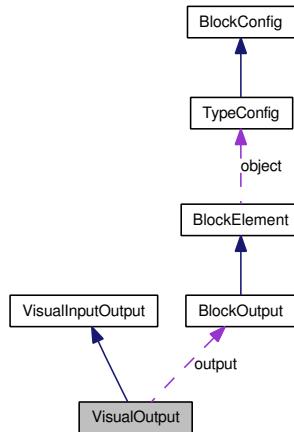
5.28 VisualOutput Class Reference

```
#include <VisualOutput.h>
```

Inheritance diagram for VisualOutput:



Collaboration diagram for VisualOutput:



Public Member Functions

- [__fastcall VisualOutput \(Classes::TComponent *AOwner\)](#)

Public Attributes

- [BlockOutput * output](#)

5.28.1 Detailed Description

Klasa symbolizujaca wizualne wyjscia z bloku

Definition at line 14 of file VisualOutput.h.

5.28.2 Constructor & Destructor Documentation

5.28.2.1 [__fastcall VisualOutput::VisualOutput \(Classes::TComponent * AOwner\)](#)

Konstruktor

Parameters:

AOwner wskaznik do klasy bedacej wlascicielem dla tej

Definition at line 6 of file VisualOutput.cpp.

References output.

5.28.3 Member Data Documentation

5.28.3.1 BlockOutput* VisualOutput::output

Wskaznik do wyjscia

Definition at line 20 of file VisualOutput.h.

Referenced by PIWOEngine::MakeConnection(), PIWOEngine::OnVisualBlockInputSelected(), PIWOEngine::OnVisualBlockOutputHistoryClick(), PIWOEngine::OnVisualBlockOutputSelected(), VisualBlock::updateVisualComponents(), and VisualOutput().

The documentation for this class was generated from the following files:

- /PIWO/Program/gui/[VisualOutput.h](#)
- /PIWO/Program/gui/[VisualOutput.cpp](#)

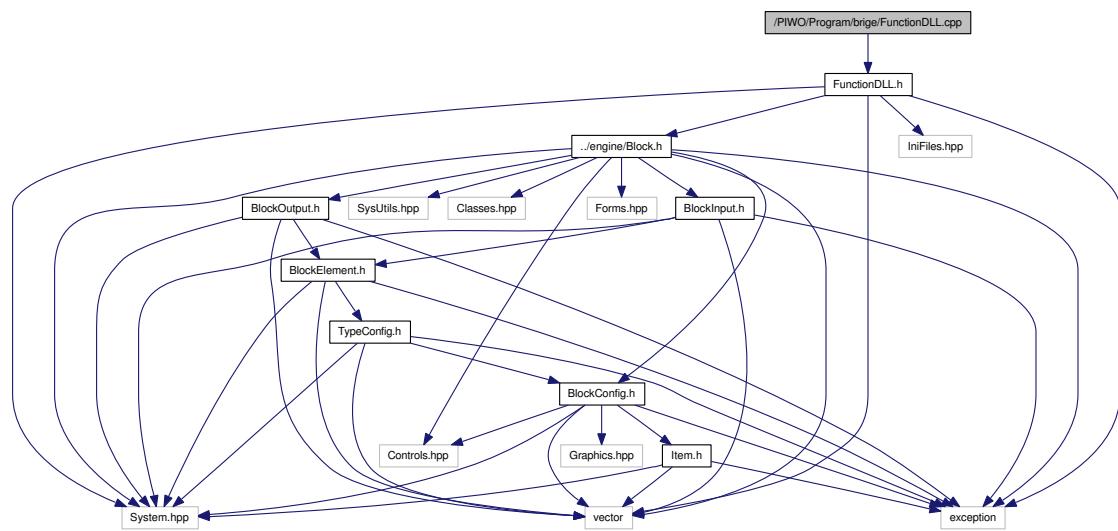
Chapter 6

File Documentation

6.1 /PIWO/Program/brige/FunctionDLL.cpp File Reference

```
#include "FunctionDLL.h"
```

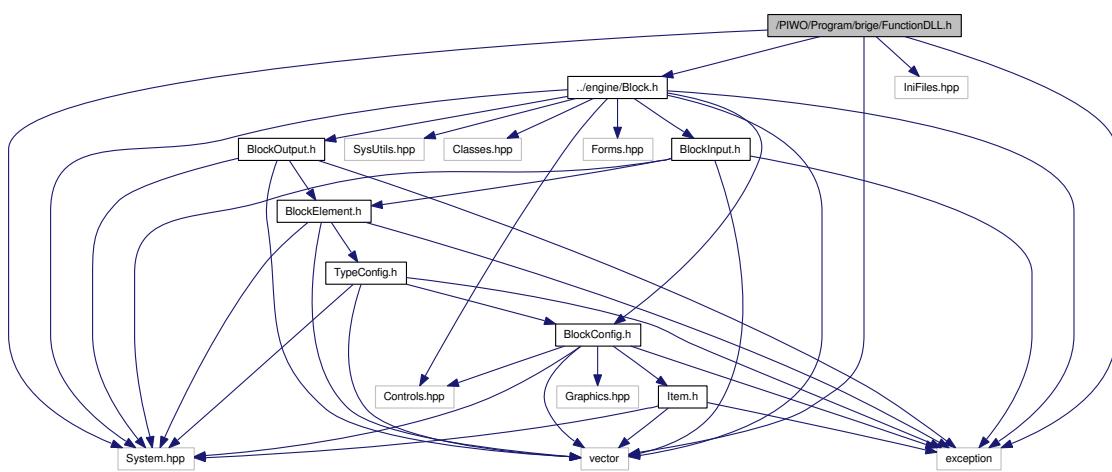
Include dependency graph for FunctionDLL.cpp:



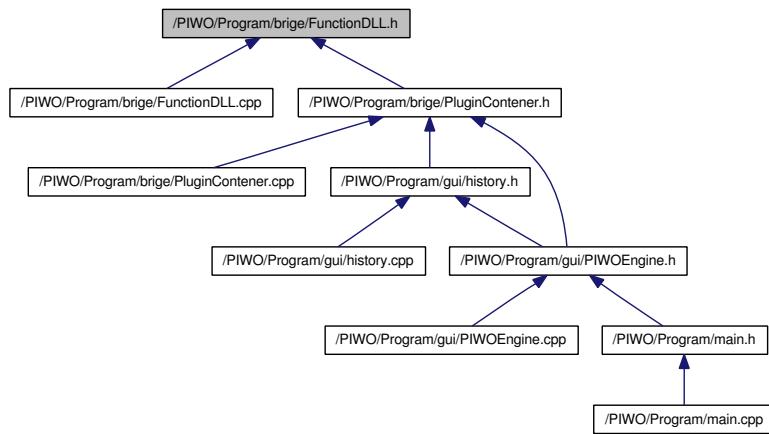
6.2 /PIWO/Program/brige/FunctionDLL.h File Reference

```
#include <System.hpp>
#include <vector>
#include <exception>
#include <IniFiles.hpp>
#include "../engine/Block.h"

Include dependency graph for FunctionDLL.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [FunctionDLL](#)

Typedefs

- `typedef Block *typedef int (__stdcall *FunctionDLL_validate)(Block *)`

Functions

- `typedef int (__stdcall *FunctionDLL_run)(Block *)`
- `typedef bool (__stdcall *FunctionDLL_showConfig)(TComponent *`
- `typedef void (__closure *FunctionDLL_onClick)(void *)`

6.2.1 Typedef Documentation

6.2.1.1 `typedef TObject *typedef TObject *typedef TObject *typedef TObject *typedef int (__stdcall * FunctionDLL_validate)`

Definition at line 14 of file FunctionDLL.h.

6.2.2 Function Documentation

6.2.2.1 `typedef bool (__stdcall * FunctionDLL_showConfig)`

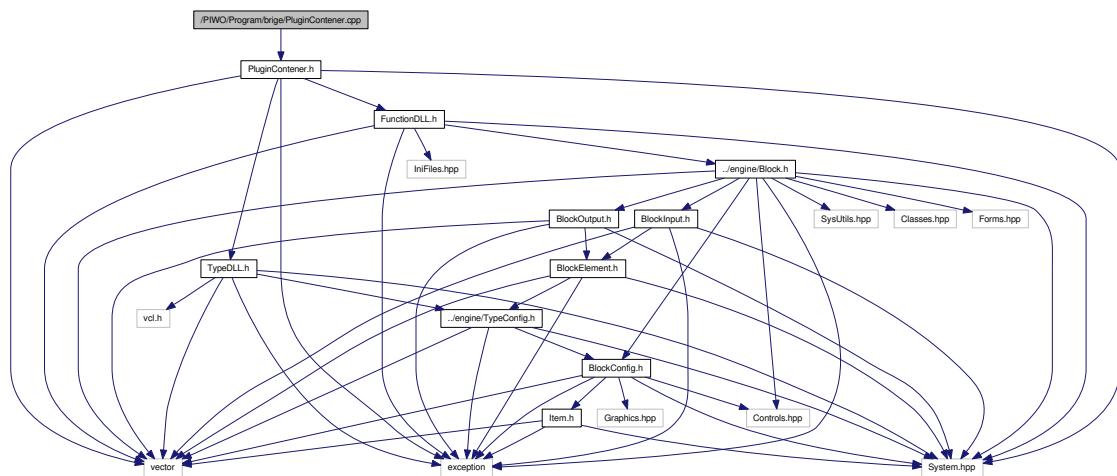
6.2.2.2 `typedef int (__stdcall * FunctionDLL_run)`

6.2.2.3 `typedef TObject *typedef TObject *typedef TObject *typedef TObject *typedef void(__closure *VisualBlock_FunctionMove)(TObject * (__closure * FunctionDLL_onClick)`

6.3 /PIWO/Program/brige/PluginContener.cpp File Reference

```
#include "PluginContener.h"
```

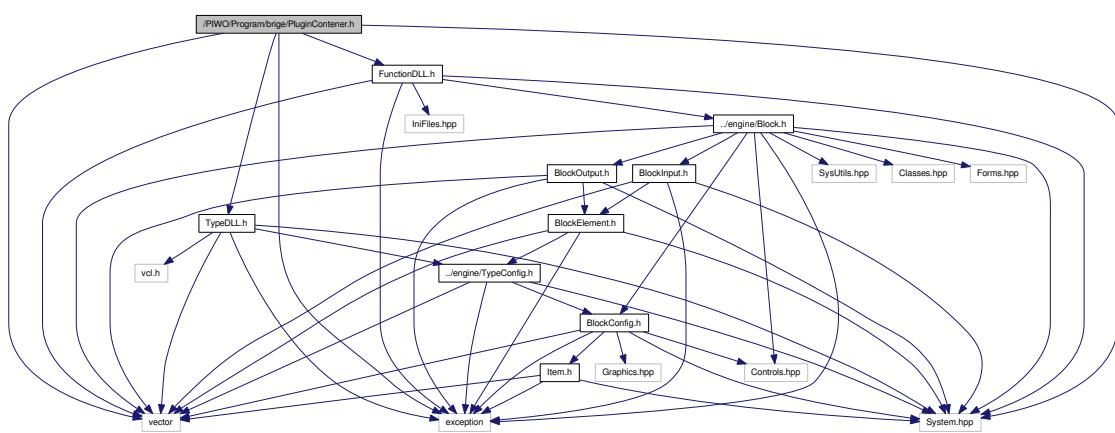
Include dependency graph for PluginContener.cpp:



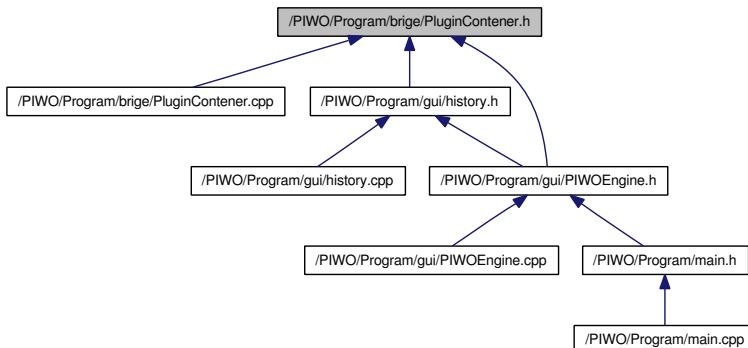
6.4 /PIWO/Program/brige/PluginContener.h File Reference

```
#include <System.hpp>
#include <vector>
#include <exception>
#include "TypeDLL.h"
#include "FunctionDLL.h"
```

Include dependency graph for PluginContener.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [PluginContener](#)

TypeDefs

- typedef void(__closure * [PluginContener_OnProgress](#))(void *, int, int, AnsiString, int)
- typedef const [AnsiString](#)

Functions

- `typedef void (__closure *PluginContener_Log)(TObject *`

6.4.1 Typedef Documentation

6.4.1.1 `typedef const AnsiString`

Definition at line 10 of file PluginContener.h.

6.4.1.2 `typedef void(__closure * PluginContener_OnProgress)(void *, int, int, AnsiString, int)`

Definition at line 9 of file PluginContener.h.

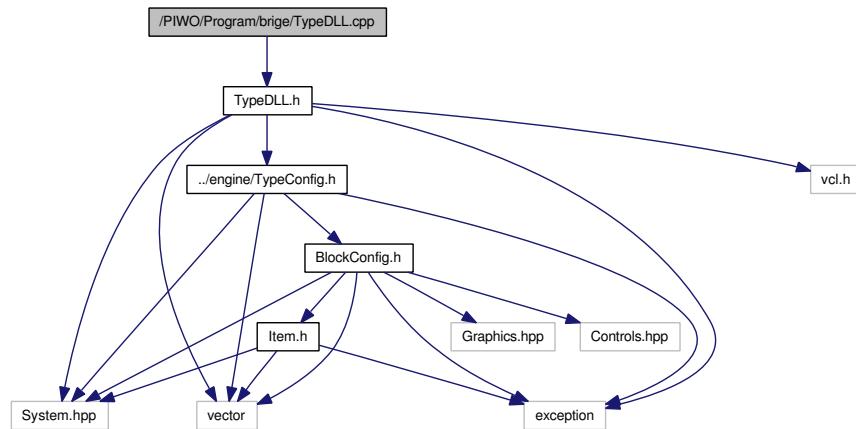
6.4.2 Function Documentation

6.4.2.1 `typedef void (__closure * PluginContener_Log)`

6.5 /PIWO/Program/brige/TypeDLL.cpp File Reference

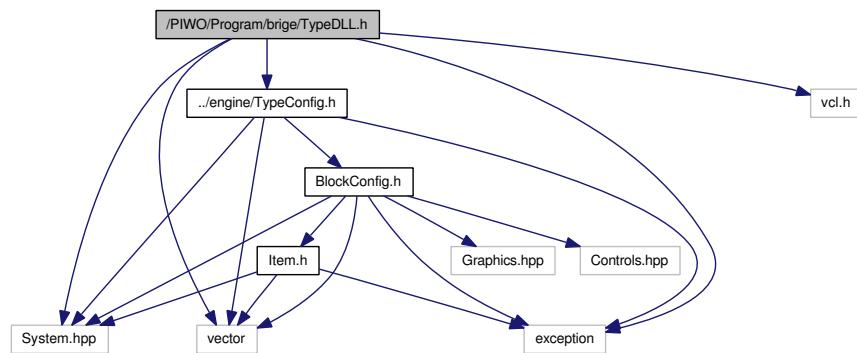
```
#include "TypeDLL.h"
```

Include dependency graph for TypeDLL.cpp:

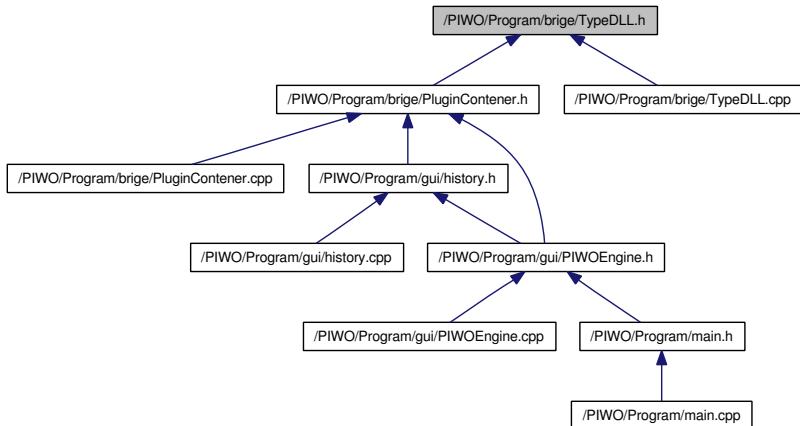


6.6 /PIWO/Program/brige/TypeDLL.h File Reference

```
#include <System.hpp>
#include <vector>
#include <exception>
#include <vcl.h>
#include "../engine/TypeConfig.h"
Include dependency graph for TypeDLL.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [TypeDLL](#)

TypeDefs

- typedef TFrame * __stdcall * [TypeDLL_show](#) (TWinControl *, [TypeConfig](#) *)

Functions

- `typedef bool (__stdcall *TypeDLL_isValid)(TypeConfig *)`
- `typedef AnsiString (__stdcall *TypeDLL_getType)()`

6.6.1 Typedef Documentation

6.6.1.1 `typedef TFrame* __stdcall* TypeDLL_show(TWinControl *, TypeConfig *)`

Definition at line 12 of file TypeDLL.h.

6.6.2 Function Documentation

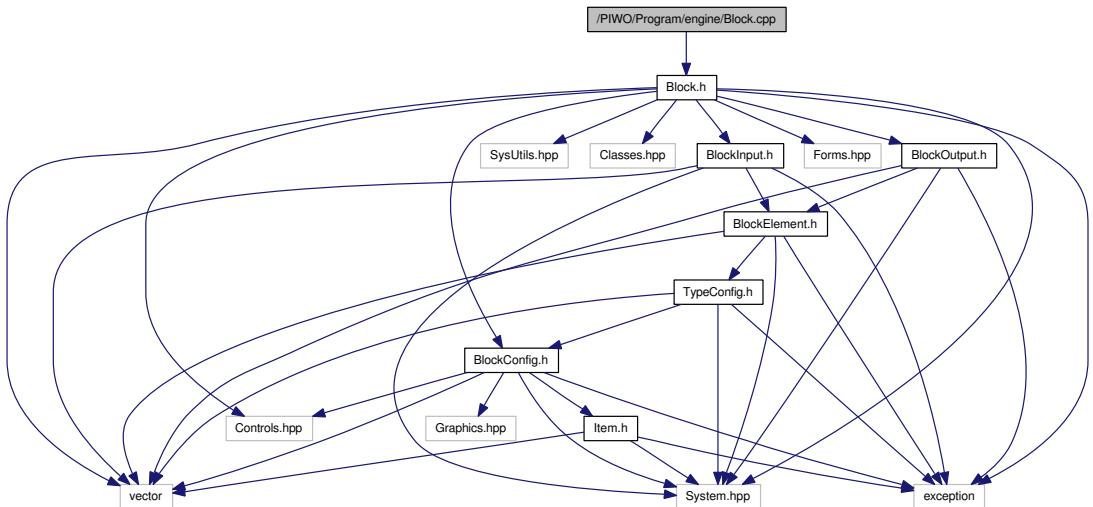
6.6.2.1 `typedef AnsiString (__stdcall * TypeDLL_getType)`

6.6.2.2 `typedef bool (__stdcall * TypeDLL_isValid)`

6.7 /PIWO/Program/engine/Block.cpp File Reference

```
#include "Block.h"
```

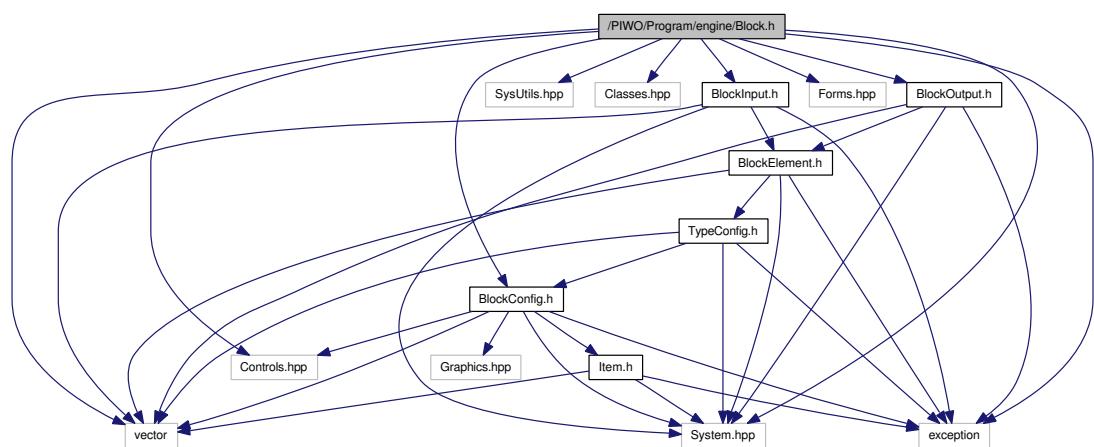
Include dependency graph for Block.cpp:



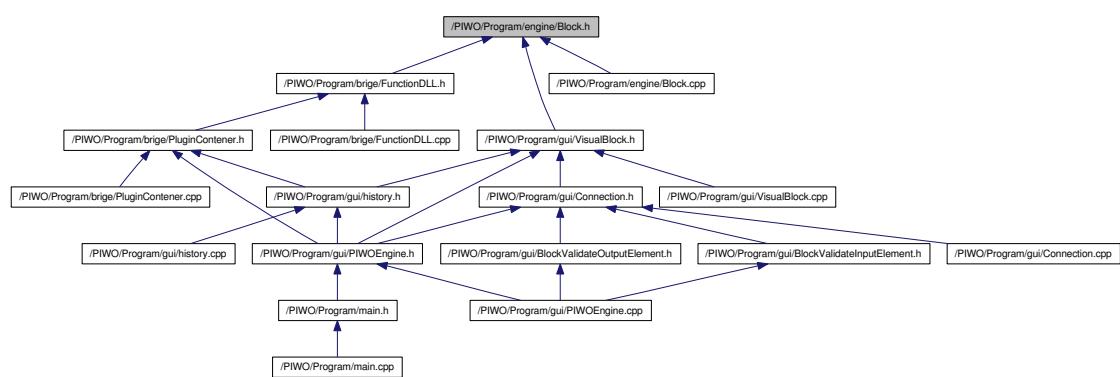
6.8 /PIWO/Program/engine/Block.h File Reference

```
#include <System.hpp>
#include <vector>
#include <exception>
#include <SysUtils.hpp>
#include <Classes.hpp>
#include <Controls.hpp>
#include <Forms.hpp>
#include "BlockConfig.h"
#include "BlockInput.h"
#include "BlockOutput.h"
```

Include dependency graph for Block.h:



This graph shows which files directly or indirectly include this file:



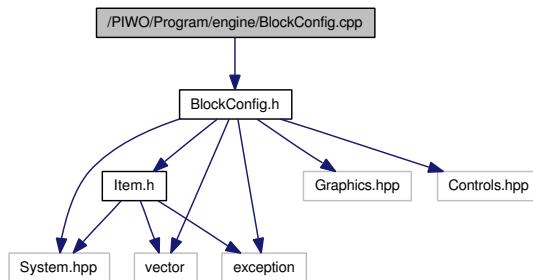
Classes

- class [Block](#)

6.9 /PIWO/Program/engine/BlockConfig.cpp File Reference

```
#include "BlockConfig.h"
```

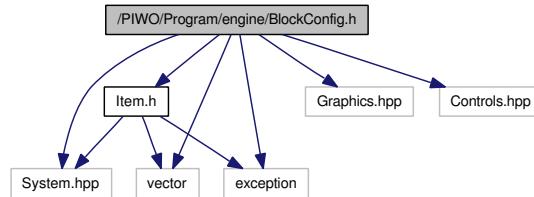
Include dependency graph for BlockConfig.cpp:



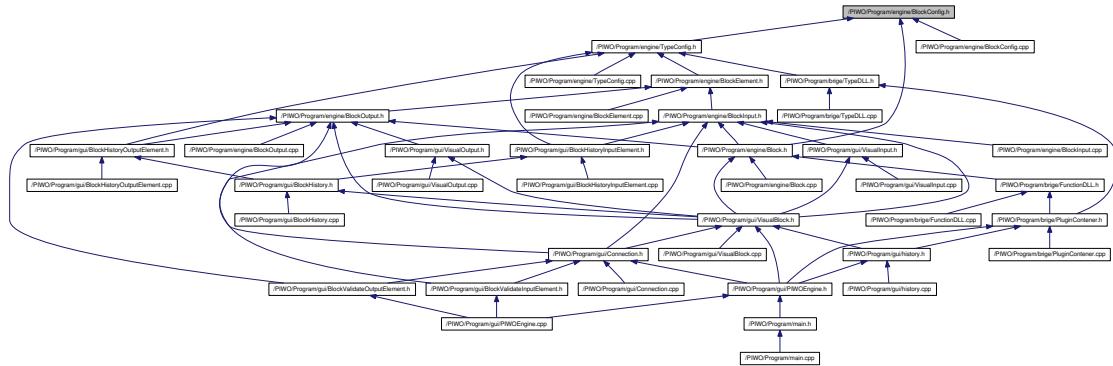
6.10 /PIWO/Program/engine/BlockConfig.h File Reference

```
#include <System.hpp>
#include <Graphics.hpp>
#include <Controls.hpp>
#include <vector>
#include <exception>
#include "Item.h"
```

Include dependency graph for BlockConfig.h:



This graph shows which files directly or indirectly include this file:



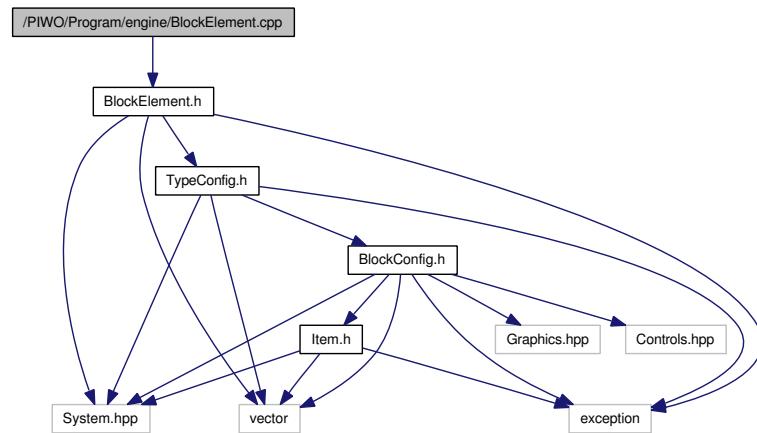
Classes

- class [BlockConfig](#)

6.11 /PIWO/Program/engine/BlockElement.cpp File Reference

```
#include "BlockElement.h"
```

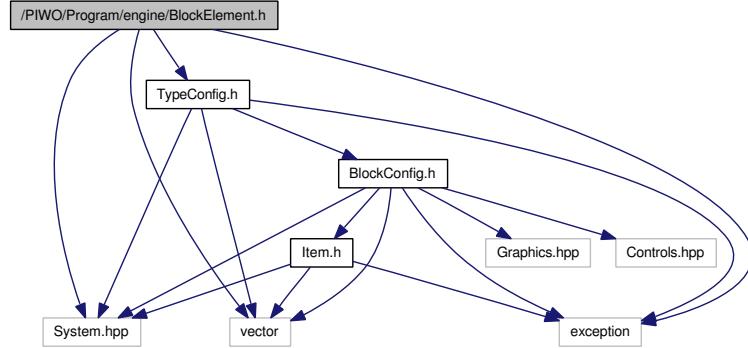
Include dependency graph for BlockElement.cpp:



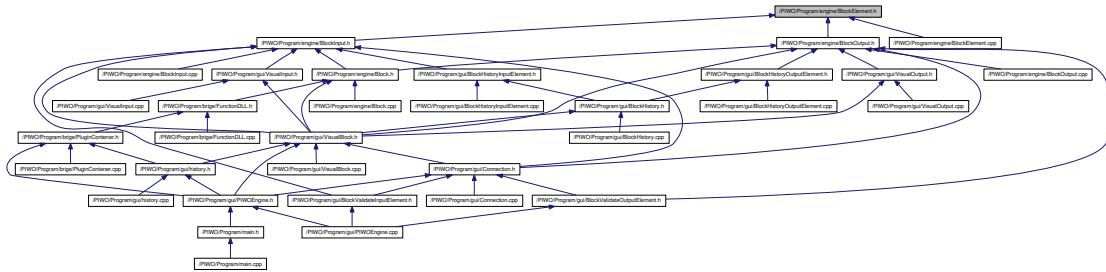
6.12 /PIWO/Program/engine/BlockElement.h File Reference

```
#include <System.hpp>
#include <vector>
#include <exception>
#include "TypeConfig.h"
```

Include dependency graph for BlockElement.h:



This graph shows which files directly or indirectly include this file:



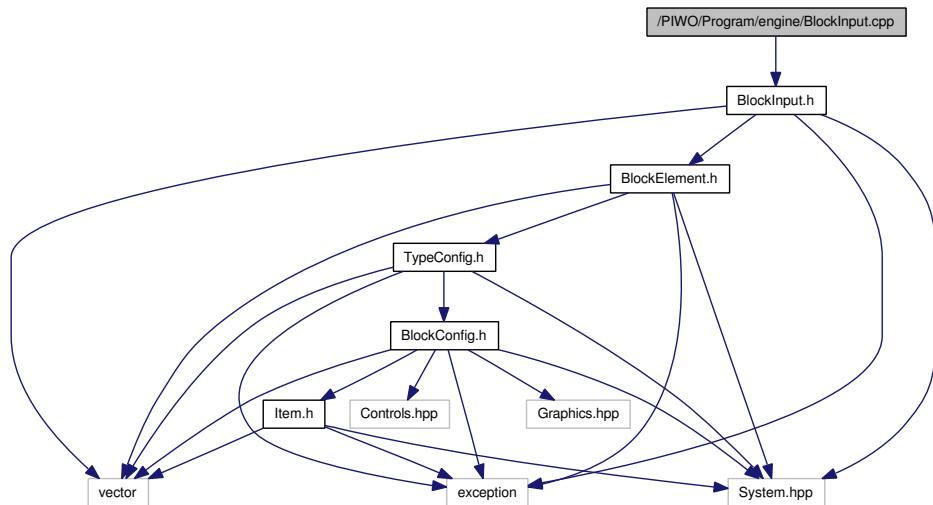
Classes

- class `BlockElement`

6.13 /PIWO/Program/engine/BlockInput.cpp File Reference

```
#include "BlockInput.h"
```

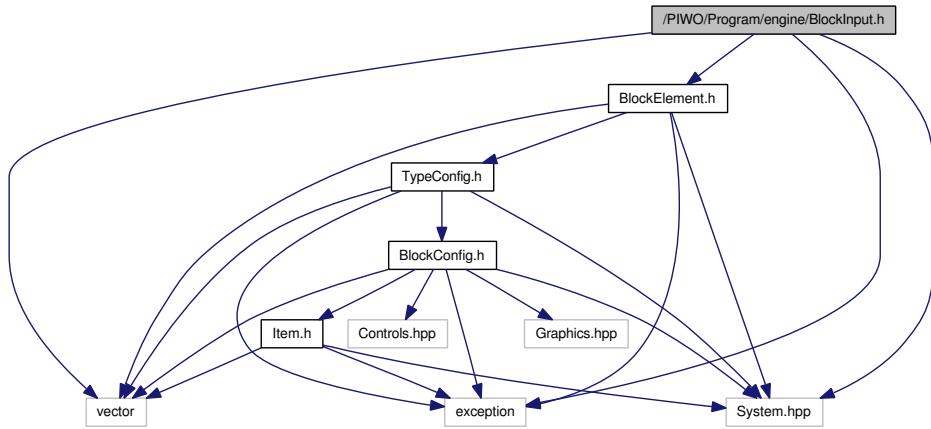
Include dependency graph for BlockInput.cpp:



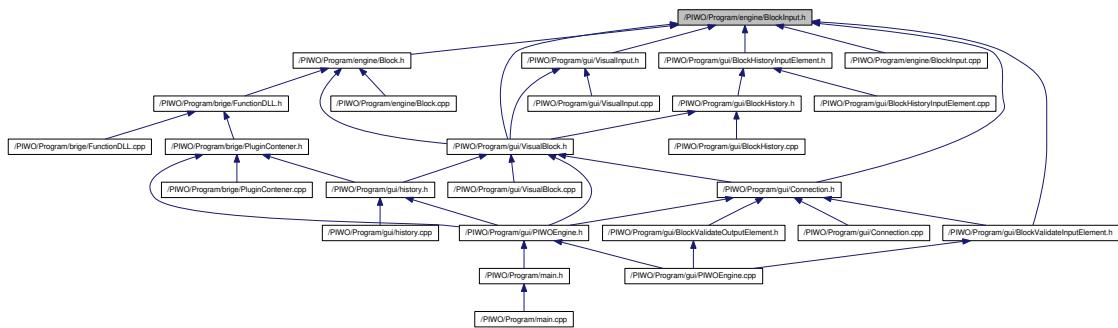
6.14 /PIWO/Program/engine/BlockInput.h File Reference

```
#include <System.hpp>
#include <vector>
#include <exception>
#include "BlockElement.h"
```

Include dependency graph for BlockInput.h:



This graph shows which files directly or indirectly include this file:



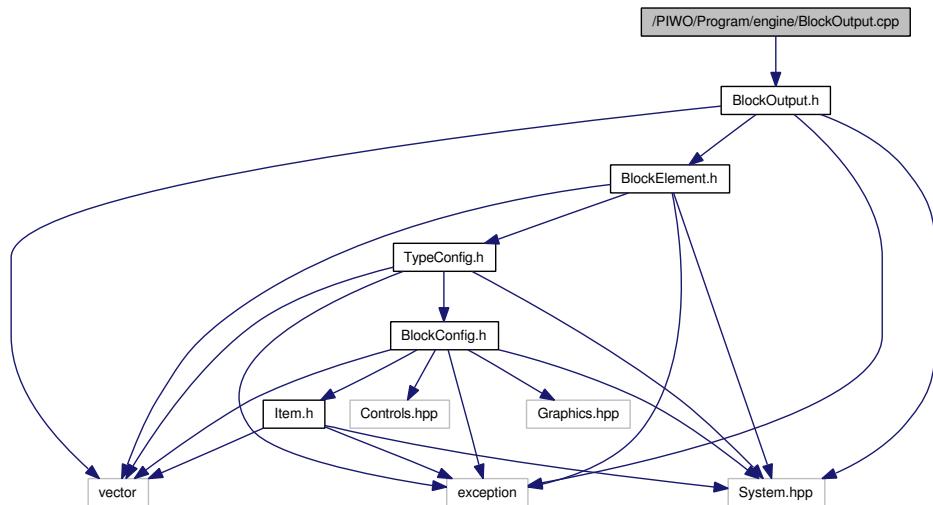
Classes

- class [BlockInput](#)

6.15 /PIWO/Program/engine/BlockOutput.cpp File Reference

```
#include "BlockOutput.h"
```

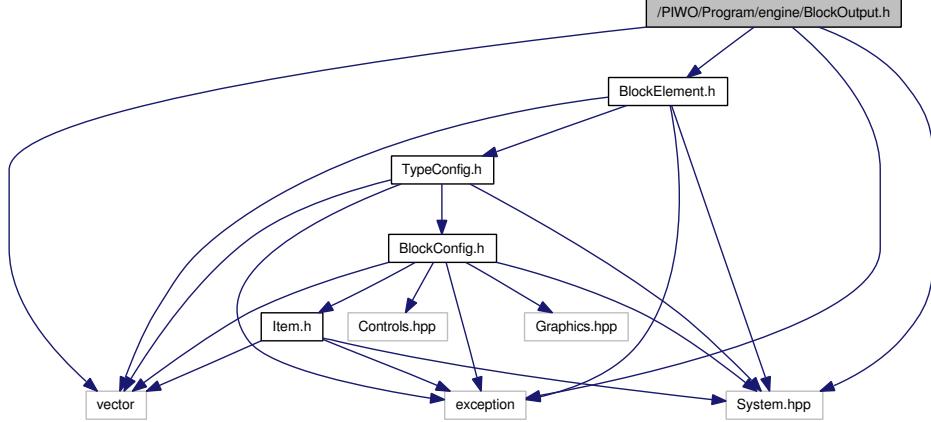
Include dependency graph for BlockOutput.cpp:



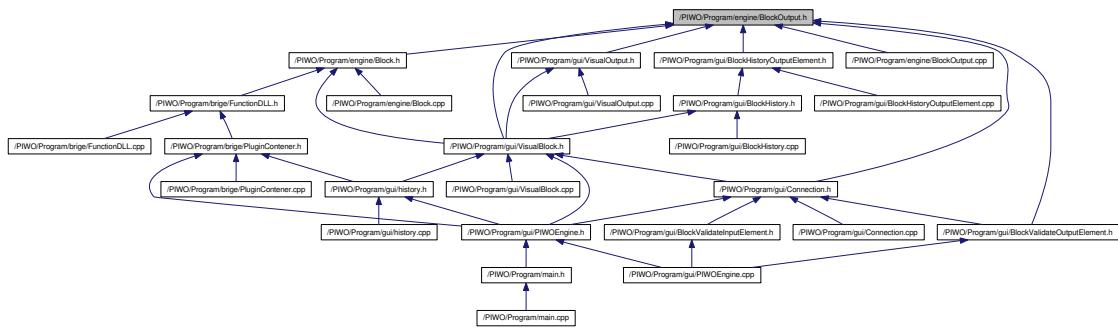
6.16 /PIWO/Program/engine/BlockOutput.h File Reference

```
#include <System.hpp>
#include <vector>
#include <exception>
#include "BlockElement.h"
```

Include dependency graph for BlockOutput.h:



This graph shows which files directly or indirectly include this file:



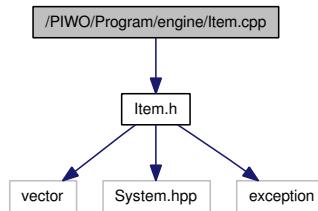
Classes

- class [BlockOutput](#)

6.17 /PIWO/Program/engine/Item.cpp File Reference

```
#include "Item.h"
```

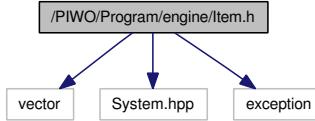
Include dependency graph for Item.cpp:



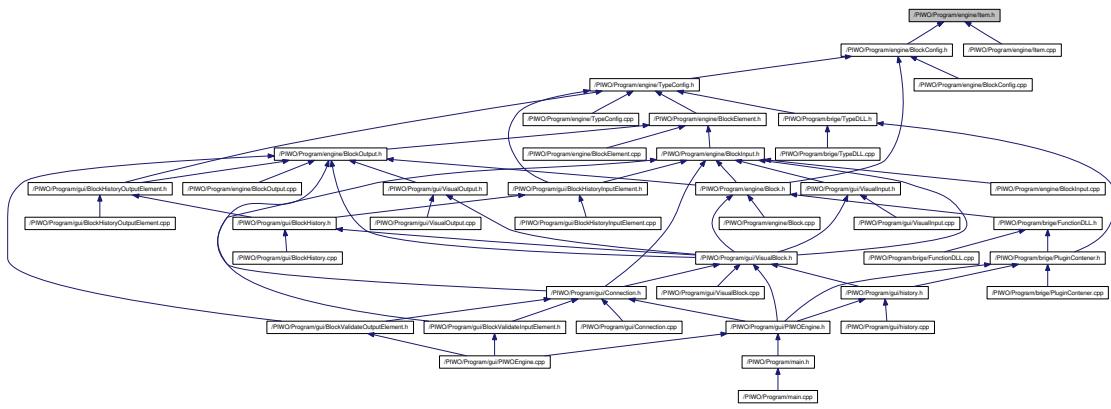
6.18 /PIWO/Program/engine/Item.h File Reference

```
#include <vector>
#include <System.hpp>
#include <exception>
```

Include dependency graph for Item.h:



This graph shows which files directly or indirectly include this file:



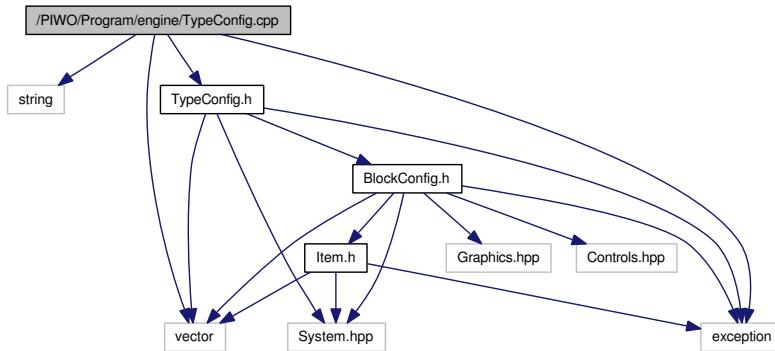
Classes

- class [Item](#)

6.19 /PIWO/Program/engine/TypeConfig.cpp File Reference

```
#include <string>
#include <vector>
#include <exception>
#include "TypeConfig.h"
```

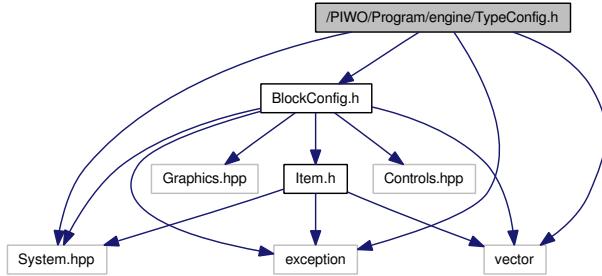
Include dependency graph for TypeConfig.cpp:



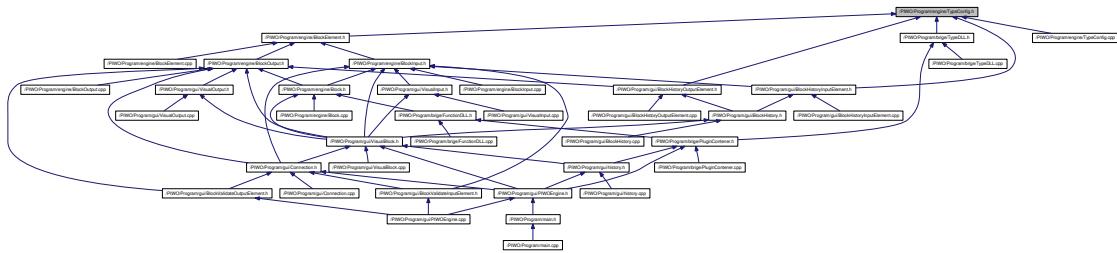
6.20 /PIWO/Program/engine/TypeConfig.h File Reference

```
#include <System.hpp>
#include <vector>
#include <exception>
#include "BlockConfig.h"
```

Include dependency graph for TypeConfig.h:



This graph shows which files directly or indirectly include this file:



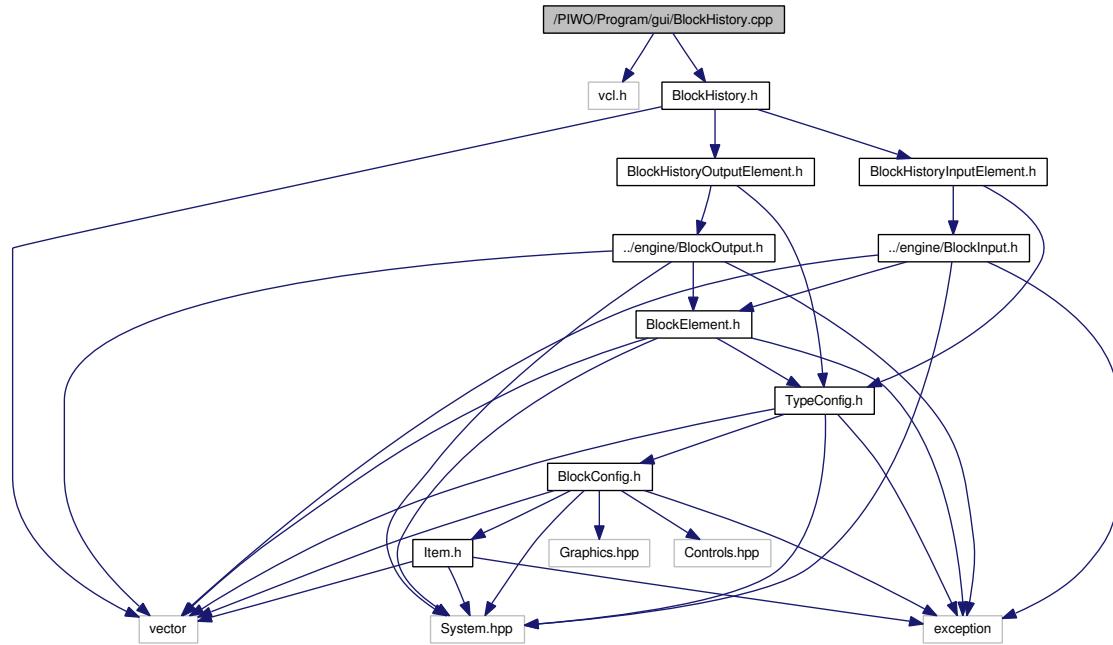
Classes

- class [TypeConfig](#)

6.21 /PIWO/Program/gui/BlockHistory.cpp File Reference

```
#include <vcl.h>
#include "BlockHistory.h"
```

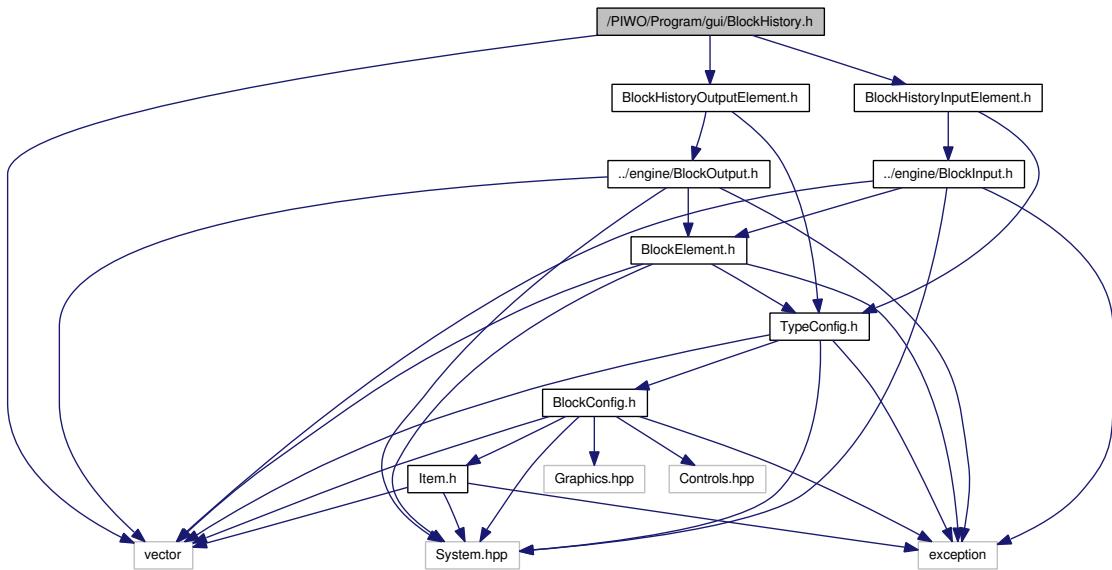
Include dependency graph for BlockHistory.cpp:



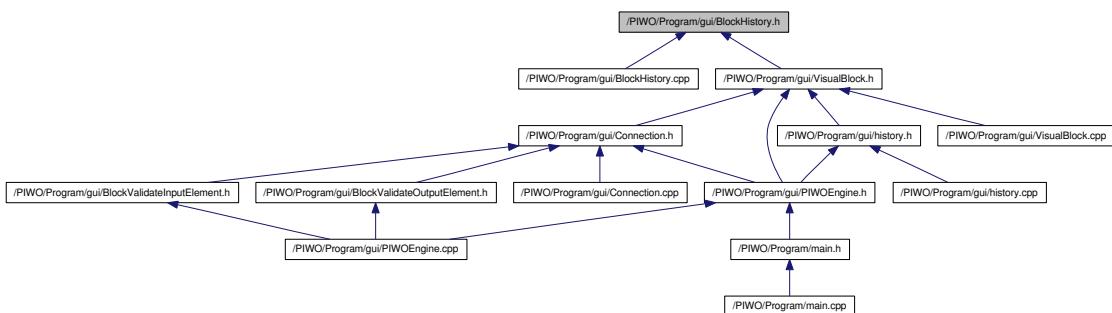
6.22 /PIWO/Program/gui/BlockHistory.h File Reference

```
#include "BlockHistoryOutputElement.h"
#include "BlockHistoryInputElement.h"
#include <vector>
```

Include dependency graph for BlockHistory.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [BlockHistory](#)

Typedefs

- typedef `vector<BlockHistory * > vectorBlockHistory`

6.22.1 Typedef Documentation

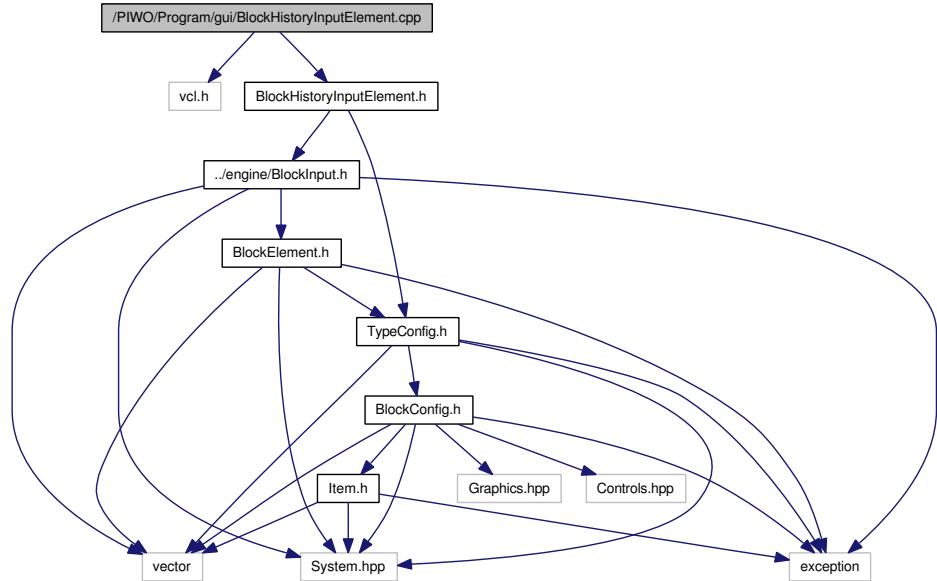
6.22.1.1 `typedef vector<BlockHistory*> vectorBlockHistory`

Definition at line 52 of file BlockHistory.h.

6.23 /PIWO/Program/gui/BlockHistoryInputElement.cpp File Reference

```
#include <vcl.h>
#include "BlockHistoryInputElement.h"
```

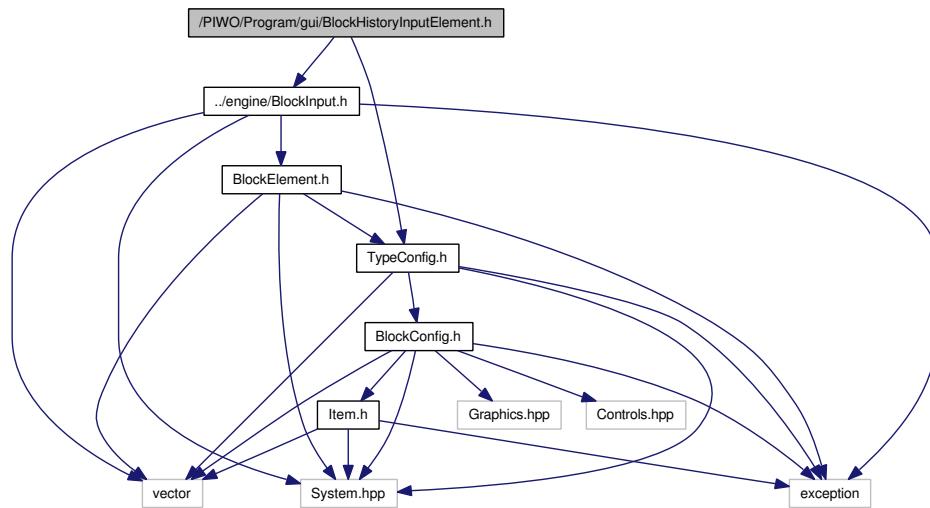
Include dependency graph for BlockHistoryInputElement.cpp:



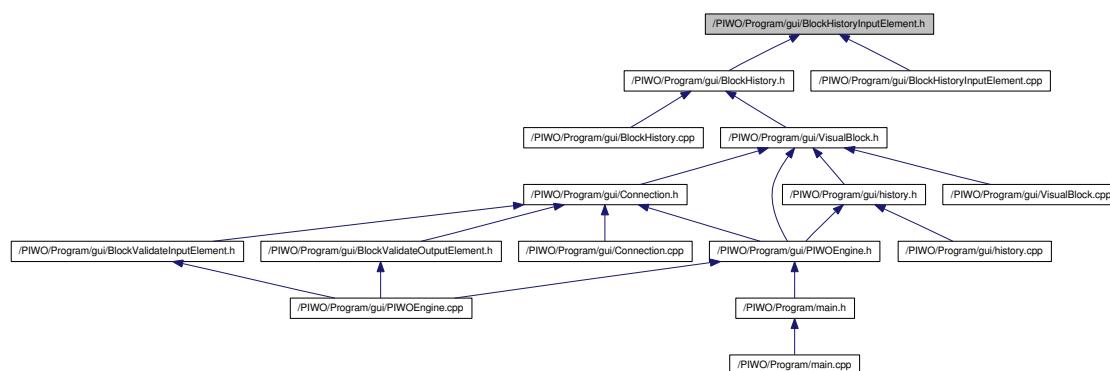
6.24 /PIWO/Program/gui/BlockHistoryInputElement.h File Reference

```
#include "../engine/BlockInput.h"
#include "../engine/TypeConfig.h"
```

Include dependency graph for BlockHistoryInputElement.h:



This graph shows which files directly or indirectly include this file:



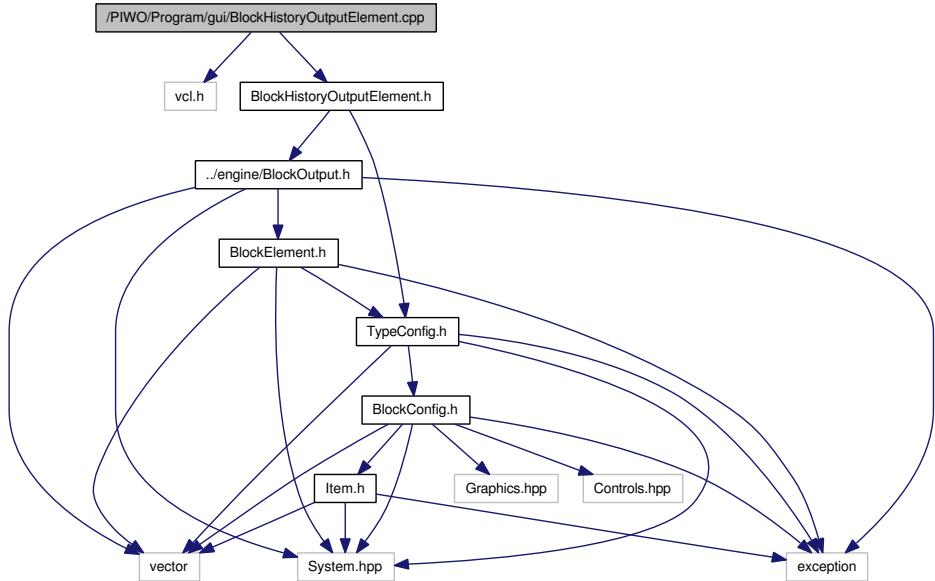
Classes

- class [BlockHistoryInputElement](#)

6.25 /PIWO/Program/gui/BlockHistoryOutputElement.cpp File Reference

```
#include <vcl.h>
#include "BlockHistoryOutputElement.h"
```

Include dependency graph for BlockHistoryOutputElement.cpp:

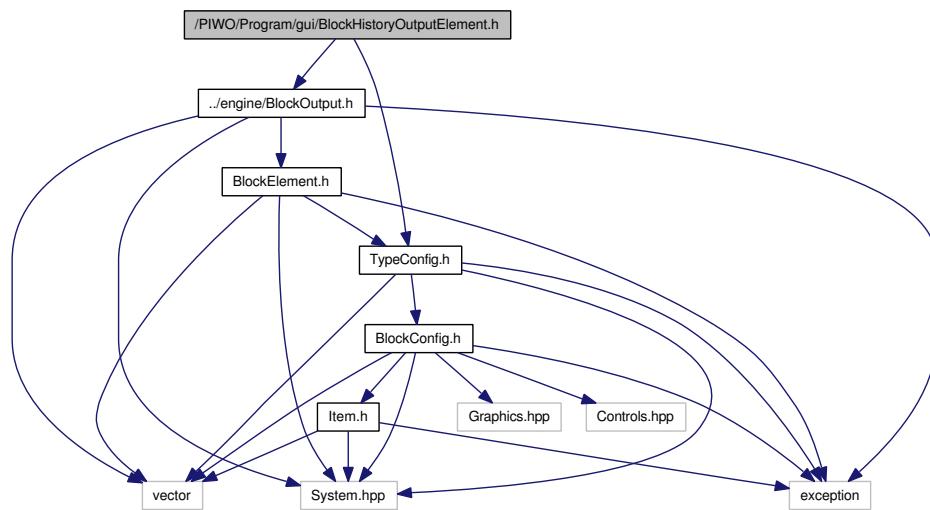


6.26 /PIWO/Program/gui/BlockHistoryOutputElement.h File Reference

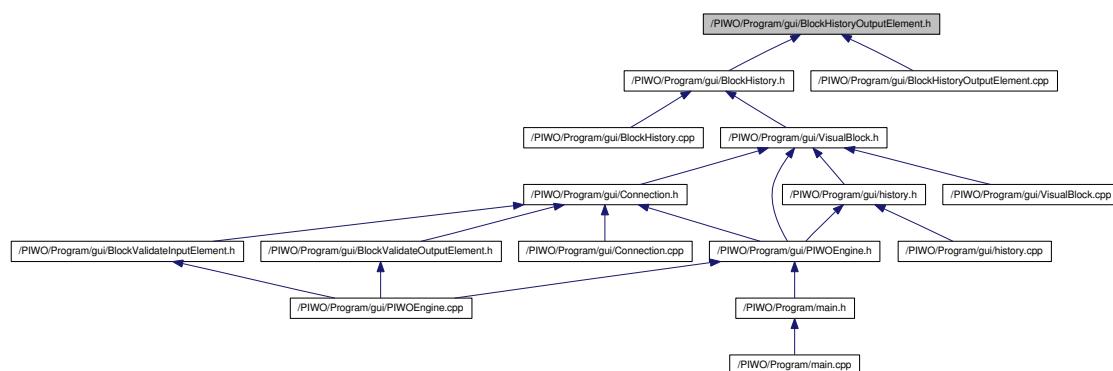
```
#include "../engine/BlockOutput.h"
```

```
#include "../engine/TypeConfig.h"
```

Include dependency graph for BlockHistoryOutputElement.h:



This graph shows which files directly or indirectly include this file:



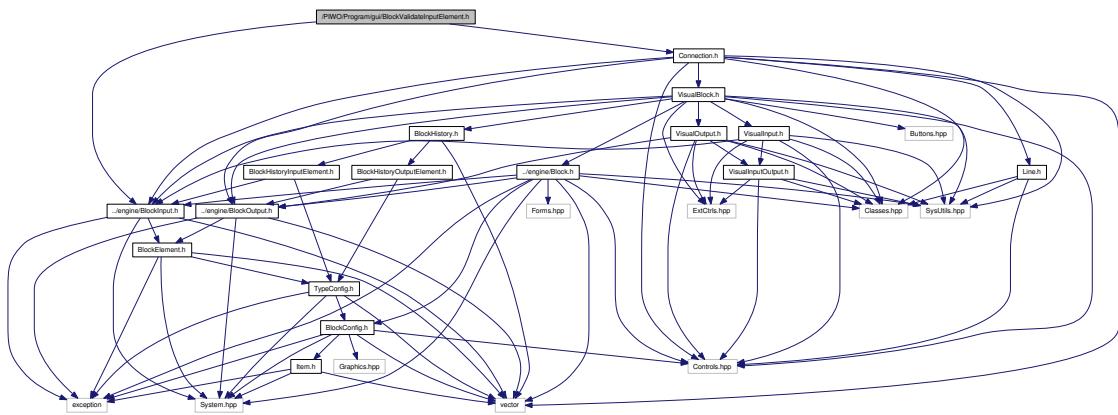
Classes

- class [BlockHistoryOutputElement](#)

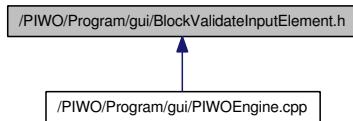
6.27 /PIWO/Program/gui/BlockValidateInputElement.h File Reference

```
#include "../engine/BlockInput.h"
#include "Connection.h"
```

Include dependency graph for BlockValidateInputElement.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [BlockValidateInputElement](#)

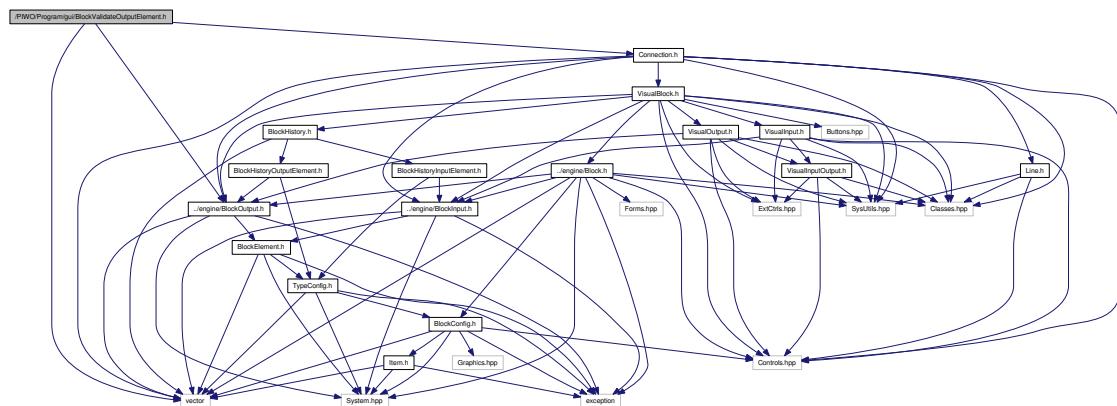
6.28 /PIWO/Program/gui/BlockValidateOutputElement.h File Reference

```
#include "../engine/BlockOutput.h"
```

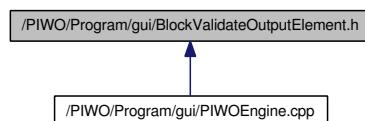
```
#include "Connection.h"
```

```
#include <vector>
```

Include dependency graph for BlockValidateOutputElement.h:



This graph shows which files directly or indirectly include this file:



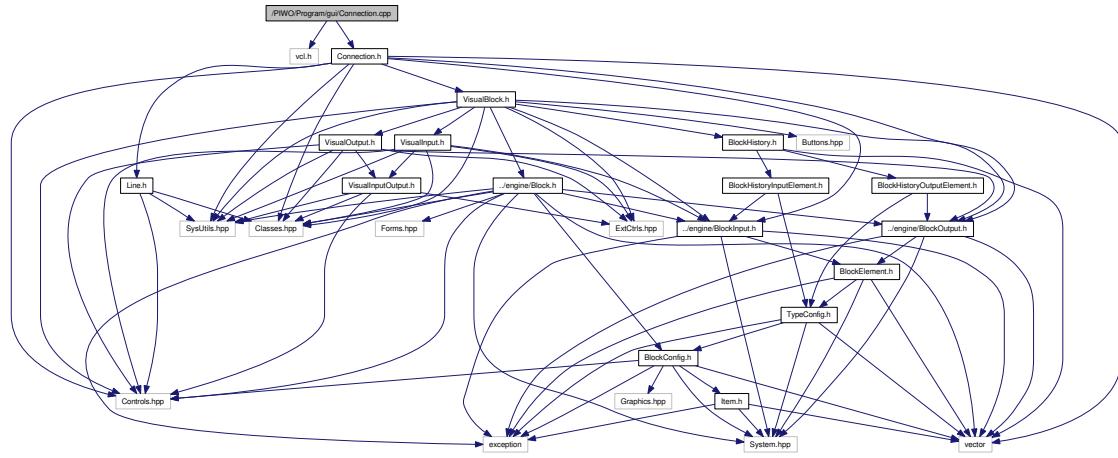
Classes

- class [BlockValidateOutputElement](#)

6.29 /PIWO/Program/gui/Connection.cpp File Reference

```
#include <vcl.h>
#include "Connection.h"
```

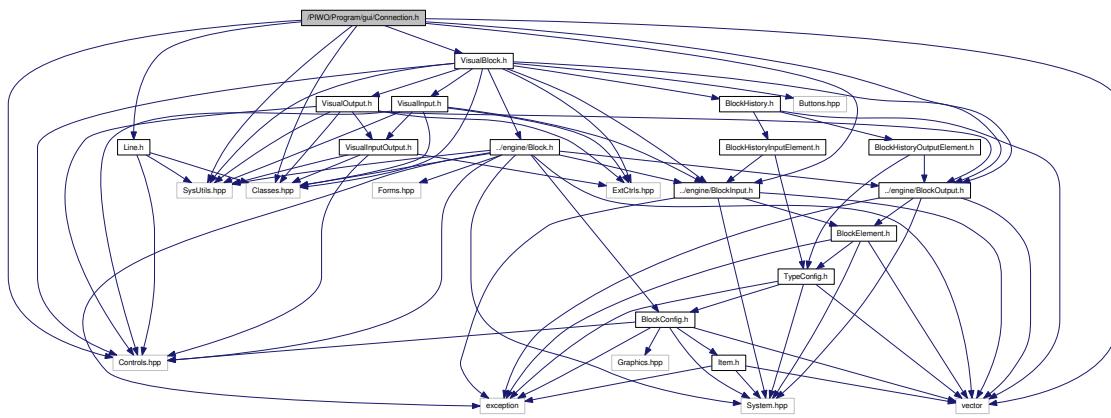
Include dependency graph for Connection.cpp:



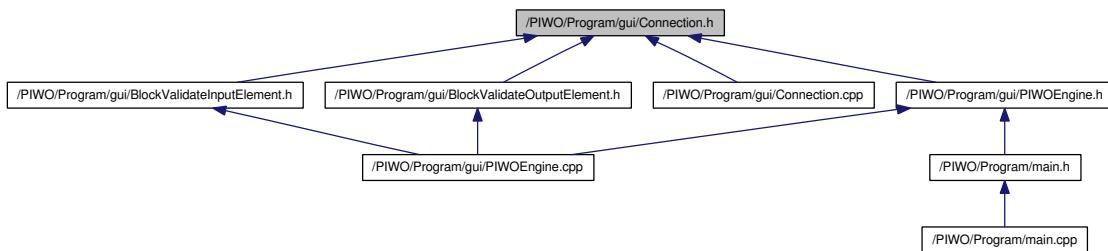
6.30 /PIWO/Program/gui/Connection.h File Reference

```
#include <SysUtils.hpp>
#include <Classes.hpp>
#include <Controls.hpp>
#include <vector>
#include "../engine/BlockInput.h"
#include "../engine/BlockOutput.h"
#include "Line.h"
#include "VisualBlock.h"
```

Include dependency graph for Connection.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Connection](#)

Defines

- #define CONNECTION_OK_NORMAL 0x33CC33
- #define CONNECTION_OK_SELECTED 0x20FF20
- #define CONNECTION_WARRNING_NORMAL 61137

- #define CONNECTION_WARRNING_SELECTED 65021
- #define CONNECTION_ERROR_NORMAL 206
- #define CONNECTION_ERROR_SELECTED 255

TypeDefs

- typedef void(__closure * Connection_Function)(void *)

Variables

- static const TColor ConnectionOkNormalColor = CONNECTION_OK_NORMAL
- static const TColor ConnectionOkSelectedColor = CONNECTION_OK_SELECTED
- static const TColor ConnectionWarrningNormalColor = CONNECTION_WARRNING_NORMAL
- static const TColor ConnectionWarrningSelectedColor = CONNECTION_WARRNING_SELECTED
- static const TColor ConnectionErrorNormalColor = CONNECTION_ERROR_NORMAL
- static const TColor ConnectionErrorSelectedColor = CONNECTION_ERROR_SELECTED

6.30.1 Define Documentation

6.30.1.1 #define CONNECTION_ERROR_NORMAL 206

Definition at line 16 of file Connection.h.

6.30.1.2 #define CONNECTION_ERROR_SELECTED 255

Definition at line 17 of file Connection.h.

6.30.1.3 #define CONNECTION_OK_NORMAL 0x33CC33

Definition at line 12 of file Connection.h.

6.30.1.4 #define CONNECTION_OK_SELECTED 0x20FF20

Definition at line 13 of file Connection.h.

6.30.1.5 #define CONNECTION_WARRNING_NORMAL 61137

Definition at line 14 of file Connection.h.

6.30.1.6 #define CONNECTION_WARRNING_SELECTED 65021

Definition at line 15 of file Connection.h.

6.30.2 Typedef Documentation

6.30.2.1 **typedef void(__closure * Connection_Function)(void *)**

Definition at line 26 of file Connection.h.

6.30.3 Variable Documentation

6.30.3.1 **const TColor ConnectionErrorNormalColor = CONNECTION_ERROR_NORMAL [static]**

Definition at line 23 of file Connection.h.

Referenced by Connection::setSelected(), and Connection::update().

6.30.3.2 **const TColor ConnectionErrorSelectedColor = CONNECTION_ERROR_SELECTED [static]**

Definition at line 24 of file Connection.h.

Referenced by Connection::setSelected(), and Connection::update().

6.30.3.3 **const TColor ConnectionOkNormalColor = CONNECTION_OK_NORMAL [static]**

Definition at line 19 of file Connection.h.

Referenced by Connection::setSelected(), and Connection::update().

6.30.3.4 **const TColor ConnectionOkSelectedColor = CONNECTION_OK_SELECTED [static]**

Definition at line 20 of file Connection.h.

Referenced by Connection::setSelected(), and Connection::update().

6.30.3.5 **const TColor ConnectionWarrningNormalColor = CONNECTION_WARRNING_NORMAL [static]**

Definition at line 21 of file Connection.h.

Referenced by Connection::setSelected(), and Connection::update().

6.30.3.6 **const TColor ConnectionWarrningSelectedColor = CONNECTION_WARRNING_SELECTED [static]**

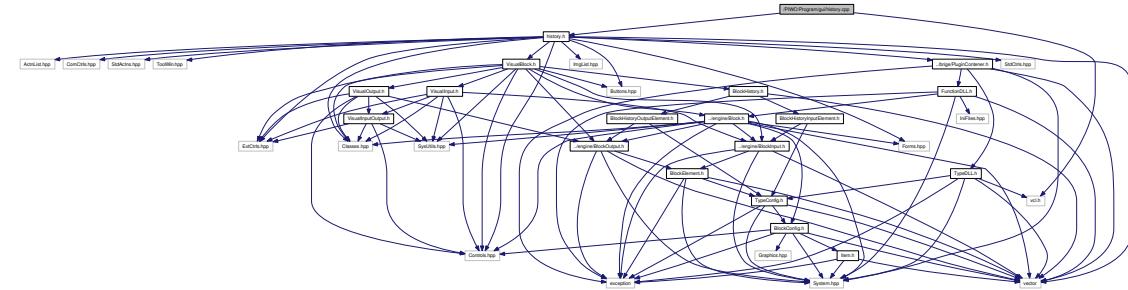
Definition at line 22 of file Connection.h.

Referenced by Connection::setSelected(), and Connection::update().

6.31 /PIWO/Program/gui/history.cpp File Reference

```
#include <vcl.h>
#include "history.h"
```

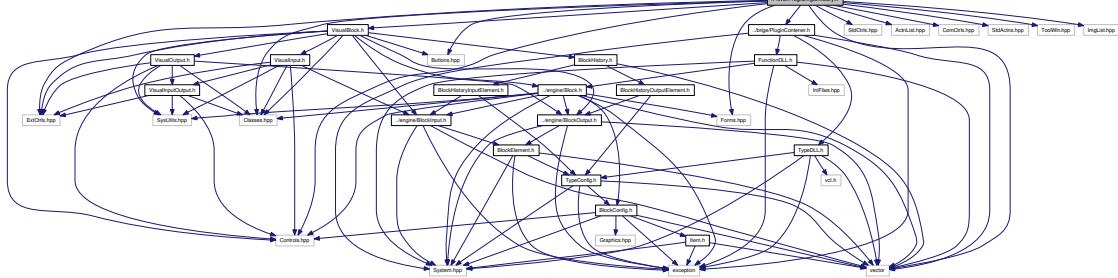
Include dependency graph for history.cpp:



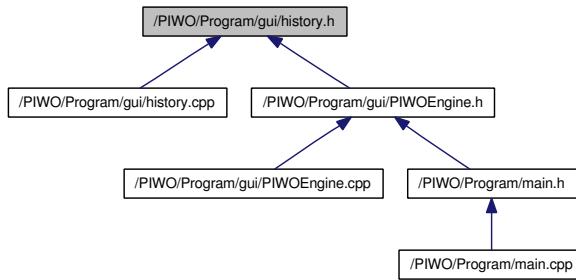
6.32 /PIWO/Program/gui/history.h File Reference

```
#include <Classes.hpp>
#include <Controls.hpp>
#include <StdCtrls.hpp>
#include <Forms.hpp>
#include <ActnList.hpp>
#include <ComCtrls.hpp>
#include <StdActns.hpp>
#include <ToolWin.hpp>
#include "VisualBlock.h"
#include "../brige/PluginContener.h"
#include <ImgList.hpp>
#include <Buttons.hpp>
#include <ExtCtrls.hpp>
#include <vector>
```

Include dependency graph for history.h:



This graph shows which files directly or indirectly include this file:



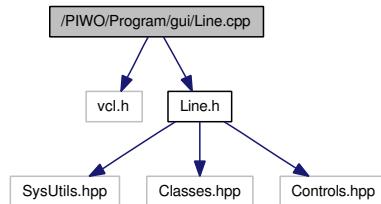
Classes

- class [THistory](#)

6.33 /PIWO/Program/gui/Line.cpp File Reference

```
#include <vcl.h>
#include "Line.h"
```

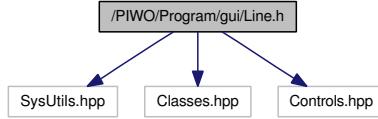
Include dependency graph for Line.cpp:



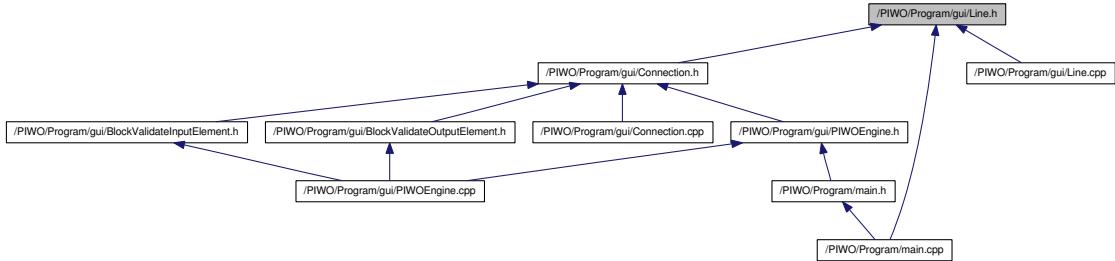
6.34 /PIWO/Program/gui/Line.h File Reference

```
#include <SysUtils.hpp>
#include <Classes.hpp>
#include <Controls.hpp>
```

Include dependency graph for Line.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Line](#)

TypeDefs

- [typedef void\(__closure * Line_Function \)\(TObject *\)](#)

6.34.1 Typedef Documentation

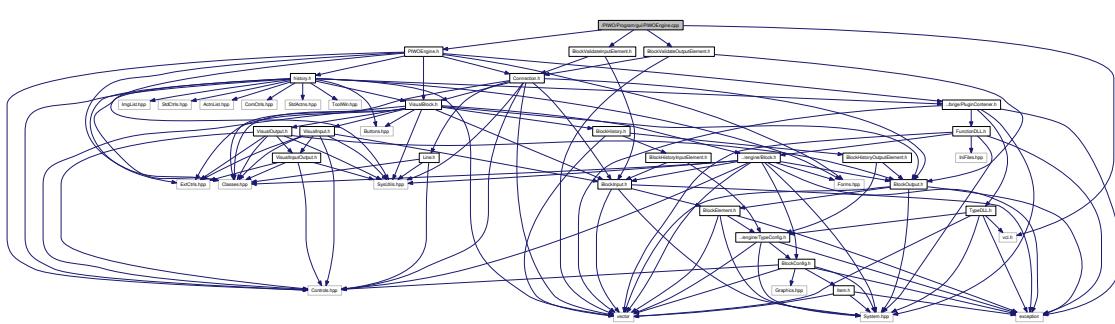
6.34.1.1 [typedef void\(__closure * Line_Function\)\(TObject *\)](#)

Definition at line 7 of file Line.h.

6.35 /PIWO/Program/gui/PIWOEngine.cpp File Reference

```
#include <vcl.h>
#include "PIWOEngine.h"
#include "BlockValidateInputElement.h"
#include "BlockValidateOutputElement.h"

Include dependency graph for PIWOEngine.cpp:
```



Functions

- void [putString](#) (const AnsiString &str, TStream &stream)
- void [putInt](#) (const int i, TStream &stream)
- AnsiString [getString](#) (TStream &stream)
- int [getInt](#) (TStream &stream)

6.35.1 Function Documentation

6.35.1.1 int getInt (TStream & stream)

Pobiera integer z stream

Parameters:

stream stream

Returns:

integer

Definition at line 2528 of file PIWOEngine.cpp.

Referenced by PIWOEngine::loadFromFile().

6.35.1.2 AnsiString getString (TStream & stream)

Pobiera string z stream

Parameters:

stream stream

Returns:

string

Definition at line 2515 of file PIWOEngine.cpp.

Referenced by PIWOEngine::loadFromFile().

6.35.1.3 void putInt (const int *i*, TStream & *stream*)

Zapisuje integer do stream

Parameters:

i integer

stream stream

Definition at line 2510 of file PIWOEngine.cpp.

Referenced by PIWOEngine::saveToFile().

6.35.1.4 void putString (const AnsiString & *str*, TStream & *stream*)

Zapisuje string do stream

Parameters:

str string

stream stream

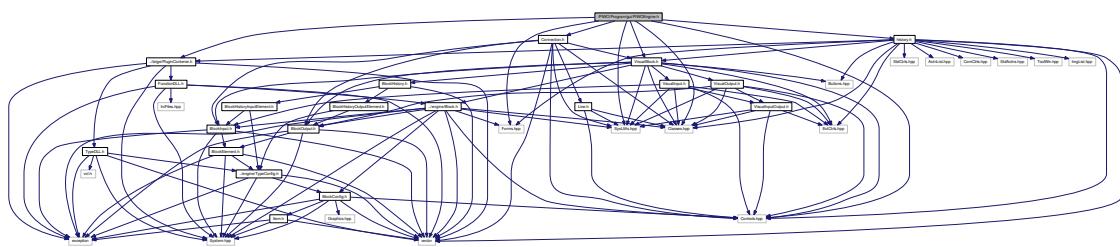
Definition at line 2502 of file PIWOEngine.cpp.

Referenced by PIWOEngine::saveToFile().

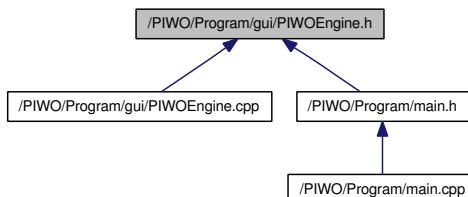
6.36 /PIWO/Program/gui/PIWOEngine.h File Reference

```
#include <SysUtils.hpp>
#include <Classes.hpp>
#include <Controls.hpp>
#include <Forms.hpp>
#include "../brige/PluginContener.h"
#include "VisualBlock.h"
#include "Connection.h"
#include "history.h"
```

Include dependency graph for PIWOEngine.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [PIWOEngine](#)

Defines

- #define [PIWOEngineH](#)
- #define [PIWOMAINCLASSTYPE](#) TScrollBox

Typedefs

- typedef const [AnsiString](#)
- typedef void(__closure * [PIWOEngine_RunProgress](#))(TObject *, const AnsiString, const double)

Functions

- `typedef void (__closure *PIWOEngine_Log)(TObject *`
- `void putString (const AnsiString &str, TStream &stream)`
- `void putInt (const int i, TStream &stream)`
- `AnsiString getString (TStream &stream)`
- `int getInt (TStream &stream)`

6.36.1 Define Documentation

6.36.1.1 #define PIWOEngineH

Definition at line 2 of file PIWOEngine.h.

6.36.1.2 #define PIWOMAINCLASSTYPE TScrollBox

Definition at line 13 of file PIWOEngine.h.

Referenced by VisualBlock::BlockMouseDown(), VisualBlock::BlockMouseUp(), and PIWOEngine::PIWOEngine().

6.36.2 Typedef Documentation

6.36.2.1 typedef const AnsiString

Definition at line 15 of file PIWOEngine.h.

6.36.2.2 `typedef void(__closure * PIWOEngine_RunProgress)(TObject *, const AnsiString, const double)`

Definition at line 16 of file PIWOEngine.h.

6.36.3 Function Documentation

6.36.3.1 int getInt (TStream & stream)

Pobiera integer z stream

Parameters:

`stream` stream

Returns:

integer

Definition at line 2528 of file PIWOEngine.cpp.

Referenced by PIWOEngine::loadFromFile().

6.36.3.2 **AnsiString getString (TStream & *stream*)**

Pobiera string z stream

Parameters:

stream stream

Returns:

string

Definition at line 2515 of file PIWOEngine.cpp.

Referenced by PIWOEngine::loadFromFile().

6.36.3.3 **void putInt (const int *i*, TStream & *stream*)**

Zapisuje integer do stream

Parameters:

i integer

stream stream

Definition at line 2510 of file PIWOEngine.cpp.

Referenced by PIWOEngine::saveToFile().

6.36.3.4 **void putString (const AnsiString & *str*, TStream & *stream*)**

Zapisuje string do stream

Parameters:

str string

stream stream

Definition at line 2502 of file PIWOEngine.cpp.

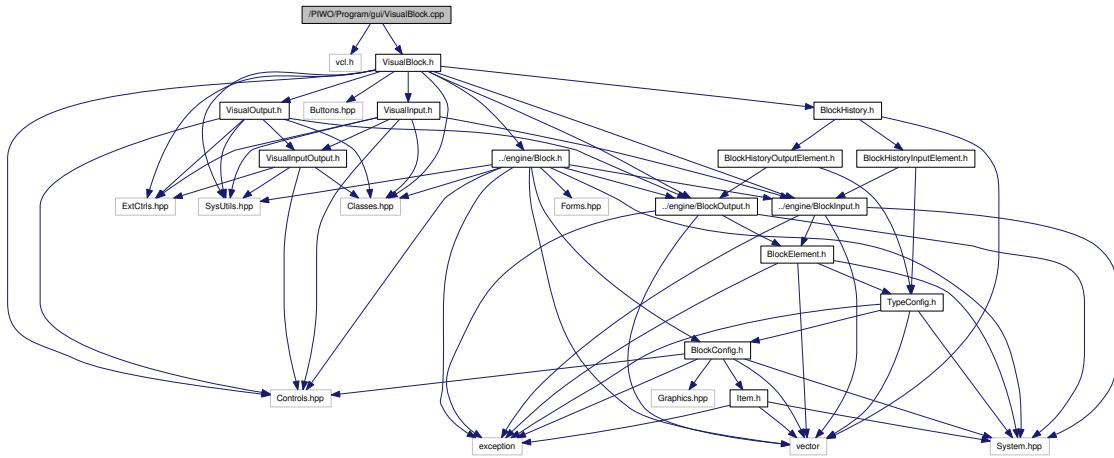
Referenced by PIWOEngine::saveToFile().

6.36.3.5 **typedef void (_closure * *PIWOEngine_Log*)**

6.37 /PIWO/Program/gui/VisualBlock.cpp File Reference

```
#include <vcl.h>
#include "VisualBlock.h"
```

Include dependency graph for VisualBlock.cpp:



Functions

- `bool ctrlDown ()`
- `bool altDown ()`

6.37.1 Function Documentation

6.37.1.1 bool altDown ()

Informuje czy klawisz Alt jest wcisniety

Returns:

true -wcisniety, false - nie wcisniety

Definition at line 651 of file VisualBlock.cpp.

Referenced by `VisualBlock::BlockClick()`.

6.37.1.2 bool ctrlDown ()

Informuje czy klawisz Ctrl jest wcisniety

Returns:

true -wcisniety, false - nie wcisniety

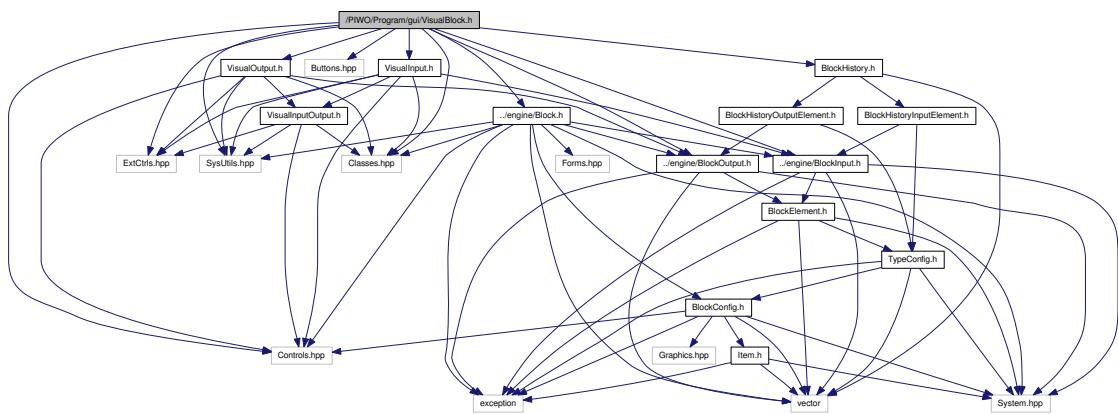
Definition at line 644 of file VisualBlock.cpp.

Referenced by `VisualBlock::BlockClick()`.

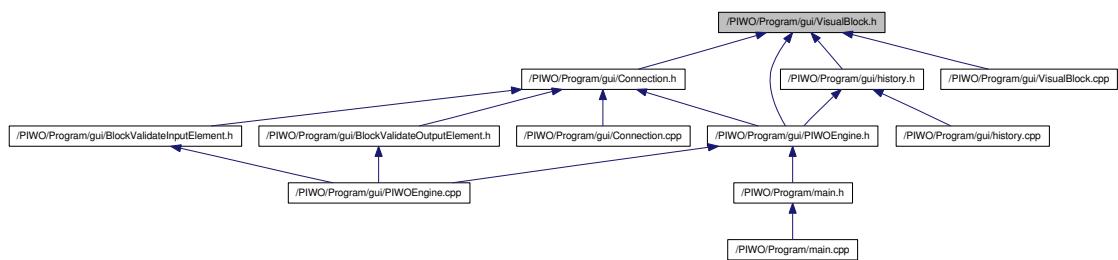
6.38 /PIWO/Program/gui/VisualBlock.h File Reference

```
#include <SysUtils.hpp>
#include <Classes.hpp>
#include <Controls.hpp>
#include <ExtCtrls.hpp>
#include <Buttons.hpp>
#include "../engine/BlockInput.h"
#include "../engine/BlockOutput.h"
#include "../engine/Block.h"
#include "VisualInput.h"
#include "VisualOutput.h"
#include "BlockHistory.h"
```

Include dependency graph for VisualBlock.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct [Position](#)
- class [VisualBlock](#)

Defines

- #define PIWOMAINCLASSTYPE TScrollBar

TypeDefs

- typedef TObject *typedef TObject *typedef TObject *typedef TObject *typedef bool
- typedef TObject *typedef TObject *typedef TObject *typedef TObject *typedef int

Functions

- typedef void (__closure *VisualBlock_FunctionI)(VisualInput *
- bool ctrlDown ()
- bool altDown ()

6.38.1 Define Documentation

6.38.1.1 #define PIWOMAINCLASSTYPE TScrollBar

Definition at line 15 of file VisualBlock.h.

6.38.2 Typedef Documentation

6.38.2.1 typedef TObject* typedef TObject* typedef TObject* typedef TObject* typedef bool

Definition at line 26 of file VisualBlock.h.

6.38.2.2 typedef TObject* typedef TObject* typedef TObject* typedef TObject* typedef int

Definition at line 26 of file VisualBlock.h.

6.38.3 Function Documentation

6.38.3.1 bool altDown ()

Informuje czy klawisz Alt jest wcisniety

Returns:

true -wcisniety, false - nie wcisniety

Definition at line 651 of file VisualBlock.cpp.

Referenced by VisualBlock::BlockClick().

6.38.3.2 bool ctrlDown ()

Informuje czy klawisz Ctrl jest wcisniety

Returns:

true -wcisniety, false - nie wcisniety

Definition at line 644 of file VisualBlock.cpp.

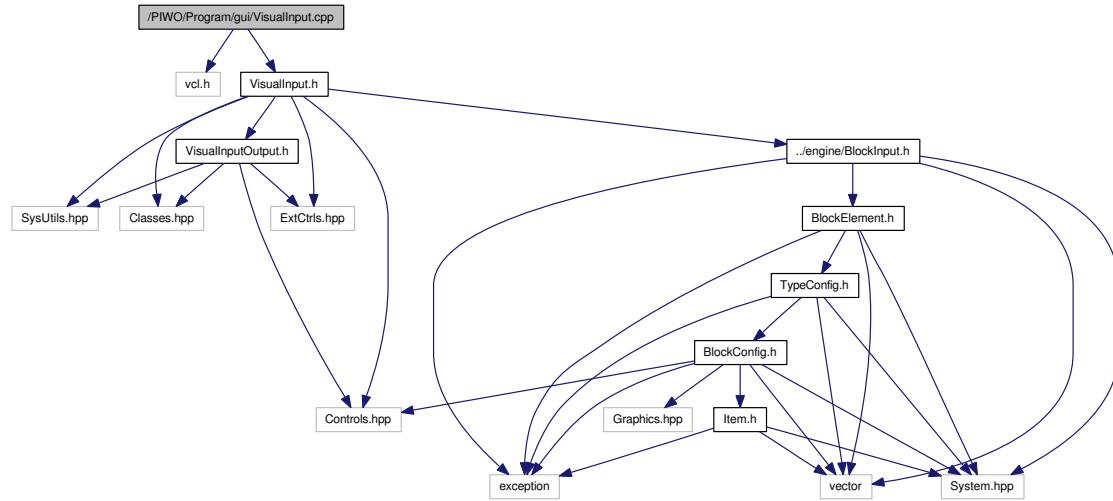
Referenced by VisualBlock::BlockClick().

6.38.3.3 `typedef void (__closure * VisualBlock_FunctionI)`

6.39 /PIWO/Program/gui/VisualInput.cpp File Reference

```
#include <vc1.h>
#include "VisualInput.h"
```

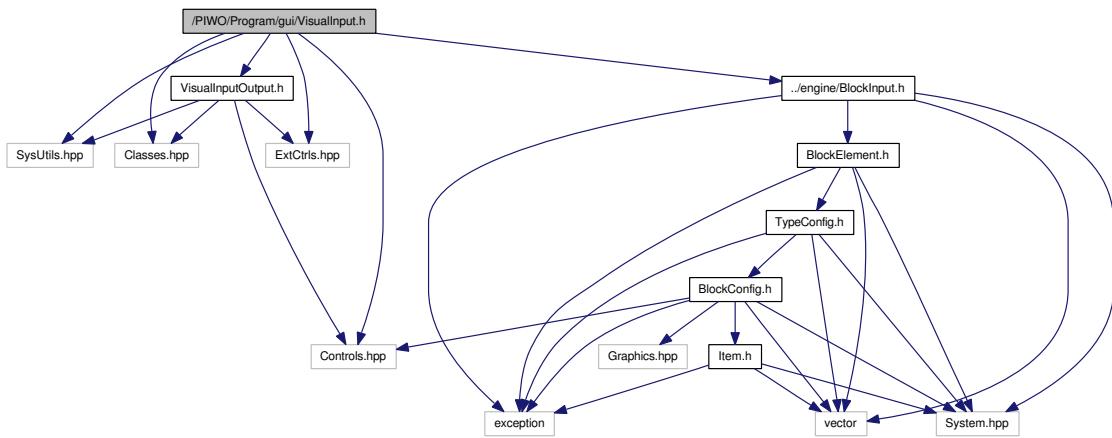
Include dependency graph for VisualInput.cpp:



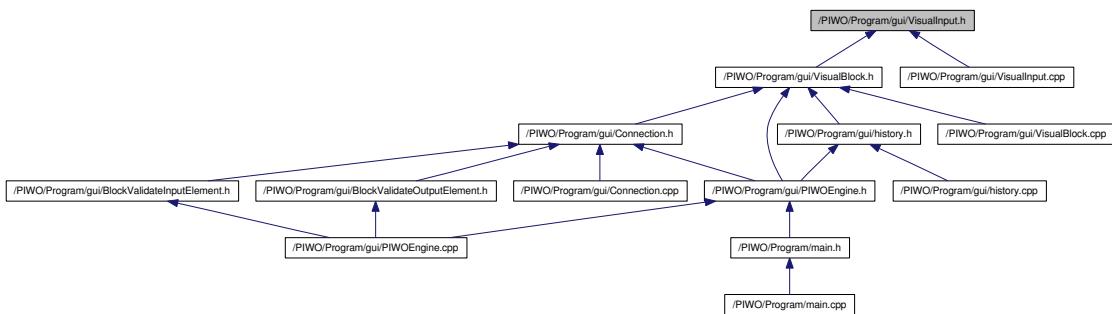
6.40 /PIWO/Program/gui/VisualInput.h File Reference

```
#include <SysUtils.hpp>
#include <Classes.hpp>
#include <Controls.hpp>
#include <ExtCtrls.hpp>
#include "VisualInputOutput.h"
#include "../engine/BlockInput.h"
```

Include dependency graph for VisualInput.h:



This graph shows which files directly or indirectly include this file:



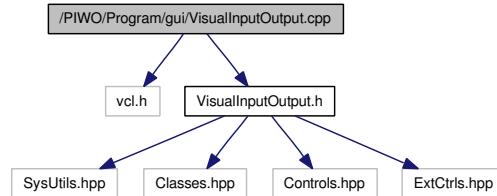
Classes

- class [VisualInput](#)

6.41 /PIWO/Program/gui/VisualInputOutput.cpp File Reference

```
#include <vc1.h>
#include "VisualInputOutput.h"
```

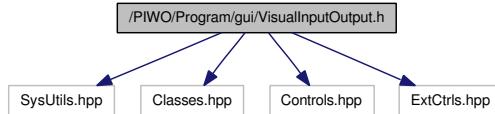
Include dependency graph for VisualInputOutput.cpp:



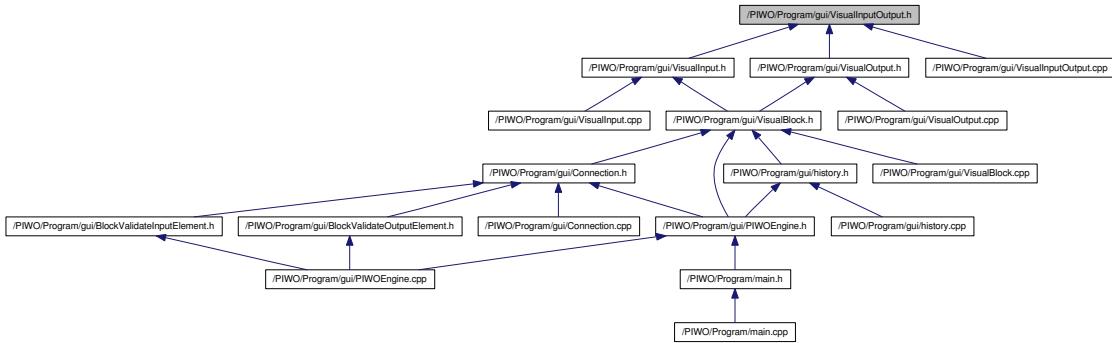
6.42 /PIWO/Program/gui/VisualInputOutput.h File Reference

```
#include <SysUtils.hpp>
#include <Classes.hpp>
#include <Controls.hpp>
#include <ExtCtrls.hpp>
```

Include dependency graph for VisualInputOutput.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [VisualInputOutput](#)

Functions

- typedef void ([__closure](#) *VisualFunction)(TObject *)

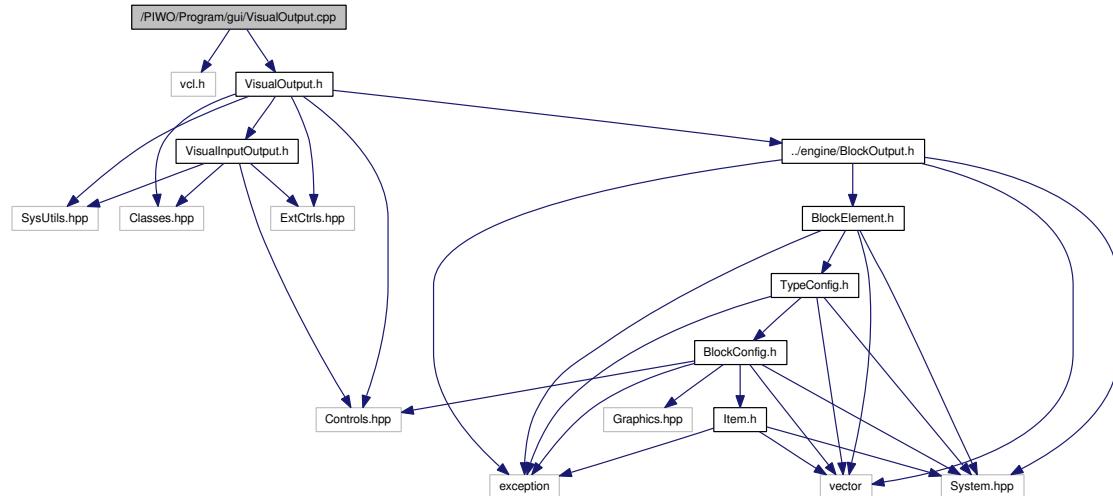
6.42.1 Function Documentation

6.42.1.1 [typedef void \(__closure * VisualFunction\)](#)

6.43 /PIWO/Program/gui/VisualOutput.cpp File Reference

```
#include <vcl.h>
#include "VisualOutput.h"
```

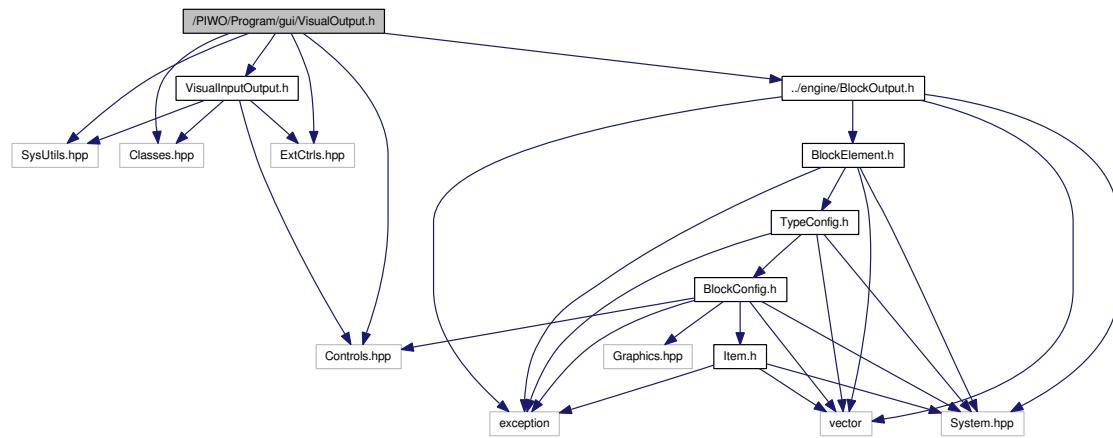
Include dependency graph for VisualOutput.cpp:



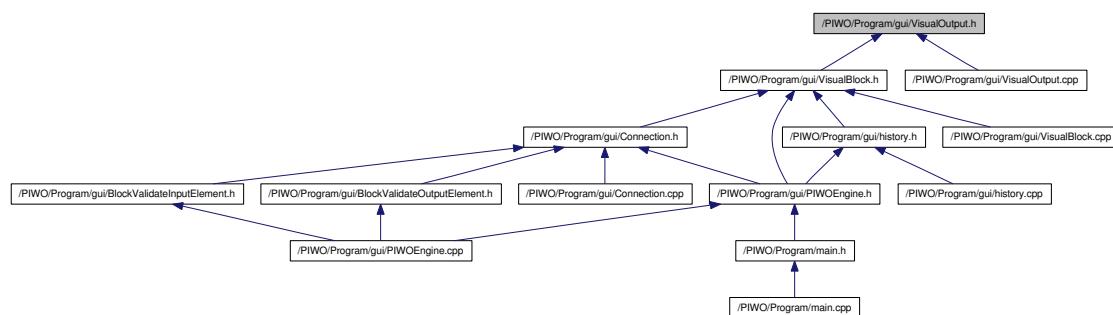
6.44 /PIWO/Program/gui/VisualOutput.h File Reference

```
#include <SysUtils.hpp>
#include <Classes.hpp>
#include <Controls.hpp>
#include <ExtCtrls.hpp>
#include "VisualInputOutput.h"
#include "../engine/BlockOutput.h"
```

Include dependency graph for VisualOutput.h:



This graph shows which files directly or indirectly include this file:



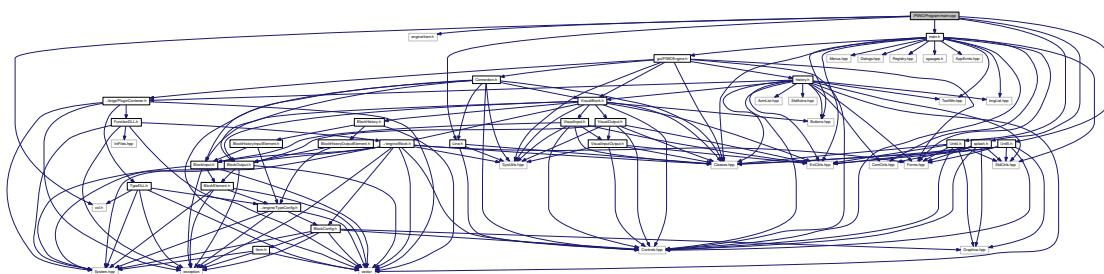
Classes

- class [VisualOutput](#)

6.45 /PIWO/Program/main.cpp File Reference

```
#include <vcl.h>
#include "engine/item.h"
#include "main.h"
#include "Unit4.h"
#include "Unit5.h"
#include "gui/Line.h"
#include "splash.h"
```

Include dependency graph for main.cpp:



Variables

- TForm1 * Form1

6.45.1 Variable Documentation

6.45.1.1 TForm1* Form1

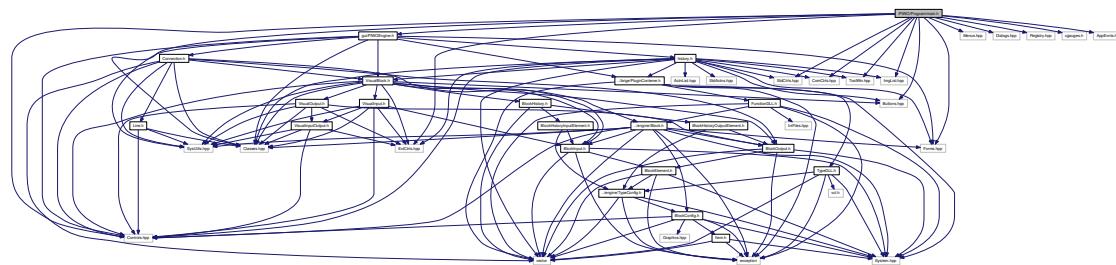
Definition at line 17 of file main.cpp.

Referenced by WinMain().

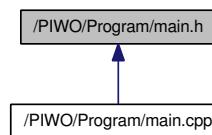
6.46 /PIWO/Program/main.h File Reference

```
#include <Classes.hpp>
#include <Controls.hpp>
#include <StdCtrls.hpp>
#include <Forms.hpp>
#include <Buttons.hpp>
#include <ExtCtrls.hpp>
#include "gui/PIWOEngine.h"
#include <Menus.hpp>
#include <ImgList.hpp>
#include <ComCtrls.hpp>
#include <Dialogs.hpp>
#include <ToolWin.hpp>
#include <Registry.hpp>
#include <cgauges.h>
#include <AppEvnts.hpp>
```

Include dependency graph for main.h:



This graph shows which files directly or indirectly include this file:



Classes

- class TForm1

Defines

- #define CAPTION "PIWO - Projekt Informatyczny Wilqu & Others 1.0"

Variables

- PACKAGE TForm1 * Form1

6.46.1 Define Documentation

6.46.1.1 #define CAPTION "PIWO - Projekt Informatyczny Wilqu & Others 1.0"

Definition at line 23 of file main.h.

Referenced by TForm1::closeProject(), TForm1::ExportujJakoBraz1Click(), TForm1::FormCreate(), TForm1::newProject(), TForm1::OnChanged(), and TForm1::openProject().

6.46.2 Variable Documentation

6.46.2.1 PACKAGE TForm1* Form1

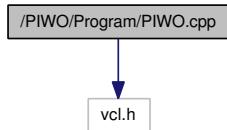
Definition at line 17 of file main.cpp.

Referenced by WinMain().

6.47 /PIWO/Program/PIWO.cpp File Reference

```
#include <vcl.h>
```

Include dependency graph for PIWO.cpp:



Functions

- [USEFORM \("main.cpp", Form1\)](#)
- [USEFORM \("splash.cpp", Form2\)](#)
- [USEFORM \("gui\history.cpp", Form3\)](#)
- [USEFORM \("Unit4.cpp", Form4\)](#)
- [USEFORM \("Unit5.cpp", Form5\)](#)
- WINAPI [WinMain](#) (HINSTANCE, HINSTANCE, LPSTR, int)

6.47.1 Function Documentation

6.47.1.1 USEFORM ("Unit5.cpp", Form5)

6.47.1.2 USEFORM ("Unit4.cpp", Form4)

6.47.1.3 USEFORM ("gui\history.cpp", Form3)

6.47.1.4 USEFORM ("splash.cpp", Form2)

6.47.1.5 USEFORM ("main.cpp", Form1)

6.47.1.6 WINAPI WinMain (HINSTANCE, HINSTANCE, LPSTR, int)

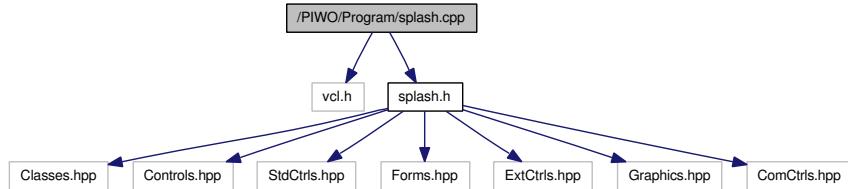
Definition at line 13 of file PIWO.cpp.

References Form1.

6.48 /PIWO/Program/splash.cpp File Reference

```
#include <vcl.h>
#include "splash.h"
```

Include dependency graph for splash.cpp:



Variables

- [TForm2 * Form2](#)

6.48.1 Variable Documentation

6.48.1.1 TForm2* Form2

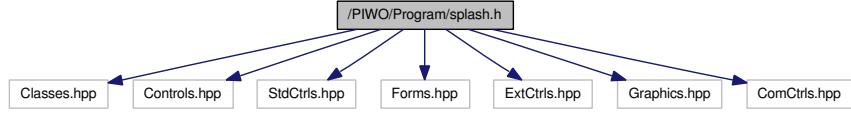
Definition at line 11 of file [splash.cpp](#).

Referenced by [TForm1::FormCreate\(\)](#), and [TForm1::OnLoadProgress\(\)](#).

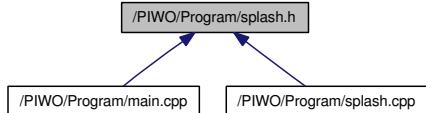
6.49 /PIWO/Program/splash.h File Reference

```
#include <Classes.hpp>
#include <Controls.hpp>
#include <StdCtrls.hpp>
#include <Forms.hpp>
#include <ExtCtrls.hpp>
#include <Graphics.hpp>
#include <ComCtrls.hpp>
```

Include dependency graph for splash.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [TForm2](#)

Variables

- PACKAGE [TForm2 * Form2](#)

6.49.1 Variable Documentation

6.49.1.1 PACKAGE TForm2* Form2

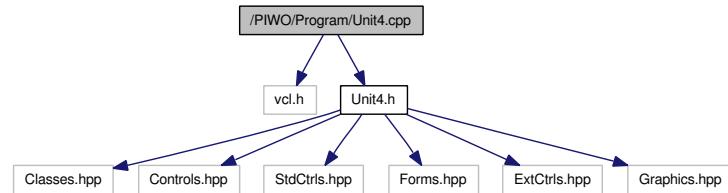
Definition at line 11 of file [splash.cpp](#).

Referenced by [TForm1::FormCreate\(\)](#), and [TForm1::OnLoadProgress\(\)](#).

6.50 /PIWO/Program/Unit4.cpp File Reference

```
#include <vcl.h>
#include "Unit4.h"
```

Include dependency graph for Unit4.cpp:



Variables

- [TForm4 * Form4](#)

6.50.1 Variable Documentation

6.50.1.1 TForm4* Form4

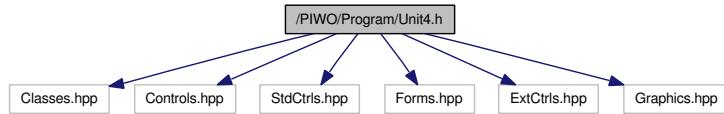
Definition at line 11 of file Unit4.cpp.

Referenced by [TForm1::Oprogramie1Click\(\)](#).

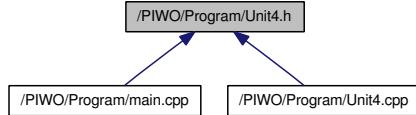
6.51 /PIWO/Program/Unit4.h File Reference

```
#include <Classes.hpp>
#include <Controls.hpp>
#include <StdCtrls.hpp>
#include <Forms.hpp>
#include <ExtCtrls.hpp>
#include <Graphics.hpp>
```

Include dependency graph for Unit4.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [TForm4](#)

Variables

- PACKAGE [TForm4 * Form4](#)

6.51.1 Variable Documentation

6.51.1.1 PACKAGE TForm4* Form4

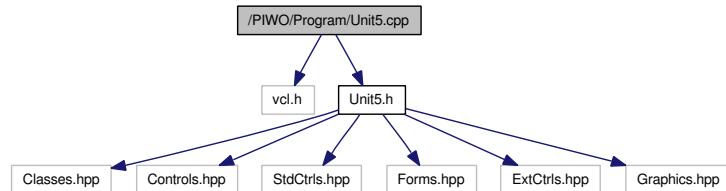
Definition at line 11 of file Unit4.cpp.

Referenced by [TForm1::Oprogramie1Click\(\)](#).

6.52 /PIWO/Program/Unit5.cpp File Reference

```
#include <vcl.h>
#include "Unit5.h"
```

Include dependency graph for Unit5.cpp:



Variables

- [TForm5 * Form5](#)

6.52.1 Variable Documentation

6.52.1.1 TForm5* Form5

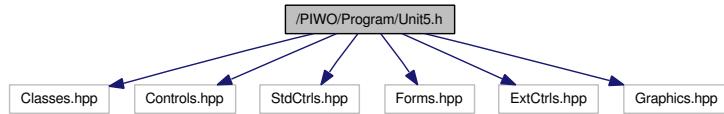
Definition at line 11 of file Unit5.cpp.

Referenced by TForm1::Oautorach1Click().

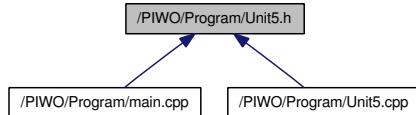
6.53 /PIWO/Program/Unit5.h File Reference

```
#include <Classes.hpp>
#include <Controls.hpp>
#include <StdCtrls.hpp>
#include <Forms.hpp>
#include <ExtCtrls.hpp>
#include <Graphics.hpp>
```

Include dependency graph for Unit5.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [TForm5](#)

Variables

- PACKAGE [TForm5 * Form5](#)

6.53.1 Variable Documentation

6.53.1.1 PACKAGE TForm5* Form5

Definition at line 11 of file Unit5.cpp.

Referenced by [TForm1::Oautorach1Click\(\)](#).