

Icon Utilities

Contents

Introduction to the Icon Utilities	5-3
About the Icon Utilities	5-6
Using the Icon Utilities	5-7
Drawing Icons in an Icon Family	5-8
Drawing an Icon Directly From a Resource	5-10
Getting an Icon Suite and Drawing One of Its Icons	5-11
Drawing Specific Icons From an Icon Family	5-12
Manipulating Icons	5-13
Drawing Icons That Are Not Part of an Icon Family	5-13
Icon Utilities Reference	5-17
Data Structure	5-17
The Color Icon Record	5-17
Icon Utilities Routines	5-18
Drawing Icons From Resources	5-19
Getting Icons From Resources That Don't Belong to an Icon Family	5-28
Disposing of Icons	5-30
Creating an Icon Suite	5-30
Getting Icons From an Icon Suite	5-34
Drawing Icons From an Icon Suite	5-35
Performing Operations on Icons in an Icon Suite	5-38
Getting and Setting the Label for an Icon Suite	5-40
Getting Label Information	5-41
Disposing of Icon Suites	5-42
Converting an Icon Mask to a Region	5-43
Determining Whether a Point or Rectangle Is Within an Icon	5-46
Working With Icon Caches	5-53
Application-Defined Routines	5-57
Icon Action Functions	5-57
Icon Getter Functions	5-58

Summary of the Icon Utilities	5-60
Pascal Summary	5-60
Constants	5-60
Data Types	5-62
Icon Utilities Routines	5-62
Application-Defined Routines	5-65
C Summary	5-65
Constants	5-65
Data Types	5-67
Icon Utilities Routines	5-68
Application-Defined Routines	5-71
Assembly-Language Summary	5-71
Data Structure	5-71
Trap Macros	5-72
Result Codes	5-73