FGScopeBar

Version 1.0

Contents

About the class

FGScopeBar is a REALbasic drop-in control that is intended to provide the functionality of the search parameter bar (known as a scope bar) found in many Apple Macintosh applications. It's extremely flexible and can be customised for use in your own applications to provide an attractive and functional UI element.

It will compile to all three platforms supported by REALbasic (Mac, Windows and Linux). It is written entirely in native REALbasic code and requires **no** additional plugins to function.

The FGScopeBar control comprises three parts - the scope bar itself (FGScopeBar) and two helper classes (FGScopeBarGroup and FGScopeBarItem). Also included in your purchase are the required image PNG files and an example project that illustrates the use of the FGScopeBar.

<u>Adding the class to your projects</u>

To use the FGScopeBar in a REALbasic project, you must add all of it's required components to the 'Project' tab in the REALbasic IDE. The easiest way to do this is to copy the folder entitled 'FGScopeBar Components' (found in your download) into the same directory as your project and then drag it from there onto the 'Project' tab in the REALbasic IDE. This will add the three required classes and necessary images to your project.

To add FGScopeBar to your project simply drag an instance of one onto a window of your choosing in your project. You can find the FGScopeBar control in the window editor by clicking on the 'Project Controls' popup menu on the left-hand side of the editor.

The default settings in the properties inspector for the FGScopeBar should suffice for most users.

If you have any problems regarding the use of the FGScopeBar control or would like to make suggestions or file a bug report then please either email us at support@madebyfiga.com or visit our support forums at www.madebyfiga.com/forums.

The structure of a scope bar

FGScopeBar is is made up of one or more *groups* (FGScopeBarGroups).   Each group is comprised of one or more *items* (FGScopeBarItems).

Each group can function in one of two *modes*: radio or multiple-selection. Only one item at a time can be selected in radio mode (in fact, exactly one item must always be selected) whereas in multiple-selection mode, any number of (or zero) items can be selected.

A group must have a unique *name* (used internally) and can have an optional *title* that will be displayed to the left of the first item.

Items are selectable buttons within a group. Each item has a title (which must be unique within a group) and can have an optional icon displayed to it's left. Additionally, an item can have a hidden *tag* variant property for your internal development use.

group   item   group title

The items within a group are index-based such that the first item in a group has an index of 0, the second and index of 1, etc.

By default, FGScopeBar will intelligently resize itself (FGScopeBar.SmartResize = True) when the user resizes it by resizing it's parent window. As the available width of the scope bar reduces, the control will combine the items of a group into a popup button for ease of use.   If desired, this feature can be disabled.

FGScopeBarItems will need to be created by you in code when adding them to the scope bar. FGScopeBarGroups, on the other hand, are used extensively internally by FGScopeBar but you shouldn't have to deal with them directly.

FGScopeBar

FGScopeBar Events

Although the FGSscopeBar inherits from the built-in Canvas class, the following events have been **removed**:
- ConstructContextualMenu
- ContextualMenuAction
- DoubleClick
- DragEnter
- DragExit
- DragOver
- DropObject
- KeyDown
- KeyUp
- MouseDown
- MouseDrag
- MouseExit
- MouseMove
- MouseUp
- MouseWheel

Some events are unique to the FGScopeBar:
- DeselectedItem
- SelectedItem

DeselectedItem

Whenever an item is deselected in a group in multiple-selection mode, this event is fired.

```
DeselectedItem( Item as FGScopeBarItem, GroupName as String )
```

Parameters
Item
A pointer to the FGScopeBarItem that was just deselected in the scope bar.

Notes
This event is not fired for items deselected in groups set to operate in radio mode.

SelectedItem

Whenever an item is selected in a group, this event is fired.

```
SelectedItem( Item as FGScopeBarItem, GroupName as String )
```

Parameters
Item
A pointer to the FGScopeBarItem that was just deselected in the scope bar.

GroupName
The name of the group in the scope bar containing this item.

FGScopeBar Methods

AppendGroup

Used to append an empty group to the scope bar.

```
AppendGroup( Name as String, Mode as Integer = ModeRadio, Title as String = "" )
```

Parameters
Name
This group's name. Each group in the scope bar must have a unique name. The name is not displayed to the end user.

Mode
Specifies in what mode this group should function. Defaults to radio mode.

[optional] Title
If specified, this text will be displayed on the scope bar to the left of this group's first item.

AppendItem

Used to append an item to a group in the scope bar.

```
AppendItem( GroupName as String, Item as FGScopeBarItem )
```

Parameters
GroupName
The name of the group into which the passed item should be appended.

Item
The item to append.

Notes
If item = nil or another item with the same title exists in the specified group then this method will do nothing.

InsertGroup

Used to insert an empty group into the scope bar at a specified position (index).

InsertGroup(Index as Integer, GroupName as String, Mode as Integer = ModeRadio, Title as String)

Parameters
Index
The position in the scope bar at which to insert this new group.

Name
This group's name. Each group in the scope bar must have a unique name. The name is not displayed to the end user.

Mode
Specifies in what mode this group should function. Defaults to radio mode.

[optional] Title
If specified, this text will be displayed on the scope bar to the left of this group's first item.

Notes
Index is zero-based.

InsertItem

Used to insert an item into a group in the scope bar at a specific position (index).

InsertItem(GroupName as String, Item as FGScopeBarItem, Index as Integer)

Parameters
GroupName
The name of the group into which the passed item should be appended.

Item
The item to append.

Index
The position in the specified group at which to insert this item

Notes
If item = nil or another item with the same title exists in the specified group then this method will do nothing.

RemoveGroup

Used to remove a group from the scope bar.

RemoveGroup(Name as String)

Parameters
Name
The name of the group to remove.

Notes
Removing a group will (obviously) also remove any associated items.

RemoveItem

Used to remove an item from a group within the scope bar.

RemoveItem(ItemTitle as String, GroupName as String)

Parameters
ItemTitle
The title of the item to remove.

GroupName
The name of the group containing the item to remove

SelectedItems

result = SelectedItems() as FGScopeBarItem()

Parameters
result
An array containing the currently selected items in the scope bar.

SetItemSelected

SetItemSelected(ItemTitle as String, GroupName as String, Assigns Selected as Boolean)

Parameters
ItemTitle
The title of the item for which you want to set the selected status.

GroupName
The name of the group containing the item in question

Selected
Whether this item is selected or not in the scope bar

FGScopeBar Constants

<u>Group Modes</u>

The two group selection styles available to FGScopeBar are as follows:

- ModeRadio
- ModeMultipleSelection

The default for new groups is ModeRadio.

FGScopeBar Properties

HasBottomBorder

HasBottomBorder as Boolean

Defaults to True. Set this to False if the scope bar is to be placed right at the bottom of a window.

HasTopBorder

HasTopBorder as Boolean

Defaults to False. Set this to True if the scope bar is to be placed anywhere but the top of a window.

SmartResize

SmartResize as Boolean

Defaults to True. When True, the scope bar will intelligently resize it's components to provide the best user experience using popup menus.

FGScopeBarItem

FGScopeBarItem Methods

Constructor

Constructor(Title as String, Tag as Variant = "", Icon as Picture = nil) as FGScopeBarItem

Parameters
Title
The title of this item. This is the text that will be displayed to the user. It must be unique within an individual group.

[*optional*] *Tag*
This can contain any datatype supported by REALbasic. It is for your use.

[*optional*] *Icon*
The icon to display to the left of the item in the scope bar.

FGScopeBarItem Properties

Icon

Icon as Picture

The (optional) icon to display to the left of this item in the scope bar.

Selected

Selected as Boolean

Whether or not this item is currently selected.

Tag

Tag as Variant

An optional tag to assign to this item. It's for your own internal use.

Title

Title as String

The text to show on the item to the user in the scope bar. It is also used internally by FGScopeBar for identification purposes so should not be altered after creation.

Release Notes

Version 1.0 (09/03/11)

First public release