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CHAPTER

INTRODUCTION

1.1

Purpose of this document

The purpose of this document is to provide initial programming information for the OpenPaige developers. Comments are welcome, as are useful example code submissions. Questions and answers from OpenPaige developers may be used in subsequent editions of the manual.

This function sets a new tab that applies to the specified selection.

1.2

How to use this manual

The OpenPaige technology is quite extensive, so we recommend that you do not simply dive into the middle of this manual and start implementing complex features.

Our advice is to implement this software by the following gradient steps:

1. Follow the information in “UP & RUNNING” on page 2-1. During this phase, ignore all other information in the manual.
2. Follow the section, “Beyond the Defaults” on page 3-1 which discusses implementation of additional, common features above and beyond the bare minimum covered in #1 above.
3. If you need to implement “*virtual memory*,” do that by following the next section, “Virtual Memory” on page 4-1.
4. Implement all remaining simple functionality not covered in #1 or #2 above, such as text formatting (fonts and styles), paragraph formatting (indents and justification) and possibly tab settings and color. See “Style Basics” on page 8-1.
5. Depending on what you wish to accomplish with OpenPaige, find section(s) that deal with your particular requirements—we have tried to break down this manual into the most likely application requirements.

You should also consult the index to locate the topic(s) of interest quickly

Generally, we have placed the parts of OpenPaige that most users will want and is the most straight forward in the front. As you move to the back of the manual the functionality will become more complex.



CAUTION: It is important to remember that no user will need the entire functionality. If you are contemplating a complex feature, or one in which you will need detailed knowledge of OpenPaige or working in the chapters toward the rear of the manual, please contact OpenPaige Tech Support via electronic mail for an evaluation and suggestions on how you can easily accomplish your goal. We can often suggest the easiest way to do something if we are consulted before you are buried in buggy code. Also knowing what you are doing and why you are doing it “that way” helps us to build better features.

Implementation Tips & Hints

- *If you are a Word Solution Engine customer:* the OpenPaige technology is very different than DataPak’s Word Solution Engine. We therefore recommend strongly to “forget” all you know about Word Solution in order to understand the implementation of OpenPaige.
- Use the index to find small items, and Summary of Functions for quick-reference to function syntax.

- Consult the demo program. The OpenPaige package you received includes all the source files for the “demo” which contains a wealth of information and examples. If you think something does not work correctly, before reporting a bug or otherwise reach an impasse, consult that area of the demo against the way you have implemented the code. One of the first questions we will ask when you contact our Technical Support is, “Does it work correctly in the demo?”

WINDOWS USERS: If you are using the OpenPaige API directly, consult the source files in the Control directory (the “demo” simply uses the OpenPaige Custom Control; the Custom Control source files show how to access the API).

NOTE: You may contact our Technical Support service if the above suggestions fail to help. **However, we do not accept any telephone support questions whatsoever.** All questions must be submitted by email; we will always attempt to handle your questions as quickly and as thoroughly as possible. You can email your support questions to support@OpenPaige.com

1.4

Certain Conventions

Since OpenPaige is designed to be a multi-platform, multi-application processing editing library, we have had to make certain conventions in how the functions are described.

“FAR” Pointers

Certain platforms require pointers which are outside the current segment to be designated as “*far*” pointers, such as Windows. Other platforms, such as the Macintosh do not require this. For the Macintosh, *PG_FAR* has been declared as nothing and these differences can be ignored.

The “*pascal*” keyword has been left out of the function definitions in this document; the actual header file(s) will contain that keyword. All external OpenPaige functions are declared using the Pascal calling conventions.

Redefinition of types

To maintain compatibility across all platforms, certain new types have been declared as follows:

Unicode Version	
<u>OpenPaige Type</u>	<u>Typedef'd From</u>
pg_short_t	unsigned short
pg_char	unsigned short
pg_char_ptr	pointer to pg_char
pg_bits8	unsigned char
pg_bits8_ptr	pointer to pg_bits8
pg_boolean	short
pg_error	short (for error codes)
memory_ref	unsigned long
PGSTR	pg_char_ptr

(Non-Unicode Version follows:)

Non-Unicode Version

<u>OpenPaige Type</u>	<u>Typedef'd From</u>
pg_short_t	unsigned short
pg_char	unsigned char
pg_char_ptr	pointer to pg_char
pg_bits8	(same as pg_char)
pg_bits8_ptr	(same as pg_char_ptr)
pg_boolean	short
pg_error	short (for error codes)
memory_ref	unsigned long
PGSTR	pg_char_ptr

NULL Reference

Frequent use of the term *M_NULL* exists throughout this manual. This is a OpenPaige macro that simply expands to (value of) zero. It is used for indicating a “null” for a OpenPaige memory reference.

Machine Definitions

A single header file, “*cpudefs.h*” controls basic definitions for the platform in which the source files are intended.

1.5

Debug Mode

Windows users can ignore the “Debug mode” libraries described below. This method of debugging applies only to Macintosh versions.

OpenPaige is compiled in both “debug” and “non debug” modes. Two sets of libraries are provided for this purpose.

When you use the “debug” libraries, you must also include “*pgdebug.c*” in your project. This lets you break into a source-level debugger to learn why OpenPaige is raising an exception. To use the OpenPaige debugger, open *pgdebug.c* and place a break point at the suggested spot (source comments indicate the spot).

If you break into the debugger, the message parameter is a *pascal* string.

Source code users: Debug mode is controlled by a single `#define` in *CPUDefs.h*, “`#define PG_DEBUG`”.

Debug mode slows the performance down substantially. It is recommended to OpenPaige in debug mode during your development, but to turn it off for your final release, if for no other reason than increased performance.

2

CHAPTER

UP & RUNNING

2.1

OpenPaige Custom Control

If you are using OpenPaige for a new application, or integrating OpenPaige for the first time, it would be wise to consider implementing the OpenPaige Custom Control. Documentation for this subset of OpenPaige is contained in a separate, smaller manual.

The Custom Control can potentially save you substantial amounts of development time, particularly to get “up and running” quickly. To make this decision, consider the following:

- Using the Control immediately eliminates the need to know very little — or any — of the detailed information in this Programmer’s Guide.
- Most of the samples we provide use the Control (not the direct API).
- You can still call the OpenPaige API directly, when and if you need to.

If you decide to use the OpenPaige Custom Control, you do not need to read this manual any further! Immediately proceed to the OpenPaige Control manual; use this (larger) Programmer's Guide only when/if you need to call the API directly.

2.2

Bare necessities

This section provides the bare minimum code to get up and running with OpenPaige. This minimum functionality assumes one single default font and style, a single rectangle for display and word wrapping, no scrolling, nothing fancy.



CAUTION: Be sure to consult the release note and individual installation instructions included in each release. OpenPaige installation will change with versions and even interim releases. This makes checking the latest notes on the disk critical.

2.3

Libraries & Headers

Regardless of whether you are a source code user or an *object-code-only* user, all source files in your application that call OpenPaige functions must include, at a minimum:

```
#include "Paige.h"
```

As for the OpenPaige software itself, the minimum configuration is given below.

Windows

The Windows version provides several library options; choose the appropriate libraries based upon the information provided below.

NOTE: Most libraries include the option between DLL(s) and static libraries.

WINDOWS 3.1

Multilingual (will handle double-byte codes such as Kanji)

(DLL Version Only)

PGML16.DLL (Main OpenPaige)

PGMLCT16.DLL (Custom control)

Non-Multilingual (no requirements for double-byte codes)

DLL Libraries

PAIGE.DLL (Main OpenPaige)

PGCNTL.DLL (Custom control)

Static Libraries

PG16LIB.LIB (Main OpenPaige)

PGCTL16.LIB (Custom control)

Unicode

DLL Libraries

PGUNICOD.DLL (Main OpenPaige)
PGUNICTL.DLL (Custom control)

Static Libraries

PGUNILIB.LIB (Main OpenPaige)
PGUNCTLB.LIB (Custom control)

Non-Unicode

DLL Libraries

Paige32.DLL (Dynamic Linked Library for main (OpenPaige)
Pgcntl32.DLL (Dynamic Linked Library for custom control)

Static Libraries

PGLIB32.LIB (Main OpenPaige)
PGCTLLIB.LIB (Custom control)

MULTILINGUAL

All versions for Windows 95 and NT are multilingual-compatible.

Single Thread

PAIGE32B.DLL (Main OpenPaige)
PGCTL32B.DLL (Custom Control)

Multithread

PG32BMT.DLL (Main OpenPaige)
PGC32BMT.DLL (Custom control)

PROGRAM LINKING WITH DLL LIBRARIES

When using any of the DLL libraries, add the file with the same name plus the “.LIB” extension. For example, if using PAIGE.DLL for the runtime library, add PAIGE.LIB to your project.

Macintosh

MACINTOSH OBJECT-CODE USERS

If you are using Think C or Metrowerks CodeWarrior, add all librarie(s) to your project from the “Debug Libraries” *OR* “Runtime Libraries” folder (not both). Running in debug mode is suggested for general development, while *non-debug* is suggested for performance testing (for speed) and/or for final release of your product. Debug mode will reduce the program’s performance substantially.

If you are using Metrowerks CodeWarrior, you must be sure to remove all previous versions of header files. Compiler complaints may be the result of CodeWarrior finding the incorrect header or object file.

SOURCE CODE USERS

The source code package includes “make” files for building OpenPaige libraries with MSVC++. If you need to create your own project file to build an OpenPaige library, the following information may prove useful:

1. Include C files from the “*pgsource*” directory. None of them should be excluded.
2. Include “*pgdebug*” from the “*pgdebug*” directory.

NOTE: This file compiles to zero bytes of code unless `#define PG_DEBUG` is present in *CPUDEFS.H* (see “Compiler Options” below).

3. Include the following .C files from “*pgplatfo*” regardless of the target platform:

```
pgio.c  
pgmemmgr.c  
pgosutl.c  
pgscrap.c
```

4. Depending upon your target platform, include the following files from “*pgplatfo*”:

WINDOWS

```
pgwin.c  
pgdll.c (if compiling as a DLL)
```

MACINTOSH

```
pgmac.c  
pgmacput.c
```

5. For **Windows 3.1** you may be asked to include a “.DEF” file. With MSVC 1.5x you can ask to generate a default .DEF, in which case you should choose to do so and rebuild.
6. The OpenPaige source code is not always friendly to certain C++ compilers due to void* type casting (or lack of). In most cases you can work around this problem by compiling the your project as straight C with an output for static or DLL library, then include that library in your main project. For Metrowerks CodeWarrior (Macintosh) you can work around this problem by turning OFF the option, “Invoke C++ Compiler”.
7. To compile for Unicode, define UNICODE and _UNICODE in the preprocessor option(s). Do not define these constants in the header file(s) or you won’t necessary achieve an accurate Unicode library.
8. If you compile for **Windows 3.1-Multilingual**, you must also include the following Windows library (for National Language Support):

COMPILER OPTIONS

All options for different target platforms and library types are controlled in "*CPUDEFS.H*". Generally, only the first several lines in *CPUDEFS.H* need to be changed to compile for different platforms. The following guidelines should be followed:

Compiling for Windows 3.1

```
#define WIN16_COMPILE(should be ON)
#define WIN32_COMPILE(should be OFF)
```

Compiling for Windows 3.1-Multilingual (double-byte)

In addition to above:

```
#define WIN_MULTILINGUAL (should be added to the file or
preprocessor)
```

Compiling for Windows 32 (NT and 95)

```
#define WIN16_COMPILE(should be OFF)
#define WIN32_COMPILE(should be ON)
```

NOTE: There are other miscellaneous options that may imply a requirement to be enabled (by their names) such as "*WIN95_COMPILE*". Do not turn these on, regardless of platform! Enable only *WIN32_COMPILE* for all 32-bit versions.

You do not need to define anything other than *WIN32_COMPILE* to support double-byte multilingual editing for Windows NT and Windows 95; that support is generated automatically.

For Unicode, you must define *UNICODE* and *_UNICODE* in your preprocessor options of the compiler. (If no preprocessor option, *#define UNICODE* somewhere in your sources or headers to allow all system header files to recognize the Unicode option).

DLL versus Static Library (ALL PLATFORMS)

To compile as a DLL:

```
#define CREATE_MS_DLL(should be ON)
```

If compiling as a static library or non-DLL:

```
#define CREATE_MS_DLL(should be OFF)
```

DEBUG VERSUS RUNTIME

OpenPaige has a built-in debugger which can be enabled by compiling with the following:

```
#define PG_DEBUG(OpenPaige debugger compiles if ON)
```

When this is defined, all OpenPaige exceptions or debugging errors jump into the code in “*pgdebug.c*”.

NOTE: Compiling with *PG_DEBUG* will dramatically reduce the performance!

SPECIAL RESOURCE (MACINTOSH ONLY)

A special resource has been provided on your OpenPaige disk which the Macintosh-specific code within OpenPaige uses to initialize default character values (such as arrow keys, backspace characters, invisible symbols, etc.). You may copy and paste this resource into your application's resource and you may modify its contents if you want different defaults.

This resource is not required to use OpenPaige successfully. If it is missing, initialization simply sets a hard-coded set of defaults.

See also “Changing Globals” on page 3-21.

2.4

Software Startup

Some place early in your application you need to initialize the OpenPaige software; the recommended place to do so is after all other initializations have been performed for the main menu, Mac Toolbox, etc. To initialize, you need to reserve a couple blocks of memory that OpenPaige can use to store certain global variables (OpenPaige does not use any “*globals*” and therefore requires you to provide areas it can use to store required global structures).

To initialize OpenPaige you must call two functions in the order given:

```
#include "Paige.h"
(void) pgMemStartup (pgm_globals_ptr mem_globals, long
    max_memory);
(void) pgInit (pg_globals_ptr globals, pgm_globals_ptr mem_globals);
```

Calling *pgMemStartup* initializes OpenPaige’s allocation manager. This call must be made first before *pgInit*. The *mem_globals* parameter must be a pointer to an area of memory which you provide. The usual (and easiest) method of doing this is to define a

global variable that will not relocate or unload during the execution of your program, such as the following:

```
pgm_globals    memrsrv; // <-somewhere that will NOT unload
```

You do not need to initialize this structure to anything —`pgMemStartup` initializes this structure appropriately.

max_memory should contain the maximum amount of memory OpenPaige is allowed to use before purging memory allocations. If you want OpenPaige to have access to all available memory, pass 0 (RECOMMENDED) for *max_memory*.

For example, suppose you only wanted to use 200K of memory for all OpenPaige documents, combined. In this case, you would pass 200000 to `pgInit`. If you don't care, or want it to use all memory available, you would pass 0.

After `pgMemStartup`, call `pgInit` which initializes every other part of OpenPaige.

globals is a pointer to an area of memory which you provide. The usual (and easiest) method of doing this is to define a global variable that will not relocate or unload during the execution of your program, such as the following:

```
pg_globals    paigersrv; // <- somewhere that will NOT unload
```

The structure, `pg_globals` is defined in `Paige.h` (and shown in “Changing Globals” on page 34). You do not need to initialize this structure to anything —`OpenPaige` will initialize the `globals` structure as required. It is only necessary that you provide the space for this structure and pass a pointer to it in `pgInit`.

mem_globals parameter in `pgInit` must be a pointer to the same structure passed to `pgMemStartup`.

MFC NOTE: The best place to initialize OpenPaige in the constructor of the `CWinApp` derived class. Also the best place to put the OpenPaige globals and memory globals is in the `CWinApp` derived class.

EXAMPLE:

```
(.H)

class MyWinApp : public CWinApp
{
    ...
public:
    pgm_globals m_MemoryGlobals;
    pg_globals m_Globals;
    ...
}
```

```
(.CPP)
```

```
MyWinApp::MyWinApp()
{
    pgMemStartup(&m_MemoryGlobals, 0);
    pgInit(&m_Globals, &m_MemoryGlobals);
    ...
}
```

**TECH
NOTE**

It is possible to crash in *pgInit*. This is very rare however. Here are the main possibilities:

A wrong library is linked in, i.e. version mismatch. (This includes all "updates" from compiler vendors who have changed the format of their object code libraries).

It is called without calling *MemStartup*

You are out of memory. OpenPaige can require up to 60K to build itself and get ready to accept text.

(Windows 3.1 platform only), you are building a DLL with a memory model mismatch. The PAIGE DLL was built for large modal; try building your DLL the same.

2.5

OpenPaige Shutdown

For applications that require a “*shutdown*” of all allocations it has created, call the following functions, in the order shown, before terminating your application:

```
(void) pgShutdown (pg_globals_ptr globals);  
(void) pgMemShutdown (pgm_globals_ptr mem_globals);
```

globals and *mem_globals* parameters must be a pointers to the same structures given to *pgInit* and *pgMemStartup*, respectively. After *pgShutdown*, you must not call any OpenPaige functions (except for *pgInit*). After *pgMemShutdown*, all allocations placed in *globals* are de-allocated.



CAUTION: All *pg_refs* and all memory references allocated anywhere by OpenPaige become invalid after *pgShutdown*, so make sure this is the very last OpenPaige function you call.



CAUTION: (Window Users)—be sure to call both *pgShutdown* and *pgMemShutdown*, in that order, before *EXIT*, or you will have memory leaks and resources that are never released.

NOTE: *pgShutdown* and *pgMemShutdown* actually dispose every memory allocation made by OpenPaige since *pgMemStartup*; you therefore don’t really need to dispose any *pg_refs*, *shape_refs* or other OpenPaige allocations.

NOTE (Macintosh): The shutdown procedure is completely unnecessary if you will be doing an *ExitToShell* using the app version. Mac developers working

with code resource libraries will still need to call *pgShutdown* and *pgMemShutdown*.

MFC NOTE: The best place to shutdown OpenPaige is in the destructor of the *CWinApp* derived class. Example:

```
(.CPP)
MyWinApp::~MyWinApp()
{
    ...
    pgShutdown(&m_Globals);
    pgMemShutdown(m_MemoryGlobals);
}
```

MFC NOTE: For Microsoft Foundation Class applications, the appropriate method to shut down OpenPaige is to override *CxxAppxExitInstance()* and call *::pgShutdown* and *::pgMemShutdown*.

NOTE: You must *not* call either shutdown function if you are using the OpenPaige Control.

2.6

Creating an OpenPaige Object

By “OpenPaige object” is meant a single item that can edit, display and otherwise manipulate a block of text, large or small.

Calling *pgNew*, below, returns a reference of type *pg_ref*. This *pg_ref* can then be passed to all the other functions given in this manual.

```
(pg_ref) pgNew (pg_globals_ptr globals, generic_var def_device,  
    shape_ref vis_area, shape_ref page_area, shape_ref exclude_area,  
    long attributes);
```

The above function returns a new *pg_ref*; the *pg_ref* can then be passed to other functions to insert text and edit text.

globals parameter must be a pointer to the same *pg_globals* structure you passed to *pgInit* at startup time.

Attributes are described in “Attribute Settings” on page 2-29 and “Changing Attributes” on page 3-1, but can be set here as well.

def_device parameter defines what graphics port this OpenPaige object should draw to by default; what is actually passed to *def_device* can slightly vary between platforms as follows:

Macintosh & PowerPC

If *def_device* is NULL then current *GrafPort* is used as the default device; if *def_device* is non-NUL and not “-1” it is assumed to be a *GrafPtr* and that port is used for subsequent drawing.

Windows (PC)

If *def_device* is 0L then the current window of focus is used as the default window where drawing will occur (e.g., *GetFocus* is used to determine the window); if *def_device* is non-NUL and not “-1” it is assumed to be type *HWND* and that window is used for subsequent drawing.

This *HWND* in the *def_device* is NOT a Device Context.

Essentially, the *dev_device* should be the window (or child window) that is receiving the message to create the OpenPaige object, e.g. *WM_CREATE*.



CAUTION: If you pass `MEM_NULL` to *def_device*, OpenPaige will obtain the window of current focus. You should only use this method if your document window is known to be the window of focus, otherwise passing `MEM_NULL` can result in a crash.

Microsoft Foundation Classes (MFC)

The best place to put *pgNew()* is in the *OnCreate()* member of the *CView* derived class. It is important to call the *CView::OnCreate()* BEFORE calling *pgNew()*.

Examples follow:

```
(.H)
class MyView : public CView
{
    ...
public:
    pg_ref m_Paige;
    ...
}

(.CPP)

int MyView::OnCreate(LPCREATESTRUCT lpCreateStruct)
{
    pgm_globals_ptr memory_globals = ((MyWinApp*)AfxGetApp())-
        >m_MemoryGlobals;
    int return_value = 0;
    CRect client_rect;
    rectangle client_paige_rect;
    if(CView::OnCreate(lpCreateStruct) == -1)
        return -1;
```

```
ASSERT(m_hWnd);
ASSERT(IsWindow(m_hWnd));

// Non-OpenPaige initialization here!

GetClientRect(&client_rect);
RectToRectangle(&client_rect, &client_paige_rect);

shape_ref window = pgRectToShape(AfxGetMemoryGlobals(), &rect);

PG_TRY(AfxGetApp()->m_MemoryGlobals) // See Chapter 19 of the
                                         OpenPaige manual.
{
    m_Paige = pgNew(AfxGetApp()->m_Globals,
                    (generic_var)(LPVOID)m_hWnd,
                    window, window, MEM_NULL, 0);
}

PG_CATCH
{
    return_value = -1;
};

PG_ENDTRY;

pgDisposeShape(window);

return return_value;
}
```

If *def_device* is “-1” then no device is assumed (which implies you will not be drawing anything and/or will specify a drawing port later). If you need to pass -1 for the *def_device* parameter, you can use the following predefined macro:

```
#define USE_NO_DEVICE (generic_var) -1  
// pgnew is with no device
```

If *def_device* is neither -1 nor a null pointer it is assumed to be an OpenPaige drawing port to be used for the default (see *graf_device*, *pgSetDefaultDevice*).

For “*Up & Running*”, pass a null pointer for *def_device* (for Macintosh and PowerPC) or the *HWND* associated with the current message for Windows-PC.

Parameters *vis_area*, *page_area* and *exclude_area* define the literal shapes for which text will display, wrap and jump over, respectively. Each of these define how the text will appear within the OpenPaige object as follows:

vis_area defines the visible area that shows text, or the “hole” in which it displays. This area may be physically smaller than the document containing the text; any physical area of the screen that is outside the boundary of *vis_area* will *clip* (*mask*) the text from view.

page_area defines the container in which text will wrap and flow. It is referred to as the “*page*” area since it literally defines the “*page*” size of your document. The width of *page_area* also defines the boundaries for which text must wrap. The *page_area* can be any size, larger or smaller than *vis_area*.

exclude_area is an optional shape which defines an area or areas in which text must avoid. In other words, if a line of text were to intersect any part of the *exclude_area*, it must jump over that area in some way to avoid it.

For *pgNew*, you can pass *MEM_NULL* for *exclude_area*, but you must pass a valid *shape_ref* for *vis_area* and *page_area*.

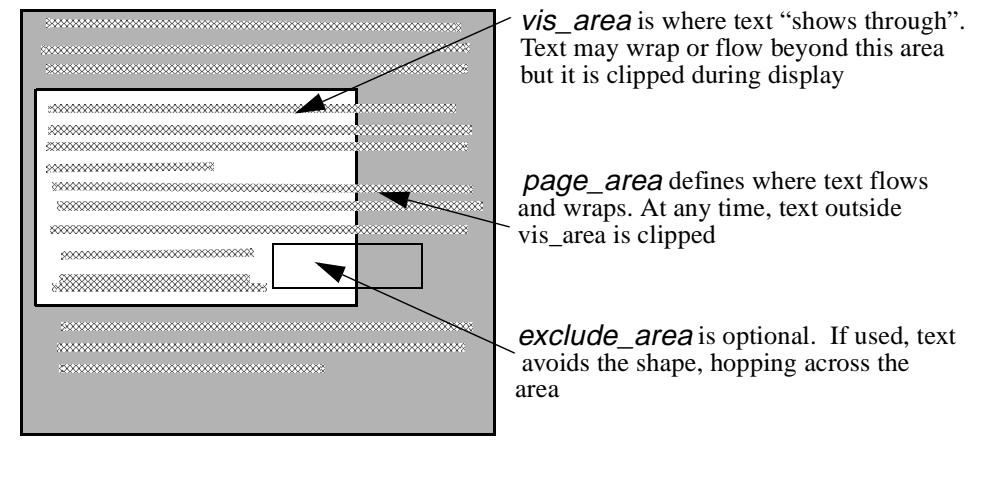
See “*Up & Running Shapes*” on page 2-26 to create a *shape_ref*.

attributes can contain different bit settings which define specific characteristics for the OpenPaige object. For the purpose of “*Up & Running*” quickly, pass 0 for this parameter (or see “*Changing Attributes*” on page 3-1).

The initial font and text format used by the *pg_ref* returned from *pgNew* will be taken from *pg_globals*. To change what font, style or paragraph format that a new *pg_ref* assumes, set the appropriate information in *pg_globals* after calling *pgNew*.

FIGURE#1

pgNew SHAPES (vis_area, page_area, exclude_area)



MEM_NULL Definition

The value *MEM_NULL* is a defined value in OpenPaige header files that you should use to imply a “null” *shape_ref* or *memory_ref*—þsee “The Allocation Mgr” on page 25-1.

Error checking pgNew

OpenPaige provides excellent error checking for *pgNew*. See “Exception Handling” on page 26-1.

To avoid a lengthy discussion at this time regarding OpenPaige shapes, we will assume at this time you wish to display text within a simple rectangle (as opposed to some other non-rectangular shape or multiple “container” rectangles).

Creating a shape using rectangle

The easiest way to create a new shape is to use the following function:

```
(shape_ref) pgRectToShape (pgm_globals_ptr mem_globals,  
                           rectangle_ptr rect);
```

This returns a new *shape_ref* (which can be passed to one of the “area” parameters in *pgNew*). The *globals* parameter must be a pointer to the same structure given in *pgInit* and *pgNew*.

The *rect* parameter is a pointer to a structure consisting of a top-left and bottom-right coordinate that encloses a rectangle. The coordinate and rectangle definitions are as follows:

```
typedef struct  
{  
    long          v;           // vertical position  
    long          h;           // horizontal position  
}  
co_coordinate;  
  
typedef struct  
{  
    co_coordinate top_left;    // Top-left of rect  
    co_coordinate bot_right;   // Bottom-right of rect  
}  
rectangle, *rectangle_ptr;
```

Hence, if you set a rectangle to the desired dimensions and pass a pointer to that rectangle in *pgRectToShape*, a new memory reference is returned which contains a shape of that rectangle.

NOTE: The reason *pgNew* requires a *shape_ref* instead of rectangles is that an OpenPaige object can have non-rectangular shapes for any of its three areas.

For further information regarding shapes, particularly non-rectangular shapes, see “All About Shapes” on page 12-1.

Disposing a Shape

The *pgNew* function makes a copy of the shape you pass to its parameters. Once you have received a new *pg_ref* you can dispose the shape. To do so, call:

```
void pgDisposeShape (shape_ref the_shape);
```

Rect to Rectangle

Two utilities exist that make it easier to create OpenPaige rectangles:

```
#include "pgTraps.h"
(void) RectToRectangle (Rect PG_FAR *r, rectangle_ptr pg_rect);
(void) RectangleToRect (rectangle_ptr pg_rect, co_coordinate_ptr offset,
    Rect PG_FAR *r);
```

RectToRectangle converts *Rect r* to rectangle *pg_rect*. The *pg_rect* parameter must be a pointer to a rectangle variable you have declared in your code.

RectangleToRect converts *pg_rect* to *r*. Also, if offset is non-null, the resulting *Rect* is offset by the amounts of the *co_coordinate* (for example, if *offset.h* and *offset.v* were 10, -5 the resulting *Mac Rect* would be the values in *pg_rect* with left and right offset by 10 amount and top and bottom amounts offset by -5).

NOTE (Windows): Type “*Rect*” is identical to type “*RECT*”, and both can be used interchangably

NOTE (Macintosh): Since a Mac Rect has a +- 32K limit for all four sides, OpenPaige rectangle sides larger than 32K will be intentionally truncated to about 30K.

About Windows, Graphic Ports and Origins

Although OpenPaige is designed to be platform-independent, it does assume a target graphics device that all drawing is transferred to.

When a *pg_ref* is created, the default target device is set to whatever is appropriate for the running platform. For Macintosh, the default device is the current *GrafPort* set when *pgNew* is called.

NOTE (Macintosh): For Word Solution Engine Users (Mac only): Unlike WSE, OpenPaige “remembers” what port it should draw to and all subsequent drawing will occur in that port unless you specifically override it.

For the purpose of “Up & Running,” just make sure you create your window first and have it set as the current port before calling *pgNew*; in subsequent sections we will provide different ways to change the target port.

Origins

OpenPaige does not care what a window’s origin is set to (top-left co_ordinate values). OpenPaige only cares about the “area” parameters you provide for *pgNew*; remember, OpenPaige doesn’t really know what a window is and doesn’t know anything about origins. OpenPaige simply and only follows the coordinates you have set for *vis_area*, *page_area* and *exclude_area*. If your *page_area* shape passed to *pgNew*, for instance, had a top-left of -10000, -9999, the first character of the first line will be drawn at that coordinate location regardless of where the top-left of your window might physically exist. In other words, OpenPaige coordinates are always relative to the associated window’s coordinates.

As mentioned earlier, `pgNew` will accept certain characteristics defined in the “attributes” parameter. The current version supports the following:

<code>#define NO_WRAP_BIT</code>	<code>0x00000001</code>	// Wraps only on <CR o r<LF
<code>#define NO_LF_BIT</code>	<code>0x00000002</code>	// Do not add font
<code>#define NO_DEFAULT.LEADING</code>	<code>0x00000004</code>	// Do not add font leading
<code>#define NO_EDIT_BIT</code>	<code>0x00000008</code>	// No editing (display only)
<code>#define EXTERNAL_SCROLL_BIT</code>	<code>0x00000010</code>	// App control scrolling
<code>#define COUNT_LINES_BIT</code>	<code>0x00000020</code>	// Keep track of line/para count
<code>#define NO_HIDDEN_TEXT_BIT</code>	<code>0x00000040</code>	// Do not display hidden text
<code>#define SHOW_INVIS_CHAR_BIT</code>	<code>0x00000080</code>	// Show invis character(s) active
<code>#define SMART_QUOTES_BIT</code>	<code>0x00000800</code>	// Do “smart quotes”
<code>#define NO_SMART_CUT_BIT</code>	<code>0x00001000</code>	// Do not do “rt cut/paste”
<code>#define NO_SOFT_HYPHEN_BIT</code>	<code>0x00002000</code>	// Ignore soft hyphens
<code>#define NO_DUAL_CARET_BIT</code>	<code>0x00004000</code>	// Do not show dual caret
<code>#define SCALE_VIS_BIT</code>	<code>0x00008000</code>	// Scale vis_area when scaling
<code>#define BITMAP_ERASE_BIT</code>	<code>0x00010000</code>	// Erase page(s) with bitmap drawing
<code>#define TABS_ARE_WIDTHS_BIT</code>	<code>0x10000000</code>	// Tab chars are merely wide chars
<code>#define LINE_EDITOR_BIT</code>	<code>0x40000000</code>	// Doc is line editor mode

`NO_WRAP_BIT` turns off word-wrapping (which means a line of text will continue horizontally until a CR or LF is encountered).

`NO_LF_BIT` causes OpenPaige to ignore line feed characters. The usual purpose of this setting is for imported text that contains both CR and LF at the end of every line; setting the `NO_LF_BIT` attribute will cause LF characters to be invisible and have no effect of any kind.

`NO_DEFAULT.LEADING` prevents any extra leading reported by the system for font attributes. In Windows, “extra leading” is the external leading value reported by `GetTextMetrics`; in Macintosh it is the leading value reported from `GetFontInfo`. By default, OpenPaige adds the extra leading to every line unless this attribute is set.

`NO_EDIT_BIT` disables editing. In effect, if `NO_EDIT_BIT` is set, the “caret” will not blink and the user can’t insert characters.

`EXTERNAL_SCROLL_BIT` tells OpenPaige that your application will control all scrolling. (This fairly complex subject is discussed elsewhere).

COUNT_LINES_BIT tells OpenPaige to keep track of line and paragraph numbers, in which case you can use the line and paragraph numbering features in OpenPaige (see “Line and Paragraph Numbering” on page 24-16). Please note that constantly counting lines and paragraphs, particularly if the document is large and contains word-wrapping with style changes, can consume considerable processing time, hence *COUNT_LINES_BIT* has been provided to enable/disable this feature.

NO_HIDDEN_TEXT_BIT suppresses the display of all text that is “hidden” (OpenPaige will accept a hidden text attribute as a style). If this bit is not set, hidden text is displayed with a gray strike-through line; if it is set, the text is completely invisible and ignored for line width computations.

SHOW_INVIS_CHAR_BIT causes all invisible characters (control codes such as CR and LF) to be displayed using special character symbols. These symbols are defined in *pg_globals* (see “Changing Globals” on page 3-21).

EX_DIMENSION_BIT tells OpenPaige to include the exclusion area as part of the “document height”.

NO_WINDOW_VIS_BIT - Do not respect window's clipped area.

SMART_QUOTES_BIT - Do “smart quotes”

NO_SMART_CUT_BIT - Do not do “smart cut/paste”

NO_SOFT_HYPHEN_BIT - Ignore soft hyphens

NO_DUAL_CARET_BIT - Do not show dual caret

SCALE_VIS_BIT tells OpenPaige to scale the *vis_area* along with the text when scaling has been enabled. By default, the *vis_area* is left alone when an OpenPaige document is scaled, leaving the text “behind” the visual boundaries reduced or enlarged. In certain cases —particularly when employing multiple *pg_refs* into the same document as “edit boxes”, you need this attribute set; for single *pg_ref* documents that fill all or most of the window, you generally do not want this attribute set.

BITMAP_ERASE_BIT tells OpenPaige to erase area(s) on the page using offsetting bitmap drawing, otherwise the same portions of the screen are erased directly. The purpose of this attribute is to draw “background” graphics in the window when/if OpenPaige needs to erase the screen

TABS_ARE_WIDTHS_BIT causes all TAB characters to merely be “wide” blanks. For example, if this attribute is not set, a TAB character aligns the character(s) that follow

to the next logical tab stop; if this attribute is set, the a tab character is simply a fixed-width space (the default tab spacing per OpenPaige globals).

LINE_EDITOR_BIT tells OpenPaige you intend to maintain the document as a “line editor” where words will not wrap and all lines remain the same height. If OpenPaige knows this in advance it can bypass the usual “pagination” functions and you can achieve substantially increased performance for line editors

NOTE: If you set *LINE_EDITOR_BIT* you must not set any attributes to wrap the text, nor should you vary the point size(s) or attempt any irregular page shapes or page breaks. You can still produce multi-styled text as long as the text height(s) are consistently the same.

Any (or all) of the above settings can exist at once.

NOTE: You can always change these attributes after an OpenPaige object is created
—pSee “Changing Attributes” on page 3-1.

Example — pgNew

```
/* This creates a new OpenPaige object */
#include <Paige.h>
#include "pgTraps.h"
extern pg_globals paige_rsrv;

/* Routine: Open_Window */
/* Purpose: Open our window */
/* Note: the window has already been made and will be shown
and selected immediately after this function */

void Open_Window(WindowPtr win_ptr)
{
    if (win_ptr!= nil)/* See if opened OK */
    {
        pg_ref result;
        shape_ref vis, wrap;
        rectangle rect;

        /* this sets vis_area and wrap_area to the shape of the window itself
        */

        RectToRectangle(win_ptr->portRect,&rect);
        vis = pgRectToShape(&paige_rsrv, &rect);
        wrap = pgRectToShape(&paige_rsrv,&rect);
        result = pgNew(&paige_rsrv, NULL, vis, wrap, NULL,
                      EX_DIMENSION_BIT);

        /* use pgSetScrollAlign, pgSetDocInfo to customize the pg_ref
        here. */
        pgDisposeShape(vis);
        pgDisposeShape(wrap);
        /* attach result to the window somehow here..*/ ;
    }           /* End of IF */
}
```

Disposing an OpenPaige Object

Once you are completely through with a *pg_ref* (e.g., user closes the window), dispose it with:

```
(void) pgDispose (pg_ref pg);
```

This function disposes all data structures within *pg*; the *pg_ref* will no longer be valid.

Be certain you have not shut down the OpenPaige library before disposing a *pg_ref*, or you will crash.

MFC NOTE: The best place to destroy the OpenPaige object is in the *OnDestroy()* member of your *CView* derived class. Example:

(.CPP)

```
void PGView::OnDestroy()
{
    pgDispose(m_Paige);
    CView::OnDestroy();
}
```

Getting the “Globals” Pointer

If you need to obtain the pointer to *pg_globals* (originally given to *pgInit* and to *pgNew*), you can get it from a *pg_ref* using the following:

```
(pg_globals_ptr) pgGetGlobals (pg_ref pg);
```

The typical use for *pgGetGlobals* is to obtain a pointer to *pg_globals* in places where the original global structure, given to *pg_init*, is not easily accessible.

FUNCTION RESULT: This function returns the globals pointer as saved in pg.

To change globals, see “Changing Globals” on page 3-21.

Displaying

To draw the text in a *pg_ref* to a window, use the following function:

```
(void) pgDisplay (pg_ref pg, graf_device_ptr target_device, shape_ref
    vis_target, shape_ref wrap_target, co_ordinate_ptr offset_extra, short
    draw_mode);
```

The *pg_ref*'s contents are drawn to the *target_device*. However, if you pass a null pointer to *target_device* the text will be drawn to the default device set during *pgNew*. (For “Up & Running” we will assume you want to draw to the default device, which will typically be a window that was created prior to *pgNew*, so pass a null pointer).

vis_target and *wrap_target* parameters are optional shapes which will temporarily redefine the OpenPaige object's *vis_area* and *wrap_area*, respectively. Using these

two parameters you can temporarily control and/or change the way an OpenPaige object will display. Text gets clipped to *vis_target* (or to the original *vis_area* if *vis_target* is a null pointer) and text will wrap within *wrap_target* (or within the original *wrap_area* if *wrap_target* is *MEM_NULL*). For “Up & Running”, however, pass *MEM_NULL* for these two parameters.

If *offset_extra* is *non-null*, all drawing is offset by the amounts in that coordinate (all text is offset horizontally by *offset_extra->h* and vertically by *offset_extra->v*). If *offset_extra* is a null pointer, no extra offset is added to the text.

The *draw_mode* parameter defines the way text should be transferred to the target device. The *draw_mode* selections are shown below.

See “Display Proc” on page 16-16 about how to add ornaments to the text display.

NOTE: You do not need to specify any drawing device for *pgDisplay* if you intend to display in the window given to *pgNew*. In this case, just pass NULL to the *target_device* parameter.

If for some reason you need to redirect the display to some other window or device (such as a bitmap), you can create a *graf_device* record for that purpose and pass a pointer to that structure for the *target_device*.

Creating a *graf_device* for this purpose is the same as the *graf_device* record used for *pgPrintToPage*. See “Printing in Windows” on page 16-9.

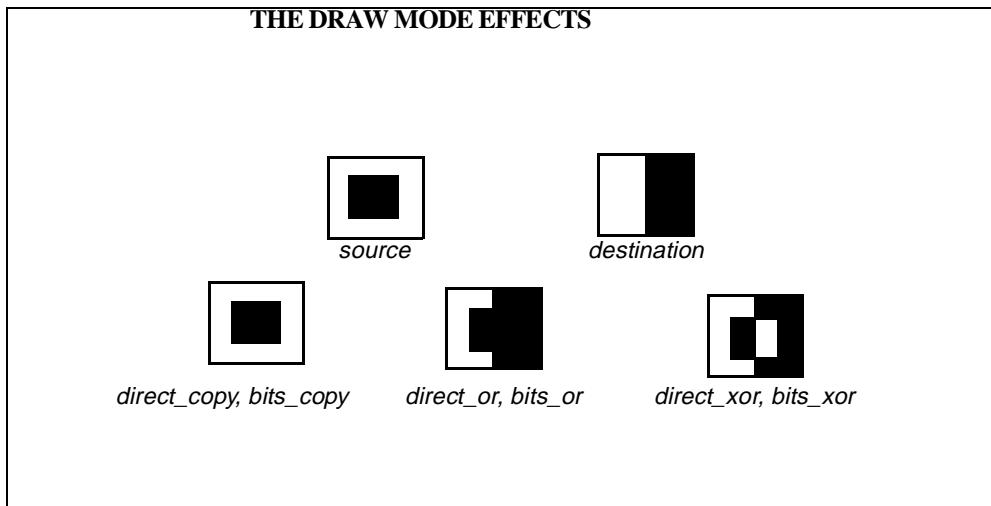
```
typedef enum
{
    draw_none,                                // Do not draw at all
    best_way,                                 // Use most efficient method(s)
    direct_copy,                             // Directly to screen, overwrite direct_or,
    // Directly toscreen, "OR" direct_xor/Directlytoscreen,"XOR"bits_copy,
    //Copy offscreen bits_or,           // Copy offscreen in "OR" mode bits_xor,
    // Copy offscreen in "XOR" mode bits_emulate_copy,
    // Copy "fake" offscreen
    bits_emulate_xor,                         // "Fake" offscreen in "OR" mode
    bits_emulate_xor                          // "Fake" offscreen in "XOR" mode
};
```

"Bits-emulate" Mode

The drawing modes *bits_emulate_copy*, *bits_emulate_or* and *bits_emulate_xor* are identical to *bits_copy*, *bits_or* and *bits_xor* except no bitmaps are used and the drawing is directly to the screen. However, unlike the non-bitmap drawing modes, OpenPaige's standard callback hooks are called to allow modification to its "bitmap" (which in this case is the direct screen). Bitmap modification is typically used to render background images, patterns and other forms of graphics.

NOTE: Unless you need to create a special or unusual effect, always pass *direct_or* or *bits_emulate_or* when responding to *WM_PAINT* (Windows) or an update

event (Macintosh), and *best_way* for all other functions requiring a *draw_mode*.



Additional draw modes require the developer to use the custom draw hook and draw your own. See “*text_draw_proc*” on page 27-17 for information on how to do custom drawing.

A value of *draw_none* will disable all drawing and visual scrolling. In other words, if the OpenPaige document changes in some way, nothing would change on the screen until the application re-displayed the OpenPaige text contents. The “draw nothing” feature is used only for special cases where an application wants to change without drawing anything yet.

RESPONDING TO WM_PAINT EVENT (WINDOWS)

```
{  
PAINTSTRUCT ps;  
BeginPaint(hWnd, &ps);  
pgDisplay(pg, NULL, MEM_NULL, MEM_NULL, NULL, direct_or);  
}  
EndPaint(hWnd, &ps);
```

To display the OpenPaige object in MFC use *OnPaint()*, do not try to use *OnDraw()* or it will not draw correctly.

EXAMPLE:

```
(.CPP)  
  
void PGView::OnPaint()  
{  
    CWnd::OnPaint();  
  
    // If you don't use the OnEraseBkgnd() member of the MFC class, you  
    // must erase the background of the window first.  
  
    pgDisplay(m_Paige, NULL, MEM_NULL, MEM_NULL, NULL,  
              bits_emulate_or);  
}
```

OpenPaige actually makes very little distinction between keyboard entry and any other text insertion, and in both cases the following function is used:

```
(pg_boolean) pgInsert (pg_ref pg, pg_char_ptr data, long length,  
long position, short insert_mode, short modifiers, short  
draw_mode);
```

This function will insert length bytes pointed to by data. The insertion will occur at byte offset position if it is positive or zero; if position is *CURRENT_POSITION* (a #defined constant of -1) the insertion occurs at the current insertion point.

The *insert_mode* parameter defines the type of data being inserted which can be any of the following:

```
typedef enum  
{  
    key_insert_mode,           // Typing insertion  
    key_buffer_mode,          // Typing-buffer insertion  
    data_insert_mode,          // Raw data insertion  
}
```

For keyboard entry you should pass *key_insert_mode* or *key_buffer_mode*; for any other data insertion you should pass *data_insert_mode*.

The difference between the two “key” insert modes and *data_insert_mode* is that a key insertion can contain special controls such as arrow keys and backspace (delete). For *data_insert_mode*, the bytes will be inserted as is.

If *key_insert_mode* is used, the new character(s) will draw immediately if *draw_mode* is nonzero.

If *key_buffer_mode* is used, character(s) will be buffered (temporarily saved) and drawn later by OpenPaige; the purpose of this mode is to avoid “getting ahead” of

keyboard entry on complex document entry. It is also useful for Macintosh double-byte script entry in which the text is entered all at once from a floating palette window.

NOTE: Windows Users: The “*key_buffer_mode*” is usually meaningless in the Windows environment, so you should always use *key_insert_mode* instead when processing keyboard characters. Using *key_buffer_mode* (where chars are stored and inserted later) requires a call to *pgIdle* which, under the Windows messaging system, would require you to set up a “timer” message that occurs every few milliseconds, which is probably not implemented in most applications.

If keys are buffered, OpenPaige will display the new text during the first *pgIdle* function call (see “Blinking Carets & Mouse Selections” on page 2-48).

NOTE: “Arrows” and other control codes are defined (and changeable) in the *pg_globals* record (see “Changing Globals” on page 3-21); these special controls will be processed correctly for *key_insert_mode* and *key_buffer_mode* only.

The *modifiers* parameter can change the way the *pgRef* will respond to special control characters for *key_insert_mode* (*modifiers* is ignored for the other insertion modes). In the current version, the following value is supported:

```
#define EXTEND_MOD_BIT 0x0001           // Extend the selection
```

If *modifiers* is *EXTEND_MOD_BIT*, the selection range is extended if an arrow key is “inserted.” Other selection modifier bits are explained in “Modifiers” on page 2-51.



CAUTION: Mac developers should not confuse these modifier bits with the modifiers given in the event record. There is no similarity. The modifiers shown here are the ones OpenPaige supports.

The *draw_mode* for *pgInsert* performs identically to *pgDisplay* and can be any of the verbs defined for drawing. If you just want to insert but not display, pass *draw_none* for *draw_mode*. If *key_buffer_mode* is used for insertion, the *draw_mode* is saved and used later when the text is displayed.

For keyboard insertions, the recommended *draw_mode* is *best_way*.

NOTE: The insertion will assume either the text format of the current insertion point OR the format of the last style/font/format change, whichever is more recent. This is true even if you specify an insert position other than the current point. If you want to force the insertion to be a particular font or style, simply call the appropriate function to change the text format prior to your insertion.

FUNCTION RESULT: The function returns TRUE if the text and/or highlighting in *pg* changed in any way. Note that no change occurs only if *key_buffer_mode* is passed as the insert mode, in which case the characters are stored and not drawn until the next call to *pgIdle*. Another situation that will not change anything visually is passing *draw_none* as the *draw_mode*. In both cases, *pgInsert* would return FALSE. The purpose of this function result is for the application to know whether or not it should update *scrollbar* values or scroll to the insertion point, *etc.* (if nothing changed on the screen, it is a waste of processing time to check or change scroll positions).

Running Unicode

If you are using the Unicode-enabled OpenPaige library, the “data” to be inserted is expected to be one or more 16-bit characters. The data size in this case is assumed to be a character count (not a byte count). This is due to the fact that if UNICODE is defined in your preprocessor or header files (which it should be for a true Unicode-enabled application), a *pg_char_ptr* changes from a byte pointer to a 16-bit character pointer.

For example, to insert the Unicode value 0x0041 (letter “A”) you would pass the value of 1 in the “*length*” parameter even though the character size is technically 2 bytes long.



Insert Positions

The specified insertion position is a zero-relative byte offset. Note that this is a byte –not a “character” offset (characters in OpenPaige can be more than one byte), rather a byte offset from the beginning of all text in *pg*, starting at zero.

EXCEPTION: The pure Unicode version measures everything as 16 bit characters. Hence, the insertion point in this case is a character position.

If one or more characters are currently selected (*selection range >= one character*), those characters are deleted before the insertion occurs. Note that if the specified insertion position were "**CURRENT_POSITION**," the insertion will occur to the immediate left of the previously selected text (which will have been deleted).

After the insertion, the new insertion position in *pg* is advanced to length bytes from the original specified position. Example: If 100 bytes were inserted at text position 500, when *pgInsert* returns the current insertion position will be 600.

APPLIED STYLE(S) AND INSERTION

If *pgInsert* occurs at the current insertion point, whatever the last style and/or font that was applied to that insertion point will be applied to the next insertion.

For example, suppose all text in *pg* is currently "Helvetica" font, and *pg* has a single insertion point (not a selected range of characters). Before inserting new text, a call is made to *pgSetFontInfo* with "Times Roman" font; the very next subsequent *pgInsert* would apply Times Roman –*not* Helvetica –to the new text.

However, if the insertion occurs somewhere other than the current insertion, the font/style that is applied will be whatever font/style applies to that position in text.

Hence, to implement the insertion of specific, multi-stylized text, the logic to perform should be as follows:

```
pgSetStyleInfo(...) - and/or - pgSetFontInfo(...);  
pgInsert(..., CURRENT_POSITION,...);  
pgSetStyleInfo(...) - and/or - pgSetFontInfo(...);  
pgInsert(..., CURRENT_POSITION,...);  
etc.
```

NOTE: For repetitive insertions, the insertion point will automatically advance the number of bytes you insert, so normally you should not need to set a new position if you are doing repetitive, sequential insertions.



CAUTION: WARNING: If you need to apply a specific font or style to a text insertion (such as in the logic above), do not set the insertion point after you set the style/font or that style/font attribute may be lost. If you must set position, do so BEFORE calling `pgSetFontInfo` or `pgSetStyleInfo`.

EXAMPLES:

WRONG WAY:

```
pgSetStyleInfo(...);  
pgSetSelection(pg, 0, 0); // <-- previous style setting is lost !  
  
pgInsert(...);
```

RIGHT WAY:

```
pgSetSelection(pg, 0, 0);  
pgSetStyleInfo(...); // <-- Style gets applied to next insertion  
pgInsert(...);
```

**TECH
NOTE**

Nothing happens

Nothing seems to happen when I insert text.

If you are doing inserts with `key_insert_mode`, OpenPaige won't do anything if the `pg_ref` is deactivated. That might be the problem. If so, you need to use `data_insert_mode`, not `key_insert_mode` and it will then work; `pgInsert` does nothing

Keyboard Editing with MFC (Windows)

To get Up and Running with basic keyboard editing you must add the following code to your MFC view class:

```
(.H) Declare the following private variables.  
short m_KeyModifiers;  
  
(.CPP)  
// Respond to the windows message WM_KEYDOWN...  
void PGView::OnKeyDown(UINT nChar, UINT nRepCnt, UINT nFlags)  
{  
  
    pg_globals globals = ((MyWinApp*)AfxGetApp())->m_Globals;  
    pg_short_t verb;  
  
    switch(nChar)  
    {  
        case VK_SHIFT:  
            m_KeyModifiers |= EXTEND_MOD_BIT;  
            break;  
        case VK_CONTROL:  
            m_KeyModifiers |= CONTROL_MOD_BIT;  
            break;  
        case VK_LEFT:  
            SendMessage(WM_CHAR, globals->left_arrow_char);  
            break;  
        case VK_UP:  
            SendMessage(WM_CHAR, globals->up_arrow_char);  
            break;  
        case VK_RIGHT:  
            SendMessage(WM_CHAR, globals->right_arrow_char);  
            break;  
        case VK_DOWN:  
            SendMessage(WM_CHAR, globals->down_arrow_char);  
            break;  
    }  
}
```

```

case VK_HOME:
    verb = begin_line_caret;
    if(m_KeyModifiers & CONTROL_MOD_BIT)
        verb = home_caret;
    if(m_KeyModifiers & EXTEND_MOD_BIT)
        verb |= EXTEND_CARET_FLAG;
    pgSetCaretPosition(m_Paige, verb, TRUE);
    pgScrollToView(m_Paige, CURRENT_POSITION, 0, 0, TRUE,
bits_emulate_or);
    break;
case VK_END:
    verb = end_line_caret;
    if(m_KeyModifiers & CONTROL_MOD_BIT)
        verb = doc_bottom_caret;
    if(m_KeyModifiers & EXTEND_MOD_BIT)
        verb |= EXTEND_CARET_FLAG;
    pgSetCaretPosition(m_Paige, verb, TRUE);
    pgScrollToView(m_Paige, CURRENT_POSITION, 0, 0, TRUE,
bits_emulate_or);
    break;
case VK_PRIOR:
    SendMessage(WM_VSCROLL, SB_PAGEUP);
    break;
case VK_DELETE:
    if(m_KeyModifiers & EXTEND_MOD_BIT)
    {
        long start, end;
        pg_ref scrap;
        pgGetSelection(m_Paige, &start, &end);
        if(start == end)
            return;
        scrap = pgCut(m_Paige, NULL, best_way);
        ASSERT(scrap);
        OpenClipboard();
        pgPutScrap(scrap, 0, pg_void_scrap);
        CloseClipboard();
        pgDispose(scrap);
        scrap = MEM_NULL;
        SetChanged();
    }
}

```

```

        else
    {
        SendMessage(WM_CHAR, globals->fwd_delete_char);
    }
    case VK_NEXT:
        SendMessage(WM_VSCROLL, SB_PAGEDOWN);
        break;
        pgScrollToView(m_Paige, CURRENT_POSITION, 0, 0, TRUE,
bits_emulate_or);
        break;
    }
}
break;
case VK_INSERT:
{
    if(m_KeyModifiers & CONTROL_MOD_BIT)
    {
        long start, end;
        pg_ref scrap;
        pgGetSelection(m_Paige, &start, &end);
        if(start == end)
            return;
        scrap = pgCopy(m_Paige, NULL);
        ASSERT(scrap);
        OpenClipboard();
        pgPutScrap(scrap, 0, pg_void_scrap);
        CloseClipboard();
        pgDispose(scrap);
    }
    else if(m_KeyModifiers & EXTEND_MOD_BIT)
    {
        pg_ref scrap = MEM_NULL;
        OpenClipboard();
        scrap = pgGetScrap(globals, 0, HookEmbedProc);
        CloseClipboard();
        if(scrap)
    {
        pgPaste(m_Paige, scrap, CURRENT_POSITION, FALSE,
best_way);
    }
}

```

```

        pgDispose(scrap);
    }
}
pgScrollToView(m_Paige, CURRENT_POSITION, 0, 0, TRUE,
    bits_emulate_or);
    break;
}
}

// Respond to the windows message WM_KEYUP...
void MyView::OnKeyUp(UINT nChar, UINT nRepCnt, UINT nFlags)
{
    switch (nChar)
    {
        case VK_SHIFT:
            m_KeyModifiers &= (~EXTEND_MOD_BIT);
            break;
        case VK_CONTROL:
            m_KeyModifiers &= (~CONTROL_MOD_BIT);
            break;
    }
}

// Respond to the windows message WM_CHAR...
void MyView::OnChar(UINT nChar, UINT nRepCnt, UINT nFlags)
{
    pg_char the_char = (pg_char)nChar;
    pgInsert(m_Paige, &the_char, 1, CURRENT_POSITION,
        key_insert_mode,
        m_KeyModifiers, best_way);
    pgScrollToView(m_Paige, CURRENT_POSITION, 0, 0, TRUE,
        bits_emulate_or);
}

```

Pending Buffer Insertions

As mentioned in *pgInsert*, if *key_buffer* mode is used, the characters get stored in an internal buffer and get inserted during the next *pgIdle*.

There might be an occasion, however, that requires immediate insertion of anything pending in this buffer. To do so, call the following:

```
(pg_boolean) pgInsertPendingKeys (pg_ref pg);
```

Calling this function will immediately “empty” any pending characters, inserting and displaying them as appropriate. If there aren’t any pending characters, *pgInsertPendingKeys* does nothing. The function returns TRUE if one or more characters were inserted.

NOTE: The display mode used when OpenPaige displays the pending buffer will be the original display mode passed to *pgInsert*.

Blinking Carets & Mouse Selections

Caret blinking (Macintosh only)

To cause the “caret” to blink in a *pg_ref*, call the following as often as possible:

```
(pg_boolean) pgIdle (pg_ref pg);
```

NOTE (Macintosh): *pgIdle* should be called repeatedly while you are waiting for an event.

The *pg* parameter must be a valid *pg_ref* (can not be a null pointer).

FUNCTION RESULT: The function returns TRUE if character(s) were inserted and displayed that were stored previously from *pgInsert* calls with *key_buffer_mode*. This will only happen if you had called *pgInsert*, passing *key_buffer_mode* as the data transfer parameter. A result of TRUE or FALSE from *pgIdle* can help your application know whether or not it should update scrollbar values (since new text has been inserted). For Windows *key_buffer_mode* is not usually necessary, see “Key Insertion” on page 2-39.

NOTE (Windows): —þ You do not need to call *pgIdle()* since the blinking caret is maintained by the OS. Calling *pgIdle* by “accident” however is harmless.

Clicking & Dragging

Clicking and dragging is accomplished by using the following function:

```
(long) pgDragSelect (pg_ref pg, co_ordinate_ptr location,  
short verb, short modifiers, long track_refcon, short auto_scroll);
```

To change the insertion point in a *pg_ref* (i.e., response to a mouse click), call *pgDragSelect* with the location parameter set to the location of the “click.” The coordinate values must be local to the window’s coordinate system (relative to the top-left window origin).

For **Macintosh**, location should be the same as the “where” member of the *EventRecord*, converted to local coordinates.

For **Windows**, location is usually the coordinates given to you in *IParam* when responding to *WM_LBUTTONDOWN*, *WM_LBUTTONDBLCLK* or *WM_MOUSEMOVE*.

The *verb* parameter defines what action should occur, which must be one of the following:

```
enum
{
    mouse_down,                                // First time click
    mouse_moved,                               // Mouse moved
    mouse_up,                                  // Mouse up
};
```

NOTE: *pgDragSelect()* does *not* retain control at any time — it always returns control immediately regardless of what verb is passed.

For the first “click,” pass *mouse_down* in verb.

In a **Macintosh-specific** platform, while the user is holding down the mouse button, wait for the mouse location to change and, if it does, call *pgDragSelect* with the new location but with verb as *mouse_moved*.

In a **Windows-specific** platform, call *pgDragSelect(mouse_moved)* in response to a *WM_MOUSEMOVE* if the mouse button is still down.

When the mouse button is released, pass the final location and *mouse_up* for verb.

NOTE: It is important to call *pgDragSelect* with *mouse_up* after the user releases the mouse button **even if the mouse never moved from its original location.** This is because OpenPaige performs certain housekeeping chores when *mouse_up* is given.

The *modifiers* parameter controls the way text is selected. For “normal” click/drag, pass zero for this parameter; for added effects (such as responding to double-clicks, shift-click, etc.,(see “Modifiers” on page 2-51).

If *auto_scroll* is “TRUE,” OpenPaige will automatically scroll the document if *pgDragSelect* (with verb as *mouse_moved*) has gone beyond the *vis_area*. See “All About Scrolling” on page 11-1. For “Up & Running” you can pass TRUE for this parameter.

track_refcon is used when and if OpenPaige makes a call to the track-control-callback function. If a style is a “control” (the control bit set for the style class bits field), OpenPaige calls the tracking control function hook and passes the *track_refcon* to the app. In other words this value is application-defined and OpenPaige does nothing with it. For “Up & Running” you can pass 0 for this parameter.

FUNCTION RESULT: For “normal” mouse tracking, ignore the function result of *pgDragSelect*. The only time the function result is significant is when you have customized a style to be a “control” (information is available on “control” styles under “Customizing OpenPaige”). If you have not customized OpenPaige in any way, *pgDragSelect* will always return zero.

Modifiers

The following bit settings are supported for the modifiers parameter in this release:

#define EXTEND_MOD_BIT	0x0001	// Extend the selection
#define WORD_MOD_BIT	0x0002	// Select whole words only
#define PAR_MOD_BIT	0x0004	// Select whole paragraphs only
#define LINE_MOD_BIT	0X0008	// Highlight whole lines
#define VERTICAL_MOD_BIT	0x0010	// Allow vertical selection
#define DIS_MOD_BIT	0x0020	// Enable discontinuous selection
#define STYLE_MOD_BIT	0x0040	// Select whole style range
#define WORD_CTL_MOD_BIT	0x0080	//Select “words” delineated with ctl’s
#define NO_HALF_CHARS_BIT	0x0100	// Do not go left/right on half chars
#define CONTROL_MOD_BIT	0x0200	// Word advance for arrows

Various combinations of these bits can generally be set to create the desired effect such as word selections, paragraphs selections, etc. However, Vertical selection does not work with the other modifiers and if used will produce unpredictable results.

The following is a description of how text is highlighted in response to each of these bits:

EXTEND_MOD_BIT will extend the selection for verb of *mouse_down* (otherwise the previous selection is removed). For Macintosh, this is the same as “shift-click” (but you need to determine that from your application and set this bit).

WORD_MOD_BIT will select whole words, otherwise only single characters are selected.

PAR_MOD_BIT will select whole paragraphs.

This is different than *LINE_MOD_BIT* (below) since a paragraph could contain several lines if word wrapping exists.

LINE_MOD_BIT will select whole lines. This differs from *PAR_MOD_BIT* since a paragraph might consist of many lines.

VERTICAL_MOD_BIT allows vertical selection. This bit really causes a rectangular region that selects all characters intersecting that region and will not follow any particular character. *VERTICAL_MOD_BIT* is mainly useful for tables and tabular columns.

DIS_MOD_BIT allows discontinuous selections. If this bit is set, the previous selection remains and a new selection range is started (OpenPaige can have multiple selection ranges).

STYLE_MOD_BIT causes whole style ranges to become selected. This is similar to word/paragraph/line highlighting except style changes are considered the delimiters (which also means the whole document could be selected in one “click” if only one style exists).

WORD_CTL_MOD_BIT causes text between control characters to be selected. This is similar to word/paragraph/line highlighting except control codes are considered the delimiters.

NOTE: A “control code” or “control character” in OpenPaige is not necessarily standard ASCII symbols. These are defined in *pg_globals*, see “Changing Globals” on page 3-21

NO_HALF_CHARS_BIT controls whether or not dragging can change the selection point half way into a character. Normally, if this bit is not set, once the mouse moves half way into a character, that character is considered to be “selected” (or unselected if moving in the opposite direction). Setting this bit, however, instructs *pgDragSelect* to not select the character until it has completely crossed over its area.

CONTROL_MOD_BIT is used mainly with “arrow” keys. This causes the selection to advance to the next word (right arrow) or to the previous word (left arrow).

For additional information about highlighting and selection range(s) see “All About Selection” on page 10-1.

To get Up and Running with simple mouse drag select in MFC use the following code as a starting point:

(.H)

```
/* Declare the following private variables. Make sure to set  
m_Dragging to FALSE in the construct to avoid the uninitialized  
variable bug!! */
```

```
short m_MouseModifiers;  
BOOL m_Dragging;
```

(.CPP)

```
// Respond to the windows message WM_LBUTTONDOWN...
```

```
void MyView::OnLButtonDown(UINT nFlags, CPoint point)  
{  
    CView::OnLButtonDown(nFlags, point);  
    co_ordinate mouse = { point.y, point.x };  
    SetCapture();  
    m_Dragging = TRUE;  
    if(nFlags & MK_SHIFT)  
        m_MouseModifiers |= EXTEND_MOD_BIT;  
    if(nFlags & MK_CONTROL)  
        m_MouseModifiers |= PAR_MOD_BIT;  
    pgDragSelect(m_Paige, &mouse, mouse_down, m_MouseModifiers,  
    0, TRUE);  
}
```

```

// Respond to the windows WM_MOUSEMOVE message...

void MyView::OnMouseMove(UINT nFlags, CPoint point)
{
    CView::OnMouseMove(nFlags, point);
    co_ordinate pg_mouse = {point.y, point.x };
    if(m_Dragging)
    {
        MSG msg;
        rectangle vis_rect;
        pgDragSelect(m_Paige, &pg_mouse, mouse_moved,
                     m_MouseModifiers, 0, TRUE);
        pgAreaBounds(m_Paige, MEM_NULL, &vis_rect);
        if(!PeekMessage(&msg, m_hWnd, WM_MOUSEFIRST,
                        WM_MOUSELAST, PM_NOREMOVE))
            if(!pgPtInRect(&pg_mouse, &vis_rect))
                PostMessage(WM_MOUSEMOVE, nFlags, MAKELONG(point.x,
                    point.y));
    }
}
// Respond to the windows message WM_LBUTTONUP...
void MyView::OnLButtonUp(UINT nFlags, CPoint point)
{
    CView::OnLButtonUp(nFlags, point);
    co_ordinate mouse = { point.y, point.x };
    if(m_Dragging)
    {
        pgDragSelect(m_Paige, &mouse, mouse_up, m_MouseModifiers, 0,
                     FALSE);
        m_MouseModifiers = 0;
        ReleaseCapture();
        m_Dragging = FALSE;
    }
}

```

Responding to Window mouse events

```
case WM_LBUTTONDOWNDBLCLK :  
    pg_modifiers = WORD_MOD_BIT;  
    // fall through to WM_LBUTTONDOWN  
  
case WM_LBUTTONDOWN :  
    if (pgRef)  
    {  
        co_ordinate      pg_mouse;  
        mouse_contact = TRUE;  
        SetCapture(hWnd);  
        pg_mouse.h = IParam & 0xFFFF;  
        pg_mouse.v = ((IParam & 0xFFFF0000) >> 16);  
  
        if (wParam & MK_SHIFT)  
            pg_modifiers |= EXTEND_MOD_BIT;  
  
        if (wParam & MK_CONTROL)  
            pg_modifiers |= DIS_MOD_BIT;  
        pgDragSelect(pgRef, &pg_mouse, mouse_down, pg_modifiers, 0,  
                    TRUE);  
    }  
    return 0;  
  
case WM_LBUTTONUP :  
    if (pgRef)  
    {  
        co_ordinate      pg_mouse;  
        pg_mouse.h = IParam & 0xFFFF;  
        pg_mouse.v = ((IParam & 0xFFFF0000) >> 16);  
        mouse_contact = FALSE;  
        pgDragSelect(pgRef, &pg_mouse, mouse_up,  
                    pg_modifiers, 0, FALSE);  
        pg_modifiers = 0;  
        ReleaseCapture();  
    }  
    return 0;
```

```

case WM_MOUSEMOVE :

    if (pgRef)
    {
        co_ordinate      pg_mouse;
        short           pg_view;
        pg_mouse.h = lParam & 0xFFFF;
        pg_mouse.v = ((lParam & 0xFFFF0000) >> 16);

        if (mouse_contact)
            pgDragSelect(pgRef, &pg_mouse, mouse_moved,
                         pg_modifiers, 0, TRUE);
        else
        {
            pg_view = pgPtInView(pgRef, &pg_mouse, NULL);

            if (pg_view & WITHIN_TEXT)
                SetCursor(LoadCursor(NULL, IDC_IBeam));
            else
                SetCursor(LoadCursor(NULL, IDC_ARROW));
        }
    }
    return 0;

```

TECH NOTE

Turn auto scroll off

To prevent selecting/scrolling you would simply pass FALSE for *pgDragSelect* so it doesn't try to auto-scroll. As far as not letting the user select text outside the visual area, I would simply check to see if the coordinate that will get passed to *pgDragSelect* is outside of the view area and if it is, just force it to some other point that is within the view area.

In fact, you wouldn't even need to turn off auto-scroll if you forced the coordinate to always be within the visual area. Remember, you have complete control over *pgDragSelect* (control always comes back to you unlike, say, *TrackControl* on Macintosh) so there is no reason you can't adjust the "mouse" point for each pass.

(Mac-specific) Problems with mouse clicks -1

I have big troubles handling mouse clicks in the *OpenPaige* object within my class library. If I get a click (with *GetMouse(&hitPt)*) and do the following (testing a response to a simple click)...

Your test code sample should work. Therefore, I have to conclude there is something wrong with the mouse point you obtain with *GetMouse()*.

I would guess that you are doing a *GetMouse()* without regards to the current *GrafPort*. Since *GetMouse()* returns a LOCAL point (based on current port's coordinates), if you don't have the correct GrafPort set you will get some other coordinate system. Worst case, you are getting "global" coordinates which will be completely different than what you expect.

Or, another possibility might have to do with the window's "origin." I know that some class libraries muck with this to create scrolling effects.

What you need to do is, check what the actual values of *point.h* and *point.v* really are. I know that *pgDragSelect* works, in fact you should see the caret immediately appear at the point you give for "*mouse_down*" verb.

BTW, the usual (best) way for dragging the mouse in a *pg_ref* is to get the click right out of the *EventRecord.where* field (first doing a *GlobalToLocal* on it). That is by far the most accurate -- but I do not know if that *EventRecord* is easily available in your class library.

Activate / Deactivate

To deactivate a *pg_ref* (to cause highlighting or the “caret” to disappear) call the following function:

```
(void) pgSetHiliteStates (pg_ref pg, short front_back_state, short
perm_state, pg_boolean show_hilite);
```

In a “window” environment, where different windows can overlap, it is usually desirable to disable any OpenPaige objects that are not contained in the front most window. To do so, *pgSetHiliteState* can be called to turn off the highlighting or the “caret.”

An OpenPaige object, however, contains two highlight states, one for “front / back” activate and deactivate and one to disable a *pg_ref* in both states. For “normal” applications, you will only be changing the front / back highlight state (activate or deactivate a *pg_ref* according to its window position). The purpose of the alternate highlight state is to provide a way to disable a *pg_ref* completely regardless of its window position.

The *front_back_state* should be one of the following values:

```
typedef enum
{
    no_change_verb,                      /* State stays the same */
    activate_verb,                       /* Set to active mode */
    deactivate_verb                      /* Set to deactivate mode */
};
```

The *perm_state* parameter provides an alternate highlight state setting; this parameter can also be any of the above. For “Up & Running,” however, pass *no_change_verb* for this parameter.

If *show_hilite* is “TRUE,” the highlighting (or caret) will redraw according to pg’s new state. A “FALSE” value will activate or deactivate pg internally (by setting special flags within the *pg_ref*) but the highlighting or caret will remain unchanged. For “Up & Running” always pass TRUE for *should_draw*.

See also “Additional Selection Support” on page 10-4 and “Activate/Deactivate with shape of selection still showing” on page 10-13.

Responding to WM_SETFOCUS and WM_KILLFOCUS messages

```
{  
case WM_KILLFOCUS:  
    pgSetHiliteStates(pgRef, deactivate_verb, no_change_verb, TRUE);  
  
CASE WM_SETFOCUS:  
    pgSetHiliteStates(pgRef, activate_verb, no_change_verb, TRUE);  
}
```

Getting the Highlight State

If you want to know what state a *pg_ref* is in, call the following:

```
(void) pgGetHiliteStates (pg_ref pg, short PG_FAR *front_back_state,  
                        short PG_FAR *perm_state);
```

The front / back highlight state will be returned in *front_back_state* and the alternate state in *perm_state*. Both parameters will be set to either *activate_verb* or *deactivate_verb*.

NOTES:

- (A) If the highlight status is already set to what is specified in your parameters (e.g., if you are deactivating a *pg_ref* that is already deactivated or visa versa), this function does nothing.
- (B) A *pg_ref* returned from *pgNew* is set to an active state.
- (C) If a *pg_ref* is in a deactivate state, the caret will not blink even if you call *pgIdle* and highlighting will not draw.



Why two activate states?

One is for regular activate/deactivate for a window; the other is to FORCE deactivation regardless of the window's front/behind state. Haven't you ever been in a situation where you want to deactivate selections but the window is still in front? Using two possible states, it because easier to do that. The two states are logically "AND'd" logic for activation: both must be true or the document is deactivated.

MFC NOTE: IMPORTANT: You must activate and deactivate the OpenPaige object in the MFC *OnSetFocus()* and *OnKillFocus()* before any of the functions in this chapter will work.

Example:

```
(.CPP)
// Respond to windows message WM_SETFOCUS...

void MyView::OnSetFocus(CWnd* pOldWnd)
{
    CView::OnSetFocus(pOldWnd);
    pgSetHiliteStates(m_Paige, activate_verb, no_change_verb, TRUE);
}

// Respond to windows message WM_KILLFOCUS...

void MyView::OnKillFocus(CWnd* pNewWnd)
{
    pgSetHiliteStates(m_Paige, deactivate_verb, no_change_verb, TRUE);
    CView::OnKillFocus(pNewWnd);
}
```

3

CHAPTER

BEYOND THE DEFAULTS

The purpose of this section is to explain some of the more common additions and/or changes to the “bare minimum” implementation discussed in the above section, “Up & Running.”

3.1

Changing Attributes

There will be situations where you want to change the attributes of an OpenPaige object after it is created (these are the bits initially passed to *pgNew* for the “attributes” parameter). There are also situations where you want to examine the current attributes (to check mark a menu item, for instance). To do so, use the following:

```
(long) pgGetAttributes (pg_ref pg);  
(pg_boolean) pgSetAttributes (pg_ref pg, long attributes);
```

To obtain the current attribute bits, call *pgGetAttributes*.

FUNCTION RESULT: The function result will be the current setting(s) of pg.

To change the attributes, call *pgSetAttributes* with attributes set to the new bit value(s).

OpenPaige “attributes” are defined as bit settings which can be a combination of any bit values shown below:

#define NO_WRAP_BIT	0x00000001	// Wraps only on <CR> or <LF>
#define NO_LF_BIT	0x00000002	// <LF> char ignored
#define NO_DEFAULT.LEADING	0x00000004	// Do not add font leading
#define NO_EDIT_BIT	0x00000008	// No editing (display only)
#define EXTERNAL_SCROLL_BIT	0x00000010	// App controls scrolling
#define COUNT_LINES_BIT	0x00000020	// Keep track of line/para count
#define NO_HIDDEN_TEXT_BIT	0x00000040	// Do not display hidden text
#define SHOW_INVIS_CHAR_BIT	0x00000080	//Show invisible character(s) active
#define EX_DIMENSION_BIT	0x0000010	//Exclude area included as width/height
#define NO_WINDOW_VIS_BIT	0x00000200	//Do not respect window's clipped area
#define SMART_QUOTES_BIT	0x00000800	// Do "smart quotes"
#define NO_SMART_CUT_BIT	0x00001000	// Do not do "smart cut/paste"
#define NO_SOFT_HYPHEN_BIT	0x00002000	//Ignore soft hyphens
#define NO_DUAL_CARET_BIT	0x00004000	// Do not show dual caret
#define SCALE_VIS_BIT	0x00008000	// Scale vis_area when scaling
#define BITMAP_ERASE_BIT	0x00010000	// Erase page(s) with bitmap drawing
#define TABS_ARE_WIDTHS_BIT	0x10000000	// Tab chars are merely wide chars
#define LINE_EDITOR_BIT	0x40000000	// Doc is line editor mode

These are described under “Attribute Settings” on page 2-23.

FUNCTION RESULT: After calling *pgSetAttributes*, the function result will be “TRUE” if *pg* should be redrawn. The only time “TRUE” is returned is when one or more attributes have been set that will affect the way text is drawn or the way word wrap is computed.



CAUTION: Before setting attributes, first get the current settings from the function *pgGetAttributes* and change the bits you require and pass that whole long value to *pgSetAttributes*. Otherwise, the “view only” bits will get changed erroneously.

Extended attribute flags

Additional attributes can be set for more advanced features using the following “*set*” and “*get*” functions:

```
(pg_boolean) pgSetAttributes2 (pg_ref pg, long attributes);
(long) pgGetAttributes2 (pg_ref pg);
```

To obtain the current, extended attribute bits, call *pgGetAttributes2*.

FUNCTION RESULT: The function result will be the current setting(s) of the extended attributes of *pg*.

To change the extended attributes, call *pgSetAttributes2* with attributes set to the new bit value(s).

OpenPaige “*extended attributes*” are defined as bit settings which can be a combination of any of the following.

```
#define KEEP_READ_STYLES 0x00000200 // Keep existing style_infos for pgReadDoc()
#define KEEP_READ_PARS    0x00000400 // Keep existing par_infos for pgReadDoc()
#define KEEP_READ_FONTS   0x00000800 // Keep existing font_infos for pgReadDoc()
#define CHECK_PAGE_OVERFLOW 0x00002000 // Constantly check page overflow
#define NO_HAUTOSCROLL    0x00080000 // Do not autoscroll horizontally
#define NO_VAUTOSCROLL    0x00100000 // Do not autoscroll vertically
```

KEEP_READ_STYLES tells OpenPaige to not remove existing *style_info* records from the *pg_ref* when a file is read. Normally, all existing style records are replaced with the styles read from an OpenPaige file. This attribute is used to retain the existing styles.

KEEP_READ_PARS tells OpenPaige to not remove existing *par_info* records from the *pg_ref* when a file is read. Normally, all existing paragraph records are replaced with the paragraph records read from an OpenPaige file. This attribute is used to retain the existing paragraph records.

KEEP_READ_FONTS tells OpenPaige to not remove existing *font_info* records from the *pg_ref* when a file is read. Normally, all existing font records are replaced with the fonts read from an OpenPaige file. This attribute is used to retain the existing fonts.

CHECK_PAGE_OVERFLOW tells OpenPaige to constantly test the position of the last character in the document and, if it overflows the bottom of the *page_area*, sets an internal field to the number of characters that have overflowed. The purpose of this attribute is to allow an application to implement features that require “page overflow checking”, but since this requirement requires constant pagination and extra processing, set this attribute only when absolutely necessary.

NO_HAUTOSCROLL, *NO_VAUTOSCROLL* tells OpenPaige not to automatically scroll horizontally or vertically, respectively, when *pgDragSelect()* is called.

“Auto-checking” page overflow

Setting *CHECK_PAGE_OVERFLOW* with *pgSetAttribute2()* causes OpenPaige to continuously check the situation where character(s) flow below the boundaries of the page area. If this attribute is set, the “*overflow_size*” member within the *pg_ref* get set to the number of characters that overflow the page.

Or, if *overflow_size* is set to -1, a single carriage return is causing the overflow (i.e., the text overflows but the overflow is a “blank” line).

NOTE: The auto-checking for page overflow is meaningless if your *pg_ref* is set for repeating pages, or if your *pg_ref* is set to a variable page size. The only time overflow checking will work (or make any sense) is for fixed-size, non-repeating page shapes.

NOTE: You should not implement this code if your *pg_ref* is set for repeating pages, or if your *pg_ref* is set for a variable document height.

```
/* Call the function below after doing anything that can change the size of the
   document. This included insertions, deletions, style and font changes (which
   can cause new word wrapping) and page size changes.

   This function returns the number of characters that are
   overflowing the page area of pg. */

/* Note: CHECK_PAGE_OVERFLOW must be set with
   pgSetAttributes2(pg). */

long CheckPageOverflow (pg_ref pg)
{
    paige_rec_ptr pg_rec;
    long          overflow_amount;

    pg_rec = UseMemory(pg);
    overflow_amount = pg_rec->overflow_size;
    UnuseMemory(pg);

    return      overflow_amount;
}
```

TECH NOTE

Carriage return/line feeds causing problems

Regarding LF/CR characters, OpenPaige handles both of them as a "new line" except a CR. It also starts a new paragraph, but for LF it just does a line feed.

Note that lines that terminate both in LF and CR will cause "two" lines on the screen -- at least in OpenPaige default mode.

You can turn that off, however, if you want LF/CR to be treated as only one line feed. To do so, just set "*NO_LF_BIT*" in the OpenPaige attribute flags during *pgNew*. When this

attribute is set, OpenPaige ignores all LF's embedded in the text (they become invisible).

Note that I haven't mentioned what the values are for "LF" and "CR," because those are whatever values sit in OpenPaige globals. Also as he mentioned, MPW will compile \r etc. differently than Symantec so watch out for that. See "Changing Globals" on page 3-81 and "CR/LF Conversion" on page 3-88.

3.3

A Different Default Font, Style, Paragraph

Any time a new *pg_ref* is created, OpenPaige sets the initial *style_info*, *font_info* and *par_info* (style, font and paragraph format) to whatever exists in the corresponding field from *pg_globals*.

Hence, to set default style, font or paragraph format, simply change the respective information in *pg_globals* (see example below).

To change the default style information, change field(s) in *pg_globals.def_style*; to change the default font, change field(s) in *pg_globals.def_font*; to change the default paragraph format, change field(s) in *pg_globals.def_par*.

You can also set the default low-level callback "hook" functions for style or paragraph records, and even the general OpenPaige functions by placing a pointer to the new function in the respective *pg_globals* field. See "Customizing OpenPaige" on page 27-1.

For example, if you wanted to always override the draw-text callback function for all styles, you would change the default draw-text function in the default style found in *pg_globals* before your first call to *pgNew* (but after *pgInit*):

```
pg_globals.def_style.procs.draw = myTextDrawProc;
```

... where "*myTextDrawProc*" is a low-level callback to draw text (see "Setting Style Functions" on page 27-4). If you did this, every new *style_info* record created by OpenPaige will contain your callback function.

The default hooks for general callbacks not related to styles or paragraph formats are in *pg_globals.def_hooks*.

See a complete description of *style_info*, *font_info* and *par_info* records under “Style Basics” on page 8-1.

Change defaults after they are created using pgInit.

These changes will apply to all *pgNew*'s that are called later.

```
void ApplInit()      /* Initialization of the App */
{
    pgMemStartup(&mem_globals, 0);
    pgInit(&paige_rsrv, &mem_globals);

    // change to make the default for all pg_refs created herein after
    // 9 point instead of 12 point is a fraction with hi word being the
    // point is a fraction with hi word being the whole point value

    paige_rsrv.def_style.point = 0x00090000;
}
```

Default tab spacing

You can also change the default spacing for tabs (the distance to the next tab if no specific tab stops have been defined in the paragraph format). To do so, change *globals.def_par.def_tab_space*.

```
/* The following code changes the default tab spacing (for all subsequent
   pg_refs) to 32. */

pgMemStartup(&mem_globals, 0);
pgInit(&paige_rsrc, &mem_globals);
paige_rsrv.def_par.def_tab_space = 32;
```

3.4

Graphic Devices

As mentioned earlier, a newly created OpenPaige object will always draw to a default device; in a Macintosh environment, for instance, the default device will be the current port that is set before calling *pgNew*. In a Windows environment, the default device will be an HDC derived from *GetDC(hWnd)*, where *hWnd* is the window given to *pgNew()*.

Setting a device

It is possible~~þ~~that you will want to change that default device once an OpenPaige object has been created. To do so, call the following function:

```
(void) pgSetDefaultDevice (pg_ref pg, graf_device_ptr device);
```

The *device* parameter is a pointer to a structure which is maintained internally (and understood) by OpenPaige. (Generally, you won't be altering its structure directly but the record layout is provided at the end of this section for your reference).

The contents and significance of each field in a *graf_device* depends on the platform in which OpenPaige is running. However, a function is provided for you to initialize a *graf_device* regardless of your platform:

```
(void) pgInitDevice (pg_globals_ptr globals, generic_var the_port, long  
machine_ref, graf_device_ptr device);
```

The above function sets up an OpenPaige graphics port which you can then pass to *pgSetDefaultDevice* (you can also use *pgInitDevice* to set up an alternate port that can be passed to *pgDisplay*).

The *globals* parameter is a pointer to the same structure you passed to *pgInit*.

The actual (but machine-dependent) graphics port is passed in *the_port*; what should be put in this parameter depends on the platform you are working with, as follows:

Macintosh (and PowerMac) — *the_port* should be a GrafPtr or CGrafPtr; *machine_ref* should be zero.

Windows (all OS versions) — *the_port* should be an HWND and *machine_ref* should be MEM_NULL. Or, if you only have a device context (but no window), *the_port* should be MEM_NULL and *machine_ref* the device context. See sample below.

The *device* parameter must be a pointer to an uninitialized *graf_device* record. The function will initialize every field in the *graf_device*; you can then pass a pointer to that structure to *pgSetDefaultDevice*.

NOTES:

- (1) If you specified a window during *pgNew()* and want the *pg_ref* to continue displaying in that window, the “default device” is already set, so you do not need to use these functions. The only reason you would/should ever set a default device is if you want to literally change the window or device context the *pg_ref* is associated with.
- (2) OpenPaige makes a copy of your *graf_device* record when you call *pgSetDefaultDevice*, so the structure does not need to remain static. But the graphics port itself (HWND or HDC for Windows, or GrafPtr for Mac) must remain “open” and valid until it will no longer be used by OpenPaige.

- (3) If you need to temporarily change the GrafPtr (Macintosh) or device context (Windows), see “Quick & easy set-window” on page 3-72 in this chapter.



CAUTION: Do not set the same *graf_device* as the “default device” to more than one *pg_ref*. If you need to set the same window or device context to more than one *pg_ref*, create a new *graf_device* for each one.

Setting up a *graf_device* for Windows

*EXAMPLE 1: Setting up a *graf_device* from a Window handle (HWND)*

```
graf_device      device;

pgInitDevice(&paige_rsrv, (generic_var)hWnd, MEM_NULL,
&device);
pgSetDefaultDevice(pg, &device);

//... other code, draw, paint, whatever.

pgCloseDevice(&paige_rsrv, &device);
```

EXAMPLE 2: SETTING UP A GRAF_DEVICE FROM A DEVICE CONTEXT only (HDC):

```
graf_device      device;

pgInitDevice(&paige_rsrv, MEM_NULL, (generic_var)hDC, &device);
pgSetDefaultDevice(pg, &device);

//... other code, draw, paint, whatever.
```

```
/*This function accepts a pg_ref (already created) and a Window pointer.  
The Window is set to pg's default drawing port, so after a call to this  
function all drawing will occur in a new window. */  
  
void set_new_paige_port (pg_ref pg, WindowPtr new_port)  
{  
    graf_device    paige_port;  
    pgInitDevice(&paige_srv, new_port, 0, &paige_point);  
    pgSetDefaultDevice(pg, &paige_port);  
  
/* Done. OpenPaige makes a copy of paige_port so it does not need to  
be static */
```

If you want to obtain the current default device for some reason, you can call the following:

```
(void) pgGetDefaultDevice (pg_ref pg, graf_device_ptr device);
```

The device is copied to the structure pointed to by *device*.

Disposing a device

If you have initialized a *graf_device*, followed immediately by *pgSetDefaultDevice()*, you do not need to uninitialized or dispose the *graf_device*.

But if you have initialized a *graf_device* that you are keeping around for other purposes, you must eventually dispose its memory structures. To do so call the following:

```
(void) pgCloseDevice (pg_globals_ptr globals, graf_device_ptr device);
```

This function disposes all memory structure created in device when you called *pgInitDevice*. The *globals* parameter should be a pointer to the same structure given to *pgInit*.

NOTES:

- (1) *pgCloseDevice* does not close or dispose the GrafPort (Macintosh) or the HWND/HDC (Windows) —you need to do that yourself.
- (2) You should never dispose a device you have set as the default device because *pgDispose* will call *pgCloseDevice*. The only time you would use *pgCloseDevice* is either when you have set up a *graf_device* to pass as a temporary pointer to *pgDisplay* (or a similar function that accepts a temporary port) in which OpenPaige does not keep around, OR when you have changed the default device (see note below).
- (3) Additionally: OpenPaige does not dispose the previous default device if you change it with *pgSetDefaultDevice*. Thus, if you change the default you should get the current device (using *pgGetDefaultDevice*), set the new device then pass the older device to *pgCloseDevice*.

Quick & easy set-window

In certain situations you might want to temporarily change the window or device context a *pg_ref* will render its text drawing. While this can be done by initializing a *graf_device* and giving that structure to *pgSetDefaultDevice()*, a simpler and faster approach might be to use the following functions:

```
generic_var pgSetDrawingDevice (pg_ref pg, const generic_var  
    draw_device);  
void pgReleaseDrawingDevice (pg_ref pg, const generic_var  
    previous_device);
```

The purpose of *pgSetDrawingDevice* is to temporarily change the drawing device for a *pg_ref*. The *draw_device* parameter must be a WindowPtr (Macintosh) or a device context (Windows).

The function returns the current device (the one used before *pgSetDrawingDevice*).

NOTE: “device” in this case refers to a machine-specific device, not a *graf_device* structure.

You should call *pgReleaseDrawingDevice* to restore the *pg_ref* to its previous state. The *previous_device* parameter should be the value returned from *pgSetDrawingDevice*.

Temporarily changing the HDC (Windows)

```
/* This function forces a pg_ref to display inside a specific HDC instead
   of the default. */

void DrawToSomeHDC (pg_ref pg, HDC hDC)
{
    generic_var          old_dc;

    old_dc = pgSetDrawingDevice(pg, (generic_var)hDC);
    pgDisplay(pg, NULL, MEM_NULL, MEM_NULL, NULL, best_way);
    pgReleaseDrawingDevice(pg, old_dc);
}
```

Setting a Scaled Device Context (Windows only)

On a Windows platform, in certain cases you will want to preset a device context that needs to scale all drawing. However, using the standard function to set a device into an OpenPaige object (*pgSetDrawingDevice*) will not work in this case because OpenPaige will want to clear your mapping mode(s) and scaling factor(s).

The solution is to inform OpenPaige that you wish to set your own device context but to include a scaling factor:

```
generic_var pgSetScaledDrawingDevice (pg_ref pg,  
const generic_var draw_device, pg_scale_ptr scale);
```

This is identical to *pgSetDrawingDevice()* except that it contains the additional parameter “scale” which specifies the scaling factor. For more information on OpenPaige scaling see the appropriate section(s).

3.5

Color Palettes (Windows-specific)

```
void pgSetDevicePalette (pg_ref pg, const generic_var palette);  
generic_var pgGetDevicePalette (pg_ref pg);
```

These Windows-specific functions are used to select a custom palette into the device context of a *pg_ref*. To set a palette, call *pgSetDevicePalette()* and pass the HPALETTE in palette. If you want to clear a previous palette, pass (*generic_var*)0.

Setting a palette causes OpenPaige to select that palette every time it draws to its device context.

To obtain the existing palette (if any), call *pgGetDevicePalette()*.

CAUTION: Do not delete the palette unless you first clear it from the *pg_ref* by calling *pgSetDevicePalette(pg, (generic_var)0)*.





CAUTION: If you change the default device (*pgSetDefaultDevice*) you need to set the custom palette again.

NOTE: OpenPaige does not delete the HPALETTE, even during *pgDispose()*. It is your responsibility to delete the palette.

3.6

Changing Shapes

You can change the *vis_area*, the *page_area* and/or the *exclude_area* of an OpenPaige object at any time (see “Creating an OpenPaige Object” on page 2-14 about *pgNew* for a description of each of these parameters):

```
(void) pgSetAreas (pg_ref pg, shape_ref vis_area, shape_ref  
page_area, shape_ref exclude_area);
```

The *vis_area*, *page_area* and *exclude_area* are functionally identical to the same parameters passed in *pgNew*. Of course you could have passed any of these shapes in *pgNew*, but the purpose of *pgSetAreas* is to provide a way to change the visual area and/or wrap area and/or exclusion areas some time after an OpenPaige object has been created.

Any of the three “*_area*” parameters can be *MEM_NULL*, in which case that shape remains unchanged.

Subsequent drawing of *pg*’s text will reflect the changes, if any, produced by the changed shape(s).

A typical reason for changing shapes would be to implement a “set columns” feature, for example. The initial OpenPaige object might have been a simple rectangle (“normal” document), but later the user wishes to change the document to three columns. To do so, you could set up a *page_area* shape for three columns and pass that new shape to *page_area* and null pointers for the other two areas. The OpenPaige object, on a subsequent *pgDisplay*, would rewrap the text and flow within these “columns.”

NOTES:

- (1) If your area(s) are simple rectangles, it may prove more efficient to use *pgSetAreaBounds()* in this chapter.
- (2) If you simply want to “grow” the *vis_area* (such as responding to a user changing the window’s size), see ““Growing” The Visual Area” on page 3-76 for information on *pgGrowVisArea*.
- (3) OpenPaige makes a copy of the new shape(s) you pass to *pgSetAreas*. You can therefore dispose these shapes any time afterwards.

For information on constructing various shapes, see “All About Shapes” on page 12-1.

If you are implementing container, see “Containers Support” on page 14-1.

“Growing” The Visual Area

If you want to change the *vis_area* (area in which text displays) in response to a user enlarging the window’s width and height, call the following:

```
(void) pgGrowVisArea (pg_ref pg, co_coordinate_ptr top_left,  
co_coordinate_ptr bot_right);
```

The size of *vis_area* shape in *pg* is changed by adding *top_left* and *bot_right* values to *vis_area*’s top-left and bottom-right corners, respectively.

By “adding” is meant the following: *top_left.v* is added to *vis_area*’s *top* and *top_left.h* is added to *vis_area*’s left; *bot_right.v* is added to *vis_area*’s *bottom* and *bot_right.h* is added to *vis_area*’s right.

NOTE: This function adds to (or “subtracts” from, if coordinate parameters are negative) the visual area rather than “set” or replace the visual area to the given coordinates.

Either *top_left* or *bot_right* can be null pointers, in which case it is ignored.

NOTE: This function only works correctly if *vis_area* is rectangular; if you have set a non-rectangular shape you need to reconstruct your *vis_area* shape and change it with *pgSetAreas*.

Responding to WM_SIZE message (Windows)

```
case WM_SIZE :  
    if (pgRef)  
    {  
        rectangle      vis_bounds;  
        co_ordinate   amount_to_grow;  
        long old_width, new_width, old_height, new_height;  
        pgAreaBounds(pgRef, NULL, &vis_bounds);  
        new_width = (long) LOWORD(IParam);  
        new_height = (long) HIWORD(IParam);  
        old_width = vis_bounds.bot_right.h - vis_bounds.top_left.h;  
        old_height = vis_bounds.bot_right.v - vis_bounds.top_left.v;  
        amount_to_grow.h = new_width - old_width;  
        amount_to_grow.v = new_height - old_height;  
        pgGrowVisArea(pgRef, NULL, (co_ordinate_ptr)  
                      &amount_to_grow);  
    }  
    break;
```

Getting Current Shapes

To obtain any of the three shapes in an OpenPaige object, call the following:

```
(void) pgGetAreas (pg_ref pg, shape_ref vis_area, shape_ref  
page_area, shape_ref exclude_area);
```

The *vis_area*, *page_area*, *exclude_area* must be pre-created *shape_refs* (see below). However, any of them can be *MEM_NULL* (in which case that parameter is ignored).

This function will copy the contents of *pg*'s visual area, wrap area and exclude area into *vis_area*, *page_area* and *exclude_area*, respectively, if that parameter is non-null.

Helpful hint: The easiest way to create a *shape_ref* is to call *pgRectToShape* passing a null pointer to the “*rect*” parameter, as follows:

```
shape_refnew_shape;  
new_shape = pgRectToShape(&paige_rsrv, NULL);
```

The *paige_rsrv* parameter in the above example is a pointer to the same *pg_globals* passed to *pgInit*. By providing a null pointer as the second parameter, a new *shape_ref* is returned with an empty shape (all sides zero).

“Get/Set Areas” Trick

If you are using simple rectangles for the visual area or wrap (page) area in an OpenPaige object, and/or if you simply want to know the bounding rectangular area of either shape, use the following instead of *pgGetAreas*:

```
(void) pgAreaBounds (pg_ref pg, rectangle_ptr page_bounds,  
    rectangle_ptr vis_bounds);  
(void) pgAreaBounds (pg_ref pg, rectangle_ptr page_bounds,  
    rectangle_ptr vis_bounds);
```

When *pgAreaBounds* is called, *page_bounds* gets set to a rectangle that encloses the entire *page_area* and *vis_bounds* gets set to a rectangle that encloses the entire *vis_area* of *pg*.

If you don’t want one or the other, either *page_bounds* or *vis_bounds* can be a null pointer.

This function is useful when you simply want the enclosing bounds of either shape because you do not need to create a *shape_ref*.

You can also set the page area and/or vis area by calling *pgSetAreaBounds* which accepts a pointer to a rectangle in *page_bounds* and *vis_bounds* (either of which can be a null pointer). Note that this is faster and simpler than *pgSetAreas*, except it only works if the shape(s) are single rectangles.

Direct Shape Access

You can also access the *shape_ref*’s in an OpenPaige object directly using any of the following:

```
(shape_ref) pgGetPageArea (pg_ref pg);  
(shape_ref) pgGetVisArea (pg_ref pg);  
(shape_ref) pgGetExcludeArea (pg_ref pg);
```

These three functions will return the *shape_ref* for page area, vis area and exclusion area, respectively. Neither will ever return MEM_NULL (even if you provided MEM_NULL for *exclude_area* in *pgNew*, for instance, OpenPaige will still maintain a *shape_ref* for the exclusion, albeit an empty shape).

The purpose of these functions is for special applications that need to look inside of OpenPaige shape as quickly and as easily as possible.



CAUTION: These functions return the actual *memory_ref*'s for each shape. You must therefore never dispose of them, nor should you alter their contents (or else OpenPaige won't know you have changed anything and word wrapping and display will fail). If you want to alter the contents of OpenPaige shapes, see "Containers Support" on page 14-1 and "Exclusion Areas" on page 15-1.

Getting Shape Rectangle Quantity

You can find out how many rectangles comprise any shape by calling the following:

```
(pg_short_t) pgNumRectsInShape (shape_ref the_shape);
```

The function will return the number of rectangles in *the_shape*.

NOTE: The result will always be at least one, even for an empty shape. Any "empty" shape is still one rectangle whose boundaries are 0, 0, 0, 0. If you need to detect whether or not a shape is empty, call:

```
(pg_boolean)pgEmptyShape(the_shape); /* Returns TRUE if empty */
```

Changing Globals

As mentioned several times, your application provides a pointer to *pgInit* (and other places) to be used by OpenPaige to store certain global variables. This structure is initially set to certain default values, but you can make certain changes that apply to your particular application.

For example, OpenPaige globals contain the values for special control codes such as CR, LF, and arrow keys, but there are instances when you need to change some of these “characters” to a different value.

Another (more common) reason to change OpenPaige globals is to force a default text or paragraph format for all subsequent *pgNew()* calls.

Since your application maintains the *globals* record, there are no functions provided to change its contents; rather, you alter the structure’s contents directly some time after *pgInit*.

NOTE: The entire OpenPaige globals structure can be viewed in *Paige.h*. Only the members of this structure that you are allowed to alter are shown unless noted otherwise

```

/* Paige "globals" (address space provided by app): */

struct pg_globals
{
    pgm_globals_ptr      mem_globals;           // Globals for pgMemManager
    long                 max_offscreen;         // Maximum memory for offscreen
    long                 max_block_size;        // Max size of text block
    long                 minimum_line_width;    // Minimum size line width
    long                 def_tab_space;         // Default tab spacing for pgNew
                                                // <CR> char
    pg_short_t           line_wrap_char;       // Soft <CR> char
    pg_short_t           soft_line_char;       // Tab character
    pg_short_t           tab_char;             // Soft "-" char
    pg_short_t           soft_hyphen_char;     // Backspace char
    pg_short_t           bs_char;              // Formfeed char (used for page breaks)
    pg_short_t           container_brk_char;   // Container break character
    pg_short_t           left_arrow_char;      // Left arrow
    pg_short_t           right_arrow_char;     // Right arrow
    pg_short_t           up_arrow_char;        // Up arrow
    pg_short_t           down_arrow_char;      // Down arrow
    pg_short_t           fwd_delete_char;      // Forward delete
    pg_short_t           text_brk_char;        // Alternate Textblock break
    pg_short_t           null_char;            // Char that intentionally does not insert
                                                // "-" char
    pg_char               hyphen_char[4];        // "." char (for decimal tabs)
    pg_char               decimal_char[4];       // Char to draw for <CR> invisibles
    pg_char               cr_invis_symbol[4];    // Char to draw for <LF> invisibles
    pg_char               lf_invis_symbol[4];    // Char to draw for TAB invisibles
    pg_char               tab_invis_symbol[4];   // Char to draw for end-doc invisibles
    pg_char               end_invis_symbol[4];   // Char to draw for page breaks
    pg_char               pbrk_invis_symbol[4];  // Container break symbol
    pg_char               cont_invis_symbol[4];  // Char to draw PACE invisibles
    pg_char               space_invis_symbol[4]; // Flat single quote
    pg_char               flat_single_quote[4];  // Flat double quote
    pg_char               flat_double_quote[4];  // Left smart quote
    pg_char               left_single_quote[4];  // Right smart quote
    pg_char               right_single_quote[4]; // Left smart double quote
    pg_char               left_double_quote[4];  // Right smart double quote
    pg_char               right_double_quote[4]; // Char to draw for ellipse
    pg_char               elipse_symbol[4];      // Machine-specific invisible char font
    long                 invis_font;           // Machine-specific invisible char font
}

```

```

pg_char          unknown_char[4];           // Used for unsupported chars
long             embed_callback_proc;      // Used internally by embed_refs
font_info        def_font;                 // Default font for all pgNew's
style_info       def_style;                // Default style for all pgNew's
par_info         def_par;                  // Default para for all pgNew's
color_value     def_bk_color;             // Default background color
color_value     trans_color;              // Transparent color (white = default)
pg_hooks         def_hooks;                // Default general hooks
//... other misc. fields not to be altered by app
};


```

The following is a description for each field that you can change directly:

max_offscreen —**p**defines the maximum amount of memory, in bytes, that can be used for offscreen bit map drawing. The purpose of this field is to avoid excessive, unreasonable offscreen bit maps for huge text on high-density monitors.

max_block_size —**p**defines the largest size for contiguous text (OpenPaige breaks down text into blocks of *max_block_size* as the OpenPaige object grows).

minimum_line_width —**p**defines the smallest width allowed, in pixels, for a line of text. The purpose of this field is for OpenPaige to decide when a portion of a wrap area is too small to even consider placing text.

def_tab_space — *not used in version 1.3* and beyond. (To change default tab spacing, change *globals.def_par.def_tab_space*).

line_wrap_char through *down_arrow_char* —**p**define all the special characters recognized by OpenPaige. Any of these can be changed to something else if you don't want the default values. See Caution below. See also "Double Byte Defaults" on page 3-88.

text_brk_char —**p**defines an alternate character to delineate text blocks (OpenPaige partitions large blocks of text into smaller blocks; by default, a block will break on a <CR> or <LF>, but if neither of those are found in the text, the *text_brk_char* will be searched for). For additional information see "Anatomy of Text Blocks" on page 36-1 in the Appendix.

null_char—defines a special character that, if inserted, merely causes word-wrap to recalculate and the *null_char* itself is not inserted.

cr_invis_symbol through *space_invis_symbol*—define all the character values to draw when OpenPaige is in “show invisibles” mode. Each character is represented by a null-terminated pascal string (first byte is the length, followed by the byte(s) for the character, followed by a zero). Note that these characters can be zero, one or two bytes in length. See also “Double Byte Defaults” on page 3-88.

flat_single_quote through *right_double_quote*—define single and double quotation characters for “smart quotes” implementation. The “*flat_*” quote characters should be the standard ASCII characters for single and double quotes, while the “*left_*” and “*right_*” quote characters are to be substituted for “smart quotes” if that feature has been enabled.

ellipse_symbol—contains the character to draw an ellipsis “...” symbol. However, this character definition has been provided only for future enhancement: the current version of OpenPaige does not use this character for any built-in feature.

invis_font—defines the font to be used for drawing invisibles. This is machine dependent. For Macintosh, this is the QuickDraw font ID that gets set for invisible characters. For Windows, this is a font HANDLE (which you can alter by replacing it with your own font HANDLE)

unknown_char—Contains the symbol to be used when importing unsupported characters. For example, importing a file with OpenPaige’s import extension may include characters that do not cross over to any available character set, in which case *unknown_char* will be substituted.



CAUTION: WINDOWS USERS—if you replace the *invis_font* member with your own font object, do not delete the object that was there before, if any. Additionally, OpenPaige will not delete your *invis_font* object either so you are responsible for deleting your own object before your application quits.



CAUTION: The default machine-specific functions within OpenPaige are assuming ASCII control codes for the special character values in *pg_globals*. (ASCII chars < 0x20).

def_font, *def_style*, *def_par*—define the default font, text and paragraph formatting, respectively. Whenever you call *pgNew()*, these three structures are literally

copied into the new *pg_ref*. Hence, to change the default(s) for text formatting you simply change the members of these three structures prior to calling *pgNew()*.

def_bk_color, trans_color — define the default background color to be used for drawing all text and the color that is considered “transparent,” respectively. The background color is not necessarily the same as the window’s background color (OpenPaige will make the necessary adjustment if window color does not equal the *pg_ref*’s background color). By “transparent” color is meant which color is considered the normal screen background color (default is white).

The purpose of defining the transparent color is to inform OpenPaige when and if the background of its drawing needs to be “erased” with a different color other than the regular background of the window. If the background color for an OpenPaige object is set to the same value as *trans_color* in *pg_globals*, OpenPaige won’t do any special color filling of background since it assumes normal erasing of the window will take care of it (for instance, responding to *WM_PAINT*). If OpenPaige’s background color is not the same as *trans_color*, then the *pg_ref*’s background shape will be pre-filled with a different color other than the window’s default.

def_hooks — define the default function pointers to be used for a *pg_ref*’s general hooks. Essentially, *pgNew* copies these pointers. (DSI and other developers can change these defaults for special extensions).

Default Values

After you have called *pgInit*, the following defaults are set for all the fields mentioned above:

TABLE #1	GLOBAL DEFAULT VALUES		
Global Field	About the field	Windows	Macintosh
max_offscreen	bit map size (bytes)	48,000	48,000
max_block_size	max paragraph size in number of characters	4096	4096
minimum_line_width	in pixels	16	16
line_wrap_char	carriage return character	0x0D	0x0D

TABLE #1	GLOBAL DEFAULT VALUES	(Continued)	
Global Field	About the field	Windows	Macintosh
soft_line_char	soft carriage return char	0x0A	0x0A
tab_char	tab char	0x09	0x09
hyphen_char	hyphen char	0x2D	0x2D
soft_hyphen_char	soft hyphen char	0x1F	0x1F
decimal_char	decimal point char	0x2E	0x2E
bs_char	back space (delete) char	0x08	0x08
lf_char	line feed char	0x0C	0x0C
container_brk_char	container break char	0x0E	0x0E
left_arrow_char	left arrow key	0x1C	0x1C
right_arrow_char	right arrow key	0x1D	0x1D
up_arrow_char	up arrow key	0x1E	0x1E
down_arrow_char	down arrow key	0x1F	0x1F
text_brk_char	alternative carriage return char (form feed)	0x1B	0x1B
fwd_delete_char	forward delete key	0x7F	0x7F
ellipse_symbol	displayed when OpenPaige encounters an unknown symbol	'.'	0x85
flat_single_quote	straight apostrophe - '	0x27	0x27
flat_double_quote	straight double quote - "	0x22	0x22
left_single_quote	curly left quote - '	0x91	0xD4
right_single_quote	curly right quote - '	0x92	0xD5
left_double_quote	curly left quotes - "	0x93	0xD2
right_double_quote	curly right quotes - "	0x94	0xD3

TABLE #1	GLOBAL DEFAULT VALUES	(Continued)	
Global Field	About the field	Windows	Macintosh
cr_invis_symbol	carriage return when invisibles are displayed	¶ (0xB6)	¶ (0xA6)
lf_invis_symbol	line feed when invisibles are displayed	¼ (0xB5)	¼ (0xB9)
tab_invis_symbol	tab when invisibles are displayed	(0x95)	(0x13)
end_invis_symbol	end of document when invisibles are displayed	✗ (0xB5)	✗ (0xB0)
cont_invis_symbol	container break when invisibles are displayed	! (0xA5)	! (0xAD)
space_invis_symbol	space symbol when invisibles are displayed	. (0x2E)	. (0x002E)
invis_font	font in which invisibles are displayed	default font*	0 (Chicago)
def_font	font (name) used for pgNew()	“System”	Application font
def_style	text format used for pgNew()	Plain, 12 point	Plain, 12 point
def_par	paragraph format used for pgNew()	Indents all zero, tab spacing 24 pixels	Indents all zero, tab spacing 24 pixels
def_bk_color	background color used to fill page area for all pg_refs	white	white
trans_color	color assumed to also be window's background	white	white

*If the default font is zero, then OpenPaige creates a font object using the default found in *pg_globals* record that was created with *pgNew*. If you want to change this you can change the default font in the *pg_globals*.

NOTE (Macintosh): The ‘*pgdf*’ Resource: During initialization, the machine-specific code for Macintosh searches for a special resource to determine the character defaults (above). If it does not find this resource, the values given

above are used. Hence, you can change the defaults by changing the contents of this resource:

TABLE #2		MACINTOSH RESOURCE TYPE & ID
Resource Type	Resource ID	
“ <i>pgdf</i> ”		128

The OpenPaige package we provide should contain this resource as well as a ResEdit template to change its contents.

Double Byte Defaults

Each character default in *pg_globals* can be “double byte” such as Kanji, if necessary. Although this manual references these defaults as “characters,” in truth these global values are ALL double-byte, that is they are unsigned integers. An ASCII CR, for instance, is considered to be 0x000D and not 0x0D, etc. To set a double byte default, such as a Kanji decimal for instance, simply place the whole 16-bit value into the appropriate global field.

TECH NOTE

CR/LF Conversion

I have read all the stuff so far about carriage return line feeds. What exactly do I have to do to make sure my documents are portable between the PC which uses CR/LF, and the Mac which uses only a CR?

OpenPaige normally formats text using only CR for paragraph endings (NOT CR/LF), hence for documents created from scratch on any of the platforms, where all text has been entered by the user via the keyboard, documents between platforms are generally portable with respect to CR/LF or just CR.

The only time this can become even remotely an issue is when raw text is inserted which contains both CR and LF, which if left "as is" would cause OpenPaige to draw two line feeds for each paragraph ending (one for CR and one for LF).

To avoid this situation, the "*NO_LF_BIT*" should be set as one of the "*flag*" bits in *pgNew* (or, if the *pg_ref* has already been created, *NO_LF_BIT* can be set by calling *pgGetAttributes*, ORing *NO_LF_BIT* to the result and setting that value with *pgSetAttributes*). By setting this bit, OpenPaige will essentially ignore all LF characters and they will become virtually invisible.

See also "Carriage return/line feeds causing problems" on page 3-65.

3.9

Cloning an OpenPaige Object

To create a new OpenPaige object based on an existing *pg_ref*'s *vis_area*, *page_area*, *exclude_area* and attributes, use the following:

```
(pg_ref) pgDuplicate (pg_ref pg);
```

FUNCTION RESULT: This function returns a new *pg_ref*, completely independent of *pg*, but using the same shapes and attributes as *pg*. No text is copied and the default text formatting is used.

Storing Arbitrary References & Structures

You can store any arbitrary long value or pointer into a *pg_ref* any time you want, and with as many different values as you want by using the following:

```
(void) pgSetExtraStruct (pg_ref pg, void PG_FAR *extra_struct, long  
ref_id);  
(void PG_FAR *) pgGetExtraStruct (pg_ref pg, long ref_id);
```

By “storing” an arbitrary value within a *pg_ref* is meant that OpenPaige will save longs or pointers — which only have significance to your application — which can be retrieved later at any time.

To store such items, call *pgSetExtraStruct*, passing your long (or pointer) in *extra_struct* and a unique ID number in *ref_id*. The purpose of the unique id is to reference that item later in *pgGetExtraStruct*.

However, if the value in *ref_id* is already being used by an “extra struct” item within *pg*, the old value is overwritten with *extra_struct*. (Hence, that is how you can “change” a value that had previously been stored).

To retrieve an item stored with *pgSetExtraStruct*, call *pgGetExtraStruct* passing the wanted ID in *ref_id* (which must be the same number given to *unique_id* for that item originally given to *pgSetExtraStruct*).

See “OpenPaige “Handler” Functions” on page 34-3.



Removing ExtraStruct

Why is there no *pgRemoveExtraStruct()*?

Probably because of the way it was implemented and what it is/was intended for doesn't make sense to do a “remove.”

An “extra struct”, as far as OpenPaige is concerned, is a single element of an array of longs. Each of these longs are treated as “refcon” values that an application can use for whatever.

Literally, the list of extra structs are maintained internally as *long[n]* where “n” is the number of extra structs added.

The array number itself, e.g. 0, 1, 2, etc. is the “ID number” of the extra struct. That is what makes each one unique, really. Hence you can see why we could not really “delete” one of these elements since that would cause all subsequent extra struct elements to be a different “ID” number.

For example, if a *pg_ref* holds elements 0, 1, 2, 3 and 4 (all with same corresponding ID numbers), deleting “2” would make 3 become “2” and 4 become “3.”

We realize a more elaborate system could have been implemented that contained indirect pointers, or some other scheme that is closer to what (I think) you are suggesting, so extra structs could be deleted.

But, the original purpose of this feature was simply to add extra “*refCon*” possibilities. It might make more sense if we called the function something like “*pgReserveAnotherLongRefCon*”.

Finding a Unique ID

If you aren’t sure whether or not an ID number is unique for a *pg_ref*, or if you simply want to get an ID number that you know is unique, call the following:

```
(long) pgExtraUniqueID (pg_ref pg);
```

The number this function returns will always be positive and is guaranteed to have not yet been used for *pgSetExtraStruct* with this *pg_ref*.



CAUTION: OpenPaige has no idea what you are storing with *pgSetExtraStruct*, and therefore will not dispose any memory allocations that you might have attached to “extra struct” storage. Be sure to dispose any such allocations before disposing the *pg_ref* or you will end up with a memory leak.

NOTE: Once you have stored something with *pgExtraStruct*, that item (and unique reference) stays in the *pg_ref* and never gets “removed” unless you

explicitly do another *pgSetExtraStruct* using the same ID (in which case the previous item associated with that ID will get overwritten).

Example follows on “How to use an extra_struct”:

How to use an extra struct:

```
/* This function adds a WindowPtr to the OpenPaige object using the
   extra struct feature and returns the “ID” of that struct */

short add_window_to_pg (pg_ref pg, WindowPtr w_ptr)
{
    short      unique_id;
    unique_id = pgExtraUniqueID(pg);
    pgSetExtraStruct(pg, w_ptr, unique_id);
    return      unique_id;
}
/* Later, the extra struct can be accessed using the ID returned above: */

WindowPtr    window_with_pg;
window_with_pg = pgGetExtraStruct(pg, unique_id);
```

3.11

Cursor Utilities

If you want to know if a point (*co_coordinate*) sits on top of editable text (to change the mouse symbol to something else, for instance), call the following:

```
(short) pgPtInView (pg_ref pg, co_coordinate_ptr point, co_coordinate_ptr
                     offset_extra);
```

Given an arbitrary window coordinate (relative to that window's coordinate system) in point, `pgPtInView` returns information about what part of `pg`, if any, includes that point.

The `offset_extra` parameter is an optional pointer to a coordinate that holds values to temporarily offset everything in `pg` before checking intersections of the point. In other words, if `offset_extra` is non-null, this visual area in `pg` will first be offset by `offset_extra.h` and `offset_extra.v` amounts before checking the containment of point in `vis_area`; the wrap area will also be offset by this amount before checking if the wrap area contains the point, and so on.

If `offset_extra` is a null pointer, everything is checked as-is.

FUNCTION RESULT: The function result will be a word containing different bits set (or not) indicating what intersects the point as follows:

#define WITHIN_VIS_AREA	0x0001	// Point within vis_area
#define WITHIN_WRAP_AREA	0x0002	// Point within page_area
#define WITHIN_EXCLUDE_AREA	0x0004	// Point within exclude_area
#define WITHIN_TEXT	0x0008	// Point within actual text
#define WITHIN_REPEAT_AREA	0x0010	// Point is in repeating gap of page
#define WITHIN_LEFT_AREA	0x0020	// Point is left of document
#define WITHIN_RIGHT_AREA	0x0040	// Point is right of document
#define WITHIN_TOP_AREA	0x0080	// Point is above top of document
#define WITHIN_BOTTOM_AREA	0x0100	// Point is below bottom of document

`WITHIN_VIS_AREA` means the point is within the bounding area of `vis_area`.

`WITHIN_WRAP_AREA` means the point is somewhere within the `page_area` shape.

`WITHIN_EXCLUDE_AREA` means the point is somewhere within the `exclude_area`.

`WITHIN_TEXT` means the point is somewhere within “real” text. This differs from `WITHIN_WRAP_AREA` since it is possible to have a large `page_area` shape with very little text (in which case, `WITHIN_TEXT` will only be set if the point is over the portion that displays text).

Each bit gets set without considering the other settings. For example, `WITHIN_EXCLUDE_AREA` and `WITHIN_WRAP_AREA` can both be set, even though text cannot flow into the `exclude_area`.

Another setting that can be returned is *WITHIN_TEXT* set but *WITHIN_VIS_AREA* not set, which really means the point is over text that falls outside of *vis_area*. The function result is simply the setting for each case individually, so it is your responsibility to examine the combination of bits to determine what action you should take, if any.

NOTE: The best time to turn the cursor to an “i-beam” is when *pgPtInView* returns *WITHIN_VIS_AREA* and *WITHIN_TEXT* at the same time and *pg* is in an active state.

3.12

Getting Text Size and Height

To obtain the total size of text in an OpenPaige object (in bytes), call the following:

```
(long) pgTextSize (pg_ref pg);
```

FUNCTION RESULT: This function returns the total size of text (byte size) in *pg*.

To find out how “tall” the text is, call the following:

```
(long) pgTotalTextHeight (pg_ref pg, pg_boolean paginate)
```

FUNCTION RESULT: ; This function returns the distance between the top of the first line of text to the bottom of the lowest line, in pixels.

NOTE: The lowest line is not necessarily the last line in the document: if *pg* had a non-rectangular shape, such as parallel columns, the last (ending) line could be vertically above some of the lines in other areas of the shape. Hence, *pgTotalTextHeight* really returns the bounding height between the highest and lowest points.

If paginate is “TRUE,” all the text from top to bottom is recalculated (word wrap recomputed), if necessary. If paginate is “FALSE,” the total text height returned is computed with the latest information available within pg. In essence, this would be OpenPaige’s “best guess.”

For example, suppose a large document changed from 12 point text to 18 point text and you wanted to know how tall the document had become. To get the exact height, to the nearest pixel, you should pass TRUE for paginate, otherwise OpenPaige might not have computed all the text to return an exact answer. However, computing large amounts of text can consume a great deal of time, which is why the choice to “paginate” or not has been provided.

NOTES:

- (1) If you will be using the built-in scrolling support in OpenPaige, you probably never need to get the height of an OpenPaige object —þsee “All About Scrolling” on page 11-1. If you do need an exact height for other reasons, see “Getting the Max Text Bounds” on page 24-24.
- (2) The “height” returned from this function does not consider any extra structures that aren’t embedded in the text stream. For example, if you have implemented headers, footers, footnotes, or any other page “ornaments” their placement will not be considered in the text height computation.

4

CHAPTER

VIRTUAL MEMORY

4.1

Initializing Virtual Memory

OpenPaige supports a “virtual memory” system in which memory allocations made by OpenPaige can be spooled to a disk file in order to free memory for new allocations.

However, your application must explicitly initialize OpenPaige virtual memory before it is operational; this is because disk file reading and writing is machine-dependent, hence your application needs to provide a path for memory allocations to be saved.

To do so, call the following function somewhere early when your application starts up and after *pgInit*:

```
#include "pgMemMgr.h"
void InitVirtualMemory (pgm_globals_ptr globals, purge_proc
    purge_function, long ref_con);
```

The *globals* parameter is a pointer to a field in *pg_globals* (same structure you gave to *pgInit*). For example, if your *pg_globals* structure is called “*paige_rsrv*,” this parameter would be passed as follows:

```
&paige_rsrv.mem_globals
```

PARAMETERS

purge_function a pointer to a function that will be called by OpenPaige to write (save) and purge memory allocations and/or to read (restore) purged allocations. However, OpenPaige will use its own function for *purge_proc* if you pass a null pointer for *purge_proc*. Otherwise, if you need to write your own, see “Providing Your Own Purge Function” on page 4-100 for the definition and explanation of this function.

ref_con contains the necessary information for the purge function to read and write to the disk and what you pass to *ref_con* depends on the platform you are operating and/or whether or not you are using the standard purge function (*purge_function null*).

How to set up virtual memory (Macintosh)

```
// This function inits VM by setting up a temp file in System folder

pg_globals      paige_rsrv;      // Same globals as given to pgInit,
      pgNew
void init_paige_vm (void)
{
    SysEnvRec   theWorld;
    SysEnvirons(2, &theWorld);      // Get system info for "folder"

// Get whatever temp file name to use. (In this example I get a STR#).

    GetIndString(temp_file_name, MISC_STRINGS, TEMP_FILE_STR);
    Create(temp_file_name, theWorld.sysVRefNum,
    TEMP_FILE_TYPE);
    FSOpen(temp_file_name, theWorld.sysVRefNum, &vm_file);
    InitVirtualMemory(&paige_rsrv.mem_globals, NULL, vm_file);

// (Leave the temp file open until quitting.. see below)
}

// Before quitting, you would "shut down" VM by closing the temp file:

void uninit_paige_vm (void)
{
    FSClose(paige_rsrv.purge_ref_con);      // VM file is stored here
}
```

The scratch file

Assuming you will be passing a null pointer to “*purge_proc*” (letting OpenPaige use the built-in purge function), the steps to fully initialize virtual memory are as follows:

1. First call *pgMemStartup* (to initialize the OpenPaige Memory Allocation manager) and pass the maximum memory to *max_memory* you want OpenPaige to use before allocations begin purging. If you want OpenPaige to use whatever is available, pass 0 for *max_memory* (see *pgMemStartup* ion the index for additional information).
2. Create a file that can be used as a “temp” file and open it with read/write access.
3. Call *InitVirtualMemory*, passing the file reference from #2 in the *ref_con* parameter. (For Macintosh platform, this should be the file *refnum* of the opened file; for Windows platform, this should be the int returned from *OpenFile* or *GetTempFile*, etc.).
4. Keep the scratch file open until you shut down the Allocation Manager (with *pgMemShutdown*).

NOTE: it is your responsibility to close and/or delete your temp file after your application session with OpenPaige has terminated).

If you are writing your own purge function, however, *ref_con* can be anything you require to initialize virtual memory I/O, such as a file reference or a pointer to some structure of your own definition.

After calling the above function, memory allocations will be “spooled” to your temp file as necessary to create a virtual memory environment.

The value originally passed to *pgMemStartup* —*max_memory*—dictates the maximum memory available for the OpenPaige Allocation Manager before allocations must be purged. This is a logical partition, not necessarily physical (i.e., you might have 2 megabytes available but only want OpenPaige to use 500K, in which case you would pass 500000 to *max_memory* in *pgMemStartup*).

Providing Your Own Purge Function

In most cases you can use the purging utilities provided in the Allocation Manager, see “Purging Utilities” on page 25-20. However, you can bypass the built-in memory purge

function, if necessary. For complete details, see “Writing Your Own Purge Function” on page 25-29

5

CHAPTER

CUT, COPY, PASTE

This section explains how to implement Cut, Copy, Paste and Undo, including additional methods to copy “text only.”

5.1

Copying and Deleting

```
(pg_ref) pgCut (pg_ref pg, select_pair_ptr selection, short draw_mode);  
(pg_ref) pgCopy (pg_ref pg, select_pair_ptr selection);  
(void) pgDelete (pg_ref pg, select_pair_ptr delete_range, short  
draw_mode);
```

To perform a “Cut” operation —þfor which text is copied then deleted — call *pgCut*. The *selection* parameter is an optional pointer to a pair of text offsets from which to delete text. This is a pointer to the following structure:

```
typedef struct
{
    long          begin; // Beginning offset of some text portion
    long          end; // Ending offset of some text portion
}
select_pair, *select_pair_ptr;
```

The begin field of a *select_pair* defines the beginning text offset and the end field defines the ending offset. Both offsets are byte offsets, not character offsets. Text offsets in OpenPaige are zero-based (first offset is zero). The last character “end” is included in the selection.

FIGURE #3 **SELECTION BEGIN AND END EXPLAINED**



NOTE: All offsets are byte counts. In the case of characters, they are each one byte.

If the *selection* parameter in *pgCut* is a null pointer, the current selection in *pg* is used instead (which is usually want you want).

FUNCTION RESULT: The function result of *pgRef* is a newly created OpenPaige object containing the copied text and associated text formatting. You can then pass this *pg_ref* to *pgPaste*, below.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                                // Do not draw at all
best_way,                                  // Use most efficient method(s)
direct_copy,                               // Directly to screen, overwrite
direct_or,                                 // Directly to screen, "OR"
direct_xor,                               // Directly to screen, "XOR"
bits_copy,                                 // Copy offscreen
bits_or,                                   // Copy offscreen in "OR" mode
bits_xor,                                 // Copy offscreen in "XOR" mode
```

NOTES:

- (1) The *pg_ref* returned from *pickup* is a “real” OpenPaige object, which means you need to eventually dispose of it properly using *pgDispose*.
- (2) Shapes from the source *pg_ref* are used to “clone” the resulting *pg_ref* from a copy or cut regardless of the selection range. For example, if the source *pg_ref* that gets copied contained a *page_area* shape with dimensions 10, 10, 580, 800, the resulting *pg_ref* will have the same *pg_area* shape. The same is true for *vis_area* and *exclude_area*.



CAUTION: If there is nothing to copy (no selection range exists), both *pgCut* and *pgCopy* will return *MEM_NULL*.



CAUTION: Atonally: It is a wise to never display the resulting *pg_ref* unless you first set a default graphics device to target the display. For example, doing a *pgCopy* then drawing to a “clipboard” window later could result in a crash. This can happen if the original window containing the copied *pg_ref* has been closed (rendering an invalid window attached to the copied reference). Hence, before drawing to such a “clipboard” use *pgSetDefaultDevice*. See “Setting a device” on page 3-8.

The *pgCopy* function is identical to *pgCut* except no text is deleted, only a *pg_ref* is returned which is the copy of the specified text and formatting and no *draw_mode* is provided (because the source *pg_ref* remains unchanged).

OpenPaige provides excellent error checking for out of memory situations with *pgCopy*. See “Exception Handling” on page 26-1.

The *pgDelete* function is the same as *pgCut* in every respect except a “copy” is not made nor returned. Use this function when you simply want to delete a selection range but not make a copy (such as a “Clear” command from a menu).

5.2

Pasting

```
(void) pgPaste (pg_ref pg, pg_ref paste_ref, long position, pg_boolean  
text_only, short draw_mode);
```

The *pgPaste* function takes *paste_ref* (typically obtained from *pgCut* or *pgCopy*) and inserts all of its text into *pg*, beginning at text offset position (which is a byte offset). The *paste_ref*'s contents remain unchanged.

The *position* parameter, however, can be *CURRENT_POSITION* (value of -1) in which case the paste occurs at the current insertion point in *pg*. After the paste the insertion point advances the number of characters that were inserted from *paste_ref*.

If *text_only* is “TRUE,” only the text from *paste_ref* is inserted —þno text formatting is transferred.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                                // Do not draw at all
best_way,                                  // Use most effecient method(s)
direct_copy,                               // Directly to screen, overwrite
direct_or,                                 // Directly to screen, "OR"
direct_xor,                               // Directly to screen, "XOR"
bits_copy,                                 // Copy offscreen
bits_or,                                   //Copy offscreen in "OR" mode
bits_xor                                  // Copy offscreen in "XOR" mode
```

NOTES:

- (1) If there is already selected text in *pg* (the target *pg_ref*), it is deleted before the paste occurs.
- (2) Only text and styles are affected in the target *pg_ref* —*pshapes* remain unchanged.



pgPaste custom styles

I need to know when a custom style gets inserted into a particular pg_ref. That is, if a style is duplicated in an undo or clipboard context, I need to know when the style is inserted into the style table for the “real” pg_ref.

There are several ways to do this. Which method you choose depends on when you need to know, i.e. if you need to know the instant it occurs versus knowing somewhere in your app following a *pgPaste* or *pgUndo*.

By “instant it occurs” I mean when processing a style with one of the hooks, for instance. If that’s what you need, one good way is to use the duplicate function. By mere virtue of getting called at all you know that OpenPaige is adding that style for one reason or another.

If you need to find out if that style exists at any arbitrary time, one way is to use *pgFindStyleInfo*. This function searches

all style change(s) in the text to find the first occurrence of a particular style. One useful feature in `pgFindStyleInfo` is that you can set up a "mask" to only compare certain specific fields in your style. I assume your custom style will contain some kind of unique value for you to identify it, in which case this function is probably exactly what you want.

Then there is the "hack" method which looks dangerous, but isn't really. This method is to look at the whole `style_info` list directly, which should remain compatible with all future OpenPaige versions AND it is even portable with Windows and other platforms! This is done as follows:

```
paige_rec_ptr    pg_rec;           // actual struct inside pg_ref
style_info_ptr   styles;          // will be ptr to styles
long             num_styles;      // will be # of styles available

pg_rec = UseMemory(pg);           // do this to get paige struct
num_styles = GetMemorySize(pg_rec->t_formats); /* = # of
                                                 style_info */

styles = UseMemory(pg_rec->t_formats); // points to first style

/* At this point: styles = pointer to first style_info and num_styles
   contains number of styles. Hence you can get next style as styles[1]
   or as ++styles, etc. To find your particular style just walk through and
   look for it. */

/* Once you are through you MUST do: */

UnuseMemory(pg_rec->t_formats);
UnuseMemory(pg);
```

```
text_ref pgCopyText (pg_ref pg, select_pair_ptr selection, short  
data_type);
```

FUNCTION RESULT: This function returns a memory allocation containing a copy of the text in *pg*, beginning at the specified offset as follows: if *selection* is non-null, it is used to determine the *selection* range (see “Copying and Deleting” on page 5-103 for information about *select_pair* structure). If *selection* is a null pointer, the current selection range is used.

NOTE: The *memory_ref* returned from *pgCopyText* will have a “record size” set to one byte. In other words, a *GetMemorySize()* will return the number of bytes copied (which might be different than number of characters since OpenPaige can theoretically contain multibyte chars).

The *data_type* parameter specifies which type of text to copy which can be one of the following:

```
typedef enum  
{  
    all_data,                                // Return all data  
    all_text_chars,                            // All text that is writing script  
    all_roman,                                 // All Roman ASCII chars  
    all_visible_data,                          // Return all visible data  
    all_visible_text_chars,        // All visible text that is writing script  
    all_visible_roman                         // All visible Roman ASCII chars  
};
```

If *data_type* is *all_data*, every byte in the specified range is copied; if *all_text_chars*, all single byte text is copied (which excludes only custom characters that aren’t really “text”); for *all_roman*, only ASCII characters of Roman script are copied (as opposed to some other script such as Chinese or Arabic).

The function result is typed as a *text_ref* which is a memory allocation created by the OpenPaige Allocation Manager.

NOTE: “Single byte text,” in the above sense does not refer to single or double byte scripts such as Roman vs. Kanji. The *all_text_chars* data type will in fact include double-byte script. The only type excluded in this case is embedded graphics, controls, or some other customized text stream that really isn’t text.

See also “Examine Text” on page 24-4.

TECH NOTE

No zeros at the end of pgCopyText

I got my text in a text_ref with pgCopyText. But there is no 0 at the end!

1. Can I simply add a zero at the end to create a zero delimited string?

Yes. But you must be careful since the *memory_ref* is only guaranteed to have allocated the number of bytes in the selection sent to *pgCopyText*. So if you want to append a zero, you should use *AppendMemory*, then put in the value.

```
memory_ref the_text;
the_text = pgCopyText(pg, &the_selection, all_data);

/* put a zero on the end so the parser doesn't walk off the end of the text
 */

AppendMemory(the_text, sizeof(pg_char), true);
UnuseMemory(the_text);
```

2. How do I know where the end is?

You can find the size of the text with *GetMemorySize()* which will return the number of “records”, in this case, the number of characters. OR, you know the number of characters going into *pgCopyText* by knowing the selection range(s).

6

CHAPTER

UNDO / REDO

OpenPaige provides an variety of functions to fully support multi-kinds of “Undo” for most situations. OpenPaige provides a convenient method of building custom undos which can be incorporated into your own application as well.

6.1

Concept of Undo

The concept of OpenPaige “undo” support is as follows: Before you do anything to an OpenPaige object that you want to be undo-able, call *pgPrepareUndo* if you are about to do a *pgCut*, *pgDelete*, *pgPaste* or any style, font or paragraph formatting change. The function result can then be given to *pgUndo* which will cause a reversal of what was performed.

For setting up an undo for *pgCut* or *pgDelete*, pass *undo_delete* for the verb parameter and a null pointer for *paste_ref*; for setting up an undo for *pgPaste*, pass *undo_paste* for the verb and the *pg_ref* you intend to paste from in *paste_ref*. For formatting changes (setting different fonts and styles or paragraph formats), pass *undo_format* for verb and null pointer for *paste_ref*.

Prepare Undo

To implement these features you must make the following function call prior to performing something that is undo-able:

```
(undo_ref) pgPrepareUndo (pg_ref pg, short verb, void PG_FAR
    *insert_ref);
```

FUNCTION RESULT: This function returns a special memory allocation which you can give to *pgUndo* (below) to perform an Undo.

The *verb* parameter defines what you are about to perform, which can be one of the following:

```
typedef enum
{
    undo_none,                      /* Null undo ("can't undo") */
    undo_typing,        /* Undo key entry except backspace and forward
                           delete */
    undo_backspace,                /* Undo backspace key */
    undo_delete,                   /* Undo clear/cut/delete */
    undo_fwd_delete,               /* Undo forward delete */
    undo_paste,                     /* Undo paste/insert */
    undo_format,                   /* Undo text style or par format or font */
    undo_insert,                   /* Undo some other form of insertion */
    undo_page_change,              /* Undo page area change */
    undo_vis_change,               /* Undo vis area change */
    undo_exclude_change,            /* Undo exclusion area change */
    undo_doc_info,                 /* Undo setDocInfo change */
    undo_embed_insert,              /* Undo embed_ref insertion */
    undo_app_insert     /* Undo insert with position parameter */
};
```

“About to perform” means that you are about to do something you wish to be undo-able later on. This includes performing a deletion, insertion, or text formatting change of any kind.

6.3

The `insert_ref` Parameter

For `undo_paste`, `insert_ref` must be the `pg_ref` you intend to paste (the source “scrap”); for `undo_insert`, `insert_ref` must be a pointer to the number of bytes to be inserted.

The `undo_app_insert` verb is identical to `undo_insert` except you must specify the insert location (`undo_insert` assumes the current text position). To do so, `insert_ref` must be a pointer to an array of two long words, the first element should be the text position to be inserted and the second element the insertion size, in bytes.

For `undo_typing`, `undo_backspace` and `undo_fwd_delete`, `insert_ref` should be the previous `undo_ref` you received for any `pgPrepareUndo`—or NULL if none.

NOTE: `insert_ref`, in this case, is an `undo_ref`—not a pointer to one—so you must coerce the `undo_ref` as `(void PG_FAR *)`.

For all other undo preparations, `insert_ref` should be NULL.

Insert 100 bytes

If you are about to insert, say, 100 bytes, you would call `pgPrepareUndo` as follows:

```
long      length;  
  
length = 100;  
pgPrepareUndo(pg, undo_insert, (void PG_FAR *)&length);
```

```
/* The following function inserts a key into pg and returns the undo_ref  
that can be used to perform "Undo typing". The last_undo is the  
previous undo_ref, or MEM_NULL if none. */  
  
undo_ref insert_width_undo (pg_ref pg, pg_char the_key, undo_ref  
last_undo)  
{  
    undo_reffunction_result;  
  
    if (the_key >= ' ')      // if control char  
    {  
  
        if (the_key == FWD_DELETE_CHAR)  
            function_result= pgPrepareUndo(pg, undo_fwd_delete,  
            (void PG_FAR *) last_undo);  
        else  
            function_result= pgPrepareUndo(pg,  
            undo_typing, (void*) undo);  
    }  
    else  
        if (the_key == BACKSPACE_CHAR)  
            function_result= pgPrepareUndo(pg, undo_backspace,  
            (void*) undo);  
  
    pgInsert(pg, (pg_char_ptr)&the_key, sizeof(pg_char),  
    CURRENT_POSITION,  
    key_insert_mode, 0, best_way);  
    return  function_result;  
}
```

For *undo_paste*, *insert_ref* must be the *pg_ref* you are about to paste (same as before).

For all other undo verbs, *insert_ref* is not used (so can be NULL).

Additional Undo Verbs

undo_page_change can be used before changing the page shape, *undo_vis_change* before changing the visual area and *undo_exclude_change* before changing the exclusion area.

The *undo_doc_info* verb can be given before changing anything in *pg_ref's doc_info*. For example, you could do “Undo Page Setup” with this undo verb.

The *undo_embed_insert* verb can be used before inserting an *embed_ref* (see chapter on Embedded Objects). Note, unlike *undo_insert* and *undo_app_insert*, the *insert_ref* parameter should be NULL for *undo_embed_insert*.

Undoing “Containers”

OpenPaige will set up an undo (and restore upon redo) both “container” rectangles and the associated refcons when you use *undo_page_change*. You can therefore perform a full Undo Container Change.

Performing the Undo

To perform the actual Undo operation, pass an *undo_ref* to the following:

```
(undo_ref) pgUndo (pg_ref pg, undo_ref ref, pg_boolean requires_redo,  
short draw_mode);
```

The *ref* parameter must be an *undo_ref* obtained from *pgPrepareUndo*.

If *requires_redo* is “TRUE,” *pgUndo* returns a new *undo_ref* which can be used for a “Redo”.

For example, if the *undo_ref* passed to this function performed an “Undo Cut,” and *requires_redo* is given as TRUE, the function will return a new *undo_ref* which, if given to *pgUndo* again, would perform a “Redo Cut.” Undo / Redo results can be toggled back and forth this way virtually forever.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

draw_none,	// Do not draw at all
best_way,	// Use most efficient method(s)
direct_copy,	// Directly to screen, overwritedirect_or,
// Directly to screen, "OR" direct_xor, // Directly to screen, "XOR"	
bits_copy,	// Copy offscreen
bits_or,	// Copy offscreen in "OR" mode
bits_xor	// Copy offscreen in "XOR" mode

Generally, if you want the OpenPaige object to redraw, pass *best_way* for *draw_mode*.

NOTE: 1. *pgUndo* returns a new *undo* ref, which is a completely different allocation than the *undo_ref* you passed to it. It is your responsibility to dispose all *undo_refs*.

NOTE: 2: When an Undo is performed, it does not matter what the selection point (or selection range) is in *pg* at the time —*pgUndo* will restore whatever selection range(s) existed at the time the *undo_ref* was created. For example, if the user performs an action for which you created an Undo *ref*, such as a Paste, then he selects some other text or clicks at a different location, *pgUndo* still works correctly since the original insertion point for the Paste is recorded in the *undo_ref*.

Once you are through using an *undo_ref*, dispose it by calling the following function:

```
(void) pgDisposeUndo (undo_ref ref);
```

The *ref* parameter must be a valid *undo_ref* (received from *pgPrepareUndo*, or *pgUndo*); or, *ref* can be *MEM_NULL* (in which case *pgDisposeUndo()* does nothing).

NOTES:

- (1) *MEM_NULL* is allowed intentionally so you can blindly pass your application's last "undoable" operation, which can be set initially to *MEM_NULL*.
- (2) There are a few cases where you should not dispose an *undo_ref*—please see below.

Disposing the Previous Prepare-Undo

If you are implementing single-level undo support (user can only undo the last operation), you would normally need to dispose the "old" *undo_ref* (the one returned from the previous *pgPrepareUndo()*) before preparing for the next undo. For *undo_ttyping*, *undo_fwd_delete* and *undo_backspace* you must not dispose the "old" *undo_ref*—these are the lone exceptions to the "dispose-old-undo" rule.

The reason for this is that you give OpenPaige the "old" *undo_ref* as the *insert_ref* parameter; for *undo_ttyping*, *undo_backspace* and *undo_fwd_delete*, the *undo_ref* given in *insert_ref* is either disposed or returned back to you as the function result.

Never dispose the "previous" *undo_ref* when preparing for any of these "character" undos (*undo_ttyping*, *undo_backspace* and *undo_fwd_delete*). In all other cases, it is OK to dispose the previous *undo_ref*.

Undo Type

```
short pgUndoType (undo_ref ref);
```

This returns what type of *undo_ref* will perform.

FUNCTION RESULT: The function returns one of the undo verbs listed above under *pgPrepareUndo*, or a negative complement of a verb.

If the *undo_ref* is intended for a redo (returned from *pgUndo*), the verb will be its negative complement. For example, if *pgUndoType()* returns *undo_paste*, a call to *pgUndo()* would essentially perform a “Redo Paste”.

A good use for this function is to set up a menu item for the user to indicate what can be undone.

NOTE: If you want to record more information about an Undo operation than the undo verbs listed above, use *pgSetUndoRefCon* below.

Undo RefCon

```
(void) pgSetUndoRefCon (undo_ref ref, long refCon);
(long) pgGetUndoRefCon (undo_ref ref);
```

These two functions allow you to set (or get) a long reference inside an *undo_ref*.

The *ref* parameter must be a valid *undo_ref*; for *pgSetUndoRefCon*, *refCon* can be anything. *pgGetUndoRefCon* returns whatever has been set in *ref*.

OpenPaige has a low-level hook for which you can use to implement modified undo actions, or you can completely customize an undo regardless of its complexity. See the chapter “Customizing OpenPaige” on page 27-1 for more information.

Multilevel Undo

Your application can theoretically provide multiple-level Undo support by simply preparing a “stack” of *undo_refs* returned from *pgPrepareUndo*. Since each *undo_ref* is independent of the next (i.e. there are no data structures within an *undo_ref* that depend on other *undo_refs* or even *pg_refs*), an application can keep as many of these around as desired to achieve “Undo of Undo” and “Undo of Undo of Undo,” etc.

Supporting a multilevel Undo (being able to undo the last several operations) simply involves “stacking” the *undo_ref*’s returned from *pgPrepareUndo*.



CAUTION: However, when you set up for “Undo Typing” (be it for a regular insertion, backspace or forward delete), OpenPaige might return the same *undo_ref* that was given to *pgPrepareUndo*, and/or it might delete the previous *undo_ref* passed to the “*insert_ref*” parameter. In this case, make sure you check for this situation and handle it.

SEE THE FOLLOWING EXAMPLE.

```
/* The following code places consecutive undo_refs into an array so
   multi-level "Undo" can be supported. We only show stacking a max of
   16 but of course it can be more.          */

undo_ref  stacked_refs[16];
short      stack_index = 0; // initially begins with "no undos"

// We call "PrepareUndo" from several places in the program.
// The verb is the undo_verb to be performed.

void PrepareUndo (pg_ref pg, short verb)
{
    undo_ref      new_undo, previous_undo;

    previous_undo = MEM_NULL;    // assume no previous undo

    if (verb == undo_typing || verb == undo_fwd_delete
        || verb == undo_backspace)
        if (stack_index > 0)           // There is a previous undo

            if (pgUndoType(stacked_refs[stack_index - 1] == verb)
                otherparam = stacked_refs[stack_index - 1];

            new_undo = pgPrepareUndo(pg, verb, (void PG_FAR *)
previous_undo;

            // Check to see if OpenPaige returned the same undo_ref.

            if (!previous_undo || new_undo != previous_undo)
                ++stack_index;

            stacked_refs[stack_index - 1] = new_undo;
}
```

7

CHAPTER

CLIPBOARD SUPPORT

OpenPaige provides a certain degree of automatic support for the external clipboard, regardless of platform.

7.1

Writing to the Clipboard

```
void pgPutScrap (pg_ref the_scrap, pg_os_type native_format,  
    short scrap_type);
```

This function writes the appropriate data to the external clipboard for other applications to read (including your own application). The data to be written is contained in *the_scrap*; usually, *the_scrap* would have been returned earlier from *pgCopy()* or *pgCut()*.

The `scrap_type` parameter indicates the preferred format within `pg` to write to the clipboard. If `scrap_type` is `pg_void_scrap` (value of zero), OpenPaige will write whatever format(s) are appropriate, including its own native type.

If `scrap_type` is nonzero it must be one of the following:

<code>pg_native_scrap</code>	OpenPaige native format
<code>pg_text_scrap</code>	ASCII text
<code>pg_embed_scrap</code>	Contents of an <code>embed_ref</code>

For `pg_embed_scrap`, only `embed_mac_pict` (for Macintosh) and `embed_meta_file` (for Windows) are supported, and only the first `embed_ref` found within `the_scrap` is written to the clipboard.

The `native_format` parameter should contain a platform-appropriate identifier for a native OpenPaige format. For the Macintosh platform, `pg_os_type` is an OSType parameter; for the Windows platform, `pg_os_type` is a WORD parameter (Win16) or int parameter (Win32). Note that the value you place in `native_format` depends upon the runtime platform, as follows:

Windows Platform

You must first register a new format type by calling `RegisterClipboardFormat()`, then use that format type for every call to `pgPutScrap()` and `pgGetScrap()`. The name of this format type is arbitrary; however, to remain consistent we recommend the name used by the custom control, “OpenPaige”.

NOTE (Windows): IMPORTANT You must call `OpenClipboard()` before calling `pgPutScrap()`, then call `CloseClipboard()` after this function has returned. OpenPaige can't open the clipboard for you because it can't assume there is a valid HWND available within its structure.

NOTE: Additional note: All data from the clipboard is copied, i.e. the data within the `pg_ref` is not owned by the clipboard.

For Macintosh, a *pg_os_type* is identical to OSType. This format type is somewhat arbitrary; however, to remain consistent we recommend the name used by the custom control, '*paig*'.

All Platforms

For both Macintosh and Windows platform, the clipboard is cleared before any data is written. If it is successful, the data can be read from the clipboard by calling *pgGetScrap()*, below.

7.2

Reading from the Clipboard

```
pg_ref pgGetScrap (pg_globals_ptr globals, pg_os_type native_format,  
                   embed_callback def_embed_callback);
```

This function checks the external clipboard for a recognizable format and, if found, returns a new *pg_ref* containing the data; the *pg_ref* can then be passed to *pgPaste()*. This function will work for both Macintosh and Windows-based applications.

The *globals* parameter must be a pointer to the OpenPaige globals structure (same structure used for *pgNew()*).

The *native_format* parameter should contain the same native format type identifier that was given to *pgPutScrap()*. For example, if running on a Macintosh the *native_format* might be '*paig*'. On a Windows machine, *native_format* would be the value returned from *RegisterClipboardFormat()*.

The *def_embed_callback* parameter is an optional function pointer to an *embed_ref* callback function. The purpose of providing this parameter is to initialize any

`embed_ref(s)` read from the clipboard to use your callback function. If `def_embed_callback` is NULL it will be ignored (and the default callback used by OpenPaige will be placed into any `embed_ref(s)` read).

NOTE (Windows): IMPORTANT: You must call `OpenClipboard()` before calling `pgGetScrap()`, then call `CloseClipboard()` after you are through processing the data. OpenPaige can't open the clipboard for you because it can't assume there is a valid HWND available within its structure.

Function Result

If a format is recognized on the clipboard, a new `pg_ref` is returned containing the clipboard data. If no format(s) are recognized, `MEM_NULL` is returned.

NOTE: It is your responsibility to dispose the `pg_ref` returned from this function.

7.3

Format Type Priorities

Windows Platform

OpenPaige will check the clipboard for format types it can support in the following priority order:

1. OpenPaige native format (taken from `native_format` parameter).
2. Text (`CF_TEXT`).
3. Metafile (`CF_METAFILEPICT`)
4. Bitmap (`CF_BITMAP`)

If none of the above formats are found, `pgGetScrap()` returns `MEM_NULL`.

OpenPaige will check the clipboard for format types it can support in the following priority order:

1. OpenPaige native format (taken from native_format parameter).
2. Text ('TEXT').
3. Picture ('PICT').

If none of the above formats are found, *pgGetScrap()* returns *MEM_NULL*.

7.4

Checking Clipboard Availability

```
pg_boolean pgScrapAvail (pg_os_type native_format);
```

This function returns TRUE if there is a recognizable format in the clipboard. No data is read from the clipboard — only the data availability is returned.

The *native_format* should be the appropriate clipboard format type for the OpenPaige native format (see *pgPutScrap()* above).

This function is useful for controlling menu items, e.g. disabling “Paste” if nothing is in the clipboard.

NOTE (Windows): IMPORTANT: You should call *OpenClipboard()* before calling *pgScrapAvail()*, then call *CloseClipboard()* after this function has returned.

8

CHAPTER

STYLE BASICS

OpenPaige maintains three separate text formatting runs (series of text formatting changes): styles (bold, italic, super/subscript, etc.), fonts (Helvetica, Times, etc.) and paragraph formats (indentations, tabs, justification, etc.).

Each of these three formats can be changed separately; any portion of text can be a combination of each of these formats. Setting each of those is described in detail in “Advanced Styles” on page 30-1. This chapter, Style Basics, describes the easiest quickest way to simply set the style, font and paragraph format you want.

NOTE: Unlike a Windows font that defines the whole composite format of text, the term “font” as used in this chapter generally refers only to a *typeface*, or typeface name. OpenPaige considers a “font” to simply be a specific *family* such as Times, Courier, Helvetica, etc. while distinguishing other formatting properties such as bold, italic, underline, etc. as the text *style*.

Simplified Fonts and Styles

The simplest way to change the text in a *pg_ref* to different fonts, style or color is to use the high-level utility functions provided with OpenPaige version 1.0. These utilities provide a “wrapper” around the lower-level OpenPaige functions that change styles, fonts and text colors.

The source code to the wrapper has also been provided for your convenience, so you can alter them as necessary to fit your particular application. Or, you can examine them as reference material as the need occurs to apply more sophisticated stylization to your document.

Installing the Wrapper

All the functions listed in this section can be installed by including the source file *pgHLevel.c* in your project and *pgHLevel.h* as its header file. These functions can be called from both Macintosh and Windows platforms and should work with all compilers that support standard C conventions.

NOTE: If your application requires more sophistication than provided in this high-level wrapper, and/or if you cannot use the wrapper for any reason, please see the chapter, “Advanced Styles” on page 30-1.

Selection range

Most of the functions in this chapter require a selection range, *select_pairs* and *CURRENT_SELECTION*.

The selection range defines the range of text that should be changed, or if you pass a null pointer the current selection range (or insertion point) in *pg* is changed.

If you do give a pointer to *selection*, it must point to the following structure:

```
typedef struct
{
    long      begin; // Beginning offset of some text portion
    // Ending offset of some text portion
}
select_pair;
typedef select_pair PG_FAR *select_pair_ptr;
```

The begin field of a *select_pair* defines the beginning text offset and the end field defines the ending offset. Both offsets are byte offsets, not character offsets. Text offsets in OpenPaige are zero-based (first offset is zero).

8.3

Changing / Getting Fonts

Windows prototype:

```
#include "pgHLevel.h"
void pgSetFontByName (pg_ref pg, LPSTR font_name, select_pair_ptr
selection_range, pg_boolean redraw);
```

Macintosh prototype:

```
#include "pgHLevel.h"
void pgSetFontByName (pg_ref pg, Str255 font_name, select_pair_ptr
selection_range, pg_boolean redraw);
```

This function changes the text in *pg* to the specified *font_name*.

If *selection_range* is a null pointer, the text in *pg* currently selected is changed (or, if nothing is selected, the font is applied to the next key insertion).

If *selection_range* is not null, it must point to a *select_pair* record defining the beginning and ending text offsets to apply the font. (See also “Selection range” on page 8-128).

If *redraw* is TRUE the changed text is redrawn if there was a selected range affected.

NOTE: Only the font is affected in the composite style of the specified text, i.e. the text will retain its current point size and its other style attributes; only the font family changes.

Macintosh prototype

```
#include "pgHLevel.h"
pg_boolean pgGetFontByName (pg_ref pg, Str255 font_name);
```

Windows prototype

```
#include "pgHLevel.h"
pg_boolean pgGetFontByName (pg_ref pg, LPSTR font_name);
```

This function returns the font name that is applied to the text currently highlighted in *pg* (or, if nothing is highlighted, the font that applies to the current insertion point is returned).

The font name is returned in *font_name*. However, if the text is selected and the text range has more than one font, *pgGetFontByName* returns FALSE and *font_name* is not certain.

Setting / Getting Point Size

Prototype (same for both Mac and Windows)

```
#include "pgHLevel.h"
void pgSetPointSize (pg_ref pg, short point_size, select_pair_ptr
selection_range, pg_boolean redraw);
```

This function changes the text point size to the new size specified.

If *selection_range* is a null pointer, the text in *pg* currently highlighted is changed (or, if nothing is highlighted, the point size is applied to the next key insertion).

If *selection_range* is not null, it must point to a *select_pair* record defining the beginning and ending text offsets to apply the size. (See also “Selection range” on page 8-128).

If *redraw* is TRUE the changed text is redrawn if there was a selected range affected.

NOTE: Only the text size is affected in the composite style of the specified text, i.e. the text will retain its current font family and its other style attributes; only the point size changes.

Prototype (same for both Mac and Windows)

```
#include "pgHLevel.h"
pg_boolean pgGetPointsize (pg_ref pg, short PG_FAR *point_size);
```

This function returns the point size that is applied to the text currently selected in *pg* (or, if nothing is selected, the point size that applies to the current insertion point is returned).

The point size is returned in **point_size* (which must not be a null pointer). However, if the text is highlighted and the text range has more than one size, *pgGetPointsize* returns FALSE and **point_size* is not certain.

Setting easy styles

Prototype (same for Mac and Windows)

```
#include "pgHLevel.h"
void pgSetStyleBits (pg_ref pg, long style_bits, long set_which_bits,
    select_pair_ptr selection_range, pg_boolean redraw);
```

This function changes the text style(s) to the new style(s) specified. “Styles” refers to text drawing characteristics such as bold, italic, underline, etc.

The style(s) to apply are represented in *style_bits*, which can be a composite of any of the following values:

```
#include "pgHLevel.h"

#define X_PLAIN_TEXT          0x00000000
#define X_BOLD_BIT             0x00000001
#define X_ITALIC_BIT           0x00000002
#define X_UNDERLINE_BIT        0x00000004
#define X_OUTLINE_BIT          0x00000008
#define X_SHADOW_BIT            0x00000010
#define X_CONDENSE_BIT          0x00000020
#define X_EXTEND_BIT            0x00000040
#define X_DBLE_UNDERLINE_BIT   0x00000080
#define X_WORD_UNDERLINE_BIT   0x00000100
#define X_DOTTED_UNDERLINE_BIT 0x00000200
#define X_HIDDEN_TEXT_BIT       0x00000400
#define X_STRIKEOUT_BIT         0x00000800
#define X_SUPERSCRIPT_BIT       0x00001000
#define X_SUBSCRIPT_BIT          0x00002000
#define X_ROTATION_BIT          0x00004000
#define X_ALL_CAPS_BIT          0x00008000
#define X_ALL_LOWER_BIT          0x00010000
#define X_SMALL_CAPS_BIT        0x00020000
#define X_OVERLINE_BIT           0x00040000
#define X_BOXED_BIT              0x00080000
#define X_RELATIVE_POINT_BIT    0x00100000
#define X_SUPERIMPOSE_BIT       0x00200000
#define X_ALL_STYLES             0xFFFFFFFF
```

The *set_which_bits* parameter specifies which of the styles specified in *style_bits* to actually apply; the value(s) you place in *set_which_bits* should simply be the bits (as defined above) that you want to change.

The purpose of *set_which_bits* is to distinguish between a style you choose to force to “off” versus a style you choose to remain unchanged.

For example, suppose you want to change all the selected text to bold face but leave the other styles of the text unchanged. To do so, you would simply pass *X_BOLD_BIT* in both “*style_bits*” and “*set_which_bits*.”

However, suppose you want to force the selected text to ONLY bold (forcing all other styles off). In this case, you would pass *X_BOLD_BIT* in “*style_bits*” and *0xFFFFFFFF* (or *X_ALL_STYLES*) in “*set_which_bits*”.

Also note for “plain” text (forcing all styles OFF), you pass *X_PLAIN_TEXT* for *style_bits* and *X_ALL_STYLES* for *set_which_bits*.

If *selection_range* is a null pointer, the text in pg currently selected is changed (or, if nothing is selected, the style(s) are applied to the next key insertion).

If *selection_range* is not null, it must point to a *select_pair* record defining the beginning and ending text offsets to apply the style(s). (See also “Selection range” on page 8-128).

If redraw is TRUE the changed text is redrawn if there was a selected range affected.

NOTE: Only the specified style attributes will affect the text, i.e. the selected text will retain its font family and point size, and all other style attributes that are not specified in *set_which_bits*.

NOTE (Macintosh): The first six style definition bits are identical to QuickDraw’s style bits. You might find it convenient to simply pass the QuickDraw style(s) to this function.

Setting Style Example

```
#include "pgHLevel.h"

/* The following code sets the text currently selected in pg to bold-italic
but leaves all other styles in the text alone. The text gets re-draw with
the changes if we had a highlight range.*/

long style_bits = X_BOLD_BIT | X_ITALIC_BIT;
pgSetStyleBits(pg, style_bits , style_bits , NULL, TRUE);

/* The following code sets the text currently selected in pg to bold-italic
but does NOT leave the other styles alone (forces text to bold-italic
and turns off all other styles). The text gets re-drawn with the changes
if we had a highlight range. */

long style_bits = X_BOLD_BIT | X_ITALIC_BIT;
pgSetStyleBits(pg, style_bits , X_ALL_STYLES , NULL, TRUE);

// The following code changes all the selected text to "plain"

pgSetStyleBits(pg, X_PLAIN_TEXT, X_ALL_STYLES, NULL, TRUE);
```

Getting easy styles

Prototype (both Mac and Windows)

```
#include "pgHLevel.h"
void pgGetStyleBits (pg_ref pg, long PG_FAR *style_bits, long PG_FAR
*consistent_bits);
```

This function returns the style(s) that are applied to the text currently highlighted in *pg* (or, if nothing is highlighted, the style(s) that apply to the current insertion point are returned).

The style(s) are returned in `*style_bits` (which must not be a null pointer); the value of `*style_bits` will be a composite of one or more of the style bits as defined in `pgSetStyleBits` (above).

The `*consistent_bits` parameter will also get set to the style(s) that remains consistent throughout the selected text; if a style bit in `consistent_bits` is set to a “1,” that corresponding bit value in `*style_bits` is the same throughout the selected text.

For example, if `*style_bits` returns with all 0’s, yet `*consistent_bits` is set to all 1’s, the selection is purely “plain text” (no styles are set). However, if `*style_bits` returned all 0’s but `*consistent_bits` was NOT all 1’s, the text is not “plain text,” rather the bits that are 0 in `*consistent_bits` reveal that style is not the same throughout the whole selection.

NOTE: The `consistent_styles` parameter must not be a null pointer.

8.6

Setting / Getting Text Color

Windows prototypes

```
#include "pgHLevel.h"
void pgSetTextColor (pg_ref pg, COLORREF color, select_pair_ptr
                     selection_range, pg_boolean redraw);
void pgSetTextBKColor (pg_ref pg, COLORREF color, select_pair_ptr
                      selection_range, pg_boolean redraw);
```

Macintosh prototypes

```
#include "pgHLevel.h"

void pgSetTextColor (pg_ref pg, RGBColor *color, select_pair_ptr
    selection_range, pg_boolean redraw);
void pgSetTextBKColor (pg_ref pg, RGBColor *color, select_pair_ptr
    selection_range, pg_boolean redraw);
```

pgSetTextColor changes the foreground color of text in *pg* to the specified color;
pgSetTextBKColor changes the background color of text in *pg* to the specified color.

If *selection_range* is a null pointer, the text in *pg* currently highlighted is changed (or, if nothing is highlighted, the color is applied to the next key insertion).

If *selection_range* is not null, it must point to a *select_pair* record defining the beginning and ending text offsets to apply the color. (See also “Selection range” on page 8-128).

If *redraw* is TRUE the changed text is redrawn if there was a selected range affected.

NOTE: Only the text color is affected in the specified text, i.e. the text will retain its current font family, point size and its other style attributes.

Windows prototypes

```
#include "pgHLevel.h"
pg_boolean pgGetTextColor (pg_ref pg, COLORREF PG_FAR *color);
pg_boolean pgGetTextBKColor (pg_ref pg, COLORREF PG_FAR
    *color);
```

Macintosh prototypes

```
#include "pgHLevel.h"

pg_boolean pgGetTextColor (pg_ref pg, RGBColor *color);
pg_boolean pgGetTextBKColor (pg_ref pg, RGBColor *color);
```

pgGetTextColor returns the foreground color that is applied to the text currently highlighted in pg (or, if nothing is highlighted, the color that applies to the current insertion point is returned); *pgGetTextBKColor* returns the text background color.

The color is returned in **color* (which must not be a null pointer). However, if the text is highlighted and the text range has more than one size, the function returns FALSE and **color* is not certain.

8.7

Style Examples

Setting styles (Windows)

```
/* The following code shows an example of setting a new point size, a
   new font and new style(s) taken from a "LOGFONT" structure. All new
   text characteristics are applied to the text currently highlighted (or
   they are applied to the NEXT pgInsert if no text is highlighted). */
```

Carefully note that we do not “redraw” the text until the last function is called, otherwise we would keep “flashing” the refresh of the text.

```
#include "Paige.h"
#include "pgUtils.h"
#include "pgHLevel.h"
```

```

LOGFONT log_font; // got this from "ChooseFont" or whatever
long style_bits, set_bits; // Used for pgSetStyleBits

// Set font (by name):
pgSetFontByName(pg, log_font.lfFaceName, NULL, FALSE);

// Set point size:
pgSetPointSize(pg, pgAbsoluteValue((long)log_font.lfHeight, NULL,
FALSE);

// Set style attributes:
style_bits = set_bits = 0;
if (log_font.lfWeight == FW_BOLD)
    style_bits |= X_BOLD_BIT;
if (log_font.lfItalic)
    style_bits |= X_ITALIC_BIT;
if (log_font.lfUnderline)
    style_bits |= X_UNDERLINE_BIT;
if (log_font.lfStrikeOut)
    style_bits |= X_STRIKEOUT_BIT;

// Before setting the styles, check if we actually have "plain text":
if (style_bits == X_PLAIN_TEXT)
    set_bits = X_ALL_STYLES;
else
    set_bits = style_bits;

// Note, this time we pass "TRUE" for redraw because we are done:
pgSetStyleBits(pg, style_bits, set_bits, NULL, TRUE);

```

```
#include "pgHLevel.h"
/* The following code assumes a "Font" menu (which lists all available
   fonts), a "Style" menu (containing Plain, Bold, etc.) and a "Point" menu
   (with 9, 12, 18 and 24 point values). Each example assumes its
   respective menu has been selected by user and "menu_item" is the
   item selected. */
/* For font menu: */
Str255      font;

GetItem(FontMenu, menu_item, font);
pgSetFontByName(pg, font, NULL, TRUE);

/* For style menu: */
long      style_bits, set_bits;

switch (menu_item) {
    case PLAIN_ITEM:
        style_bits = X_PLAIN_TEXT;
        set_bits = X_ALL_STYLES;
        break;

    case BOLD_ITEM:
        style_bits = set_bits = X_BOLD_BIT;
        break;

    case ITALIC_ITEM:
        style_bits = set_bits = X_ITALIC_BIT;
        break;

    case UNDERLINE_ITEM:
        style_bits = set_bits = X_UNDERLINE_BIT;
        break;
    case OUTLINE_ITEM:
        style_bits = set_bits = X_OUTLINE_BIT;
        break;
}
```

```
        case SHADOW_ITEM:
            style_bits = set_bits = X_SHADOW_BIT;
            break;
    }

pgSetStyleBits(pg, style_bits, set_bits, NULL, TRUE);

// Setting point size

short      pointsize;

switch (menu_item) {
    case PT9_ITEM:
        pointsize = 9;
        break;
    case PT12_ITEM:
        pointsize = 12;
        break;
    case PT18_ITEM:
        pointsize = 18;
        break;
    case PT24_ITEM:
        pointsize = 24;
        break;
}
pgSetPointSize(pg, pointsize, NULL, TRUE);
```

Changing pg_ref style defaults

Changing the defaults of the *pg_ref* is done just after *pgInit*. Changing the defaults is shown in “A Different Default Font, Style, Paragraph” on page 3-6.

Changing Paragraph Formats

Changing the paragraph format applied to text range(s) requires a separate function call since paragraph formats are maintained separate from text styles and fonts.

To set one or more paragraphs to a different format, call the following:

```
(void) pgSetParInfo (pg_ref pg, select_pair_ptr selection, par_info_ptr  
info, par_info_ptr mask, short draw_mode);
```

This function is almost identical to *pgSetStyleInfo* or *pgSetFontInfo* except a *par_info* record is used for *info* and *mask*.

The other difference is that *pgSetParInfo* will always apply to at least one paragraph: even if the selection “range” is a single insertion point, the whole paragraph that contains the insertion point is affected.

The *selection* and *draw_mode* parameters are functionally identical to the same parameters in *pgSetStyleInfo* (see “Changing Styles” on page 30-7 and “Draw Modes” on page 2-30), except whole paragraphs are changed (even if you specify text offsets that do not fall on paragraph boundaries). (See also “Selection range” on page 8-128 and “All About Selection” on page 10-1).

For detailed information on *par_info* records —and what fields you should set up—see “*par_info*” on page 30-33.

NOTE: If you want to set or change tabs, it is more efficient (and less code) to use the functions in the chapter “Tabs & Indents” on page 9-1.

```
(long) pgGetParInfo (pg_ref pg, select_pair_ptr selection, pg_boolean  
set_any_match, par_info_ptr info, par_info_ptr mask);
```

This function returns paragraph information for a specific range of text.

If *selection* is a null pointer, the information that is returned applies to the current selection range in *pg* (or the current insertion point); if *selection* is non-null, pointing to *select_pair* record, information is returned that applies to that selection range (see “Copying and Deleting” on page 5-1 for information about *select_pair* pointer under *pgGetStyleInfo*).

Both *info* and *mask* must both point to *par_info* records; neither can be a null pointer. When the function returns, both *info* and *mask* will be filled with information you can examine to determine what style(s), paragraph format(s) or font(s) exist throughout the selected text, and/or which do not.

If *set_any_mask* was FALSE: All the fields in *mask* that are set to nonzero indicate that the corresponding field value in *info* is the same throughout the selected text; all the fields in *mask* that are set to zero indicate that the corresponding field value in *info* is not the same throughout the selected text.

For example, suppose after calling *pgGetParInfo*, *mask.spacing* has a nonzero value. That means that whatever value has been set in *info.spacing* is the same for every paragraph in the selected text. Hence if *info.spacing* is 12, then *every* character is spaced the same.

On the other hand, suppose after calling *pgGetParInfo*, *mask.spacing* is set to zero. That means that *some* of the characters in the selected text matches the spacing in *info* and some do not. In this case, whatever value happens to be in *info.spacing* is not certain.

Essentially, any nonzero in *mask* is saying, “Whatever is in *info* for this field is applied to every character in the text,” and any zero in *mask* is saying, “Whatever is in *info* for this field does not matter because it is not the same for every character in the text.”

You want to pass FALSE for *set_any_mask* to find out what paragraph formats apply to the entire selection (or not).

TABLE #3			POSSIBLE RESULTS WHEN SET_ANY_MASK IS SET TO FALSE
info	mask	results	
12	-1	All paragraphs have spacing of 12	
12	0	Some paragraphs have spacing of 12	

Setting *set_any_match* to TRUE is used to determine if only a part of the text matches a given paragraph format. This is described in “Obtaining Current Text Format(s)” on page 30-15. The *par_info* structure is described in “*par_info*” on page 30-33.

9

CHAPTER

TABS & INDENTS

9.1

Tab Support

One of the elements of a paragraph formats is a list of tab stops. Although you could set tabs (or change tabs) using *pgSetParInfo*, some additional functions have been provided exclusively for tabs to help save on coding:

```
void pgSetTab (pg_ref pg, select_pair_ptr selection, tab_stop_ptr  
tab_ptr, short draw_mode);
```

This function sets a new tab that applies to the specified selection.

The *selection* parameter is used in the same way as other functions use a *select_pair* parameter: if it is a null pointer, the current selection in *pg* is used, otherwise the *selection* is taken from the parameter (see “Selection range” on page 8-2 for information about *pgSetParInfo* regarding *select_pair* records).

The *draw_mode* is also identical to all other functions that accept a *draw_mode* parameter. *draw_mode* can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                                // Do not draw at all
best_way,                                 // Use most efficient method(s)
direct_copy,                               // Directly to screen, overwrites old or
// Directly to screen, "OR" direct_xor,    // Directly to screen, "XOR"
bits_copy,                                // Copy offscreen
bits_or,                                  // Copy offscreen in "OR" mode
bits_xor                                  // Copy offscreen in "XOR" mode
```

The *tab_ptr* parameter is a pointer to the following record (*tab* must not be a null pointer):

```
typedef struct {
    long          tab_type;           /* Type of tab */
    long          position;          /* Tab position */
    long          leader;            /* Tab leader, or null */
    long          ref_con;           /* Can be used for anything */
}
tab_stop, *tab_stop_ptr;
```

The *tab_type* field can be one of the following:

```
typedef enum
{
    no_tab,                                /* none (used to delete) */
    left_tab,                               /* Left tab */
    center_tab,                            /* Center tab */
    right_tab,                             /* Right tab */
    decimal_tab                           /* Decimal tab */
};
```

The position field in a *tab_stop* defines the tab's position, in pixels. However, a tab's pixel position is relative to either the left edge of *pg's page_area*, or to the left edge of the window (see "Tab Base" on page 9-151).

If leader is nonzero, the tab is drawn with that value as a "leader" character. OpenPaige assumes that the character has simply been coerced to a numeric value, which will therefore imply whether the leader character is a single ASCII byte (leader < 256), or a double byte (leader > 256).

For example, if the leader is a single ASCII byte for a ":" (2E-hex), the value placed in *leader* should be 0x0000002E. If *leader* is a double-byte character, such as a Kanji value of 802E-hex, then the leader value should be set to 0x0000802E, etc.

```
my_tab.leader = ':';
```

A leader is the character placed before a tab, like this

ABC - DEFG

The *ref_con* field can be used for anything.

Deleting a Tab

You can delete a tab by calling *pgSetTab* with a tab record of type *no_tab* where the *position* field set to the exact position of the existing tab you wish to delete.

Changing a Tab

If you want to change a tab's position (location relative to the tab base), you must delete the tab and add a new one (see Deleting a Tab above).

If you want to change anything else (such as the tab type or leader), simply call *pgSetTab* with a tab record whose position is identical to the one you wish to change.

NOTES:

- (1) The maximum number of tab settings per paragraph is 32.
- (2) Tab settings affect whole paragraphs. They are in fact part of the paragraph formatting.

TECH NOTE

Tabs setting different for different lines

I am displaying information in Paige with each block of info occupying 2 lines of text. I would like to have tab stops set differently for the first and second line.

It depends on what you mean by "line."

If each line ends with a CR (carriage return), OpenPaige considers each one a "paragraph" and thus you can simply change the paragraph formatting to be different for each line.

However, if both of your lines are one continuous string of text that just word-wraps into two lines, it is virtually impossible to apply two different sets of tab stops.

This is because tabs are, by definition, a paragraph format and a paragraph is simply text that ends with a CR, no matter how many lines it might have.

I will assume you have CR-terminated lines ("paragraphs"). To apply different tab stops to the second line, you need to simply use the tab setting function(s) as given in the manual. Of course you need to know at least one of the text positions in the line you need to change (for example, you need to know that line number 2 starts at the 60th character, or the 72nd character, etc.); you also need to insert the text line first before you can apply the tab-stop changes (unlike text styles, paragraph styles require that you have a "paragraph" for which to apply the style change).

Get Tab List

This provides a way to look at all the tabs within a section of text:

```
(void) pgGetTabList (pg_ref pg, select_pair_ptr selection, tab_ref tabs,  
    memory_ref tab_mask, long PG_FAR *screen_offset);
```

The *selection* parameter operates in the same way it does for *pgGetParInfo* (see “Obtaining Current Text Format(s)” on page 30-15 for information about *pgGetStyleInfo* and *pgGetParInfo*).

The *tabs* and *tab_mask* parameters for *pgGetTabList* are memory allocations which you must create before calling this function. When the function returns, *tabs* will be set to contain an array of *tab_stop* records that apply to the *selection* range and *tab_mask* will be set to contain an array of longs containing non-zeros for every tab that is consistent (the same) throughout the selection.

For example, if the specified selection contained 3 tabs, when *pgGetTabList* returned, *tabs* would contain all three *tab_stop* records and *tab_mask* would contain 3 long words (each corresponding to the *tab* in *tabs*). If the corresponding long word in *tab_mask* is zero, that tab is inconsistent (not the same) and/or does not exist throughout the entire selection range.

The *tab_mask*, however, can be a MEM_NULL if you don’t require a “consistency report.” The *tabs* parameter, however, must be a valid *memory_ref*.

The *screen_offset* parameter should be a pointer to a long, or a null pointer. When the function returns, the variable pointed to by *screen_offset* will get set to the tab base value (the position, in pixels, for which tabs are measured against — see “Tab Base” on page 9-151). If *screen_offset* is a null pointer, it is ignored.

NOTE: To learn how to create the allocations passed to *tabs* and *tab_mask*, and how to access their contents, see “The Allocation Mgr” on page 25-1.

NOTE: Calling this function forces the tabs memory allocation to contain `sizeof(tab_stop)` record sizes. Hence, the result of `GetMemorySize(tabs)` will return the number of `tab_stop` records. Similarly, the `tab_mask` is forced to a record size of `sizeof(long)`, so `GetMemorySize(tab_mask)` will return the same number.

NOTE: If no tabs exist at all, `pgGetTabList` will set your tabs and `tab_mask` allocation to a size of zero.

Set Tab List

```
(void) pgSetTabList (pg_ref pg, select_pair_ptr selection, tab_ref tabs,  
                     memory_ref tab_mask, short draw_mode);
```

The above function provides a way to apply multiple tabs all at once to a specified *selection*.

The *selection* parameter operates the same as all functions that accept a *select_pair*.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                                // Do not draw at all  
best_way,                                 // Use most efficient method(s)  
direct_copy,                               // Directly to screen, overwrote old or  
// Directly to screen, "OR" direct_xor,      // Directly to screen, "XOR"  
bits_copy,                                 // Copy offscreen  
bits_or,                                  // Copy offscreen in "OR" mode  
bits_xor                                  // Copy offscreen in "XOR" mode
```

The *tabs* and *tab_mask* parameters must be memory allocations which you create. The *tabs* allocation must contain one or more tab stop records; the *tab_mask* allocation must have an identical number of long words, each long corresponding to the *tab*

element in *tabs*. For every entry in *tab_mask* that is nonzero, that corresponding tab is applied to the selection range; for every *tab_mask* entry that is zero, that tab is ignored.

For example, if you set up the tabs allocation to contain 3 *tab_stop* records, and the *tabs_mask* had three longs of 1, 0, 1, then the first and third tab would be applied to the selection range; the second tab would not be applied.

However, *tab_mask* can be MEM_NULL if you simply want to set all tabs unconditionally.

NOTE: To learn how to create the allocations passed to tabs and *tab_mask*, and how to access their contents, see “The Allocation Mgr” on page 25-1.

NOTE: The maximum number of *tab_stops* applied to one paragraph is 32.

NOTE: When setting multiple tabs, any current tab settings are maintained —they do not get “deleted”. However, if a *tab_stop* gets replaced if a new tab contains the same exact position.

9.3

Tab Base

Tab positions (the pixel positions specified in the *position* field of a *tab_stop* record) are considered relative to some other position and not absolute. OpenPaige supports three “tab base” values defining the relative position for which to place tabs. If the base value is positive or zero, OpenPaige uses that value as the tab base. If the base value is negative, the tab base implies one of the following:

```
#define TAB_BOUNDS_RELATIVE-1
    /* Relative to page_area bounds */
#define TAB_WRAP_RELATIVE-2
    /* Relative to current line wrap edge */
```

The difference between *TAB_BOUNDS_RELATIVE* and *TAB_WRAP_RELATIVE* depends on what kind of wrap shape (*page_area*) that exists in the OpenPaige object. *TAB_BOUNDS_RELATIVE* means tabs are always relative to the entire bounding

area (enclosing rectangle) of the *page_area*, regardless of the shape, while *TAB_WRAP_RELATIVE* measures tabs against the left most edge of the specific portion of the text line for which the tab is intended.

Setting / Changing Tab Base

```
(void) pgSetTabBase (pg_ref pg, long tab_base);  
(long) pgGetTabBase (pg_ref pg);
```

To set (or change) the tab base, call *pgSetTabBase* and provide the base value in *tab_base*, which can be a positive number or zero (in which case, tabs are relative to that pixel position), or a negative number (either *TAB_BASE_RELATIVE* or *TAB_BOUNDS_RELATIVE*).

To get the current tab base, call *pgGetTabBase* and the base currently used by *pg* will be the function result.

NOTE: The default tab base in a new *pg_ref* is zero (tabs are relative to pixel position 0).

The following are some illustrations of different tab base values:

FIGURE #4 **TAB BASE = 0**

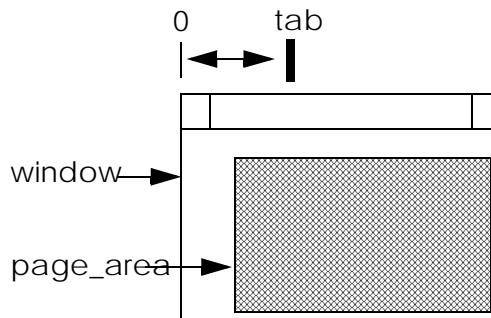


FIGURE #5 TAB BASE = 16

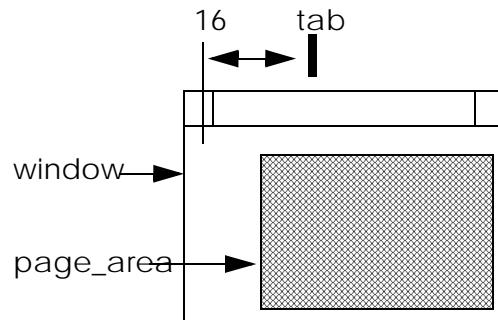


FIGURE #6 TAB BASE = TAB_BOUNDS_RELATIVE

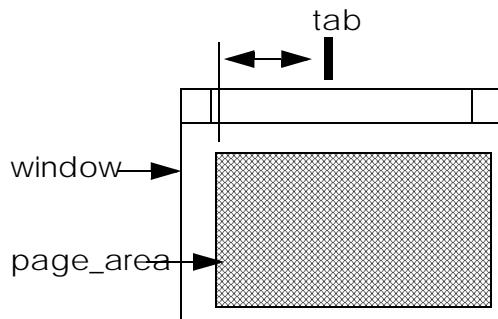
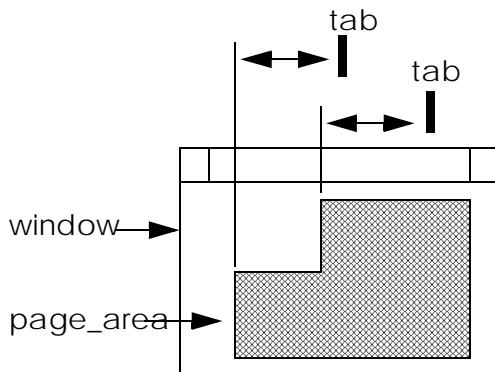


FIGURE #7

TAB BASE = TAB_WRAP_RELATIVE



The four illustrations above show examples of how tab positions are measured against the tab base value (the tab base value is stored in the *pg_ref* and can be changed with the functions shown above).

Figure “TAB BASE = 0” on page 9-152 shows a tab measurement with a tab base of zero (a zero-coordinate left origin of the window is assumed in this illustration), while Figure “TAB BASE = 16” on page 9-153 shows a tab base of 16, in which case all tabs are relative to 16 pixels from the left of the window.

Figures TAB_BOUNDS_RELATIVE and “TAB BASE = TAB_WRAP_RELATIVE” on page 9-154 both measure tabs against the left side of *page_area*, except *TAB_WRAP_RELATIVE* is measured against the edge of *page_area* where a line of text exists.

NOTE: Both of these tab base modes are identical if the *page_area* is a single rectangle.

Set Indents

One of the elements of a paragraph formats is a set of paragraph indentations (left, right and first line indents). Although you could set these using *pgGetParInfo*, some additional functions have been provided exclusively for indents to help save on coding:

```
void pgSetIndents (pg_ref pg, select_pair_ptr selection, pg_indent_ptr  
    indents, pg_indent_ptr mask, short draw_mode);
```

The function above changes the indentations for the text range specified.

The *selection* parameter operates in the same way it does for *pgGetParInfo* (see “Selection range” on page 8-2 for information Selection ranges and “Changing Styles” on page 30-7 about *pgSetStyleInfo* and *pgGetParInfo*).

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                                // Do not draw at all  
best_way,                                 // Use most efficient method(s)  
direct_copy,                               // Directly to screen, overwritedirect_or,  
// Directly to screen, "OR" direct_xor,      // Directly to screen, "XOR"  
bits_copy,                                 // Copy offscreen  
bits_or,                                  // Copy offscreen in "OR" mode  
bits_xor                                  // Copy offscreen in "XOR" mode
```

The *indents* and *mask* parameter must point to the following structure (neither pointer can be null):

```
typedef struct {
    long          left_indent;           /* Left margin (indent) */
    long          right_indent;          /* Right margin (indent) */
    long          first_indent;          /* First-line indent */
}
pg_indent, PG_FAR *pg_indent_ptr;
```

The *mask* parameter should contain nonzero fields for every indent you wish to change in *indents*.

NOTE: “nonzero” means that you should fill the field with -1 (so all bits are set to ones).

Indentations are pixel positions relative to a text line’s maximum left and maximum right, as follows: the *left_indent* is the distance from the left most edge of a line (which will be the *page_area*’s left edge for that line); the right indent is the distance from the right most edge (which will be the *page_area*’s right edge). Note that this is a positive number, not a negative inset. The *first_line_indent* is relative to the *left_indent*. Note that only the *first_line_indent* should ever be negative (in which case the first line of the paragraph hangs to the left of the left indent).

When indents are changed, they apply to whole paragraphs.

Get Indents

To obtain the current indent settings of a selection range, call the following:

```
(void) pgGetIndents (pg_ref pg, select_pair_ptr selection,
    pg_indent_ptr indents, pg_indent_ptr mask, long PG_FAR
    *left_screen_offset, long PG_FAR *right_screen_offset);
```

The selection parameter operates in the same way it does for *pgGetParInfo* (see “Obtaining Current Text Format(s)” on page 30-15 for information about *pgGetStyleInfo* and *pgGetParInfo*).

The *indents* and mask parameters should point to a *pg_indents* record (described above); neither parameter can be a null pointer.

FUNCTION RESULT: When this function returns, indents will be set to the indentation values found in the selection range, and mask will have every field that is consistent (the same) throughout the range to nonzero.

If *left_screen_offset* and *right_screen_offset* are non-null, *pgGetIndents* will set the variables they point to with the relative left position and right position for which the indents are measured against, respectively. The usual reason you will need to have this information is to draw a “ruler” showing indents, in which case you will need to know the relative edges to draw each indentation. This is particularly important if your *page_area* is non-rectangular (because the relative edges can change from line to line).

NOTE: The *left_screen_offset* and *right_screen_offset* values will include the scrolled position of the OpenPaige object, if any (see “All About Scrolling” on page 11-1).

10

CHAPTER

ALL ABOUT SELECTION

An OpenPaige object's text can be selected either by the user or directly by your application.

10.1

Up & Running with Selections

Selection by the user is accomplished with *pgDragSelect*; this has already been covered in detail (see “Blinking Carets & Mouse Selections” on page 2-42 with regards to *pgDragSelect*).

Additional support functions are provided, however, to set selections directly and/or to obtain both simple selections (insertion points or a selection pair of offsets) as well as complex selections (discontinuous selections).

Simple Selections

A “simple” selection is either a single insertion point or a pair of text offsets which implies a single range. This includes vertical selections that contain only two points (top-left and bottom-right text positions). To set a simple selection, call the following:

```
(void) pgSetSelection (pg_ref pg, long begin_sel, long end_sel, short  
modifiers, pg_boolean show_hilite);
```

The selection range in *pg* will get set to *begin_sel* to *end_sel*, which are byte offsets; the lowest offset is zero and the highest offset is *pgTextSize(pg)*. If *begin_sel* is the same as *end_sel*, a single insertion is implied.

The *modifiers* parameter is identical to the modifiers passed to *pgDragSelect* (see “Blinking Carets & Mouse Selections” on page 2-42 for a list of bits you can pass for modifiers). This parameter controls how the text is selected, i.e., extended selection, vertical selection, word selection, etc.

If *should_draw* is TRUE, a new highlight region is computed and drawn. If *should_draw* is FALSE, nothing on the screen changes (but *pg* will internally change its selection).

NOTE: It is OK to pass some huge number for *end_sel* if you want to select all text. OpenPaige will adjust large numbers to be equal to the current text size.

To obtain the current selection (assuming it is a simple selection), call the following:

```
(void) pgGetSelection (pg_ref pg, long PG_FAR *begin_sel, long  
PG_FAR *end_sel);
```

The current selection range is returned in **begin_sel* and **end_sel*. Either parameter can be a null pointer if you don’t want the result.

If the *selection* range is discontinuous, you will receive the first selection pair.

Discontinuous Selections

A discontinuous selection can be accomplished with *pgDragSelect* and setting the appropriate bit in the modifiers parameter (in which case, every new verb of *mouse_down* will start a new selection pair). You can also accomplish this from your app with multiple *pgSetSelection* calls and the appropriate bit set in modifiers.

To set a discontinuous selection from your app all at once, however, you can use the following:

```
(void) pgSetSelectionList (pg_ref pg, memory_ref select_list, long  
extra_offset, pg_boolean show_hilight);
```

The *select_list* parameter must be a memory allocation containing one or more *xselect_pair* records (see “Selection range” on page 8-2 for information about *select_pair*).

The *offset_extra* parameter is an amount to add to each selection pair within *select_list*; if you want to apply the *select_list* as-is, pass zero for *extra_offset*.

If *should_draw* is TRUE, the new selection is drawn.

See “The Allocation Mgr” on page 25-1 regarding memory allocations.

To obtain the current discontinuous selection, call the following:

```
(memory_ref) pgGetSelectionList (pg_ref pg, pg_boolean  
for_paragraph);
```

FUNCTION RESULT: This function returns a newly created memory allocation containing one or more *select_pair* records which represent the entire selection in *pg*.

If *for_paragraph* is TRUE, the selection pairs will be paragraph-aligned, otherwise they will be character-aligned (the difference must be distinguished if you want to know what paragraphs fall in the selection range(s)).



CAUTION: This function will return MEM_NULL (zero) if there is no selection range, e.g. only a caret and *for_paragraph* is FALSE.

You will know how many *select_pair* records are contained in the function result by calling *GetMemorySize(function result)*—see “The Allocation Mgr” on page 25-1.

NOTE: It is your responsibility to dispose the memory allocation returned from this function.

10.4

Additional Selection Support

Extending the selection

```
(void) pgExtendSelection (pg_ref pg, long amount_ext, short modifiers,  
    pg_boolean show_hilite);
```

FUNCTION RESULT: The above function extends the current selection by *amount_ext*; the new extension follows the attributes in *modifiers* if appropriate (for example, the selection could be extended by whole words or paragraphs).

Negative values in *amount_ext* extend to the left (extend the beginning selection backwards); positive numbers extend to the right (extend the ending selection forwards).

The *modifiers* can generally be a combination of:

#define EXTEND_MOD_BIT	0x0001	/* Extend the selection */
#define WORD_MOD_BIT	0x0002	/* Select whole words only */
#define PAR_MOD_BIT	0x0004	/* Select whole paragraphs only */
#define LINE_MOD_BIT	0x0008	/* Highlight whole lines */
#define DIS_MOD_BIT	0x0020	/* Enable discontiguous selection */
#define STYLE_MOD_BIT	0x0040	/* Select whole style range */
#define WORD_CTL_MOD_BIT	0x0080	/* Select "words" delineated with controls*/
#define NO_HALF_CHARS_BIT	0x0100	/* Click does not go left/right on half chars*/

These are explained at “Modifiers” on page 2-45. Vertical selection cannot be extended using the modifiers. Using that modifier in combination will create unpredictable results.

If *show_hilite* is TRUE the new highlight is drawn; FALSE the appearance does not change.

NOTE: If the current selection is discontinuous, only the last (ending) selection pair is affected by this function.

Handling mouse & key combinations for selection (Mac)

NOTE: This code does not handle shift clicks, option clicks in the same was as the demo. The point of this code is that you can change the key combinations for your own uses. Consult the demo for other ways of handling this.

```

#include "Paige.h"

#define LEFT_ARROW          0x1C
#define RIGHT_ARROW         0x1D
#define UP_ARROW            0x1E
#define DOWN_ARROW          0x1F
#define BACKSPACE_CHAR      0x08
#define RETURN_CHAR          0x0D
#define ENTER_CHAR           0x03
#define TAB_CHAR              0x09
#define LF_CHAR                0x0A
#define HOME_KEY              0x01
#define END_KEY                0x04

static int scroll_to_cursor (pg_ref my_pg);
static int key_doc_proc (EventRecord *event);
static int is_an_arrow (char key);
extern pg_globals paige_rsrv;
extern undo_ref last_undol

// This is the keydown proc

static int key_doc_proc (pg_ref my_pg, EventRecord *event)
{
    char                  the_key;
    short                 modifiers;
    pg_ref                my_pg;

    the_key = event->message & charCodeMask;

```

Next we parse the event record. We have the record before going into *pgInsert* and can change the keys around or do other things before we send the key into the *pg_ref*. In this case, we intercept the *HOME_KEY* and the *END_KEY* and scroll the *pg_ref* to the top and bottom:

```

if (the_key == HOME_KEY)
{
    pgScroll(my_pg, scroll_home, scroll_home, best_way);
    UpdateScrollBarValues(my_pg);
}
else
    if (the_key == END_KEY)
    {
        pgScroll(my_pg, scroll_none, scroll_end,
        best_way);
        UpdateScrollBarValues(my_pg);
    }
    else
    {
        ObscureCursor();
    }
}

```

Then we check to see if they are characters that OpenPaige would normally handle and if so, we insert them into the *pg_ref*. When pgInsert contains the *key_insert_mode* or *key_buffer_mode* in the *insert_mode* parameter, it responds as we would expect when arrow keys are entered by moving the insertion point, by handling backspace, by deleting previous characters, etc.

We don't need to use *pgExtendSelection*.

OpenPaige automatically handles extending the selection by holding down the shift key while using arrow keys if the *EXTEND_MOD_BIT* is set during pgInsert. *key_buffer_mode* will keep calling the events as long as OpenPaige is receiving keystrokes, making keyboard text insertion very fast. OpenPaige won't cycle through the event loop until the keystrokes are paused.

```

/* Here are the modifiers changing the selection */

modifiers = 0;

if (event->modifiers & shiftKey)
    modifiers |= EXTEND_MOD_BIT;

```

```

if (event->modifiers & optionKey)
    modifiers |=WORD_MOD_BIT;

if (the_key == ENTER_CHAR)
{
    event->message = LF_CHAR;
    the_key = LF_CHAR;
}
if (the_key >= ' ' || the_key < 0 || the_key == TAB_CHAR ||
    the_key == RETURN_CHAR || the_key ==LF_CHAR
    || the_key == BACKSPACE_CHAR || is_an_arrow(the_key))
{
    short verb_for_undo;
    DisposeUndo(my_pg, last_undo);
    if (the_char == paige_rsrv.bs_char)
        verb_for_undo = undo_backspace;
else
    verb_for_undo = undo_typing;
    last_undo = pgPrepareUndo(my_pg,
    verb_for_undo,
    (void PG_FAR*) last_undo;

    pgInsert(my_pg, (pg_char_ptr&the_key,
    sizeof(pg_char), CURRENT_POSITION,
    key_insert_mode, 0 , bets_way);

    if (the_key == BACKSPACE_CHAR)
        pgAdjustScrollMax(my_pg, best_way);
        scroll_to_cursor(my_pg);
    }
}
return FALSE;      /* to be returned */
}

```

Number of selections

```
(pg_short_t) pgNumSelections (pg_ref pg);
```

This returns the number of selection pairs in *pg*. A result of zero implies a single insertion point; a result of one implies a simple selection, and higher numbers

Caret & Cursor

```
(pg_boolean) pgCaretPosition (pg_ref pg, long offset, rectangle_ptr  
caret_rect);
```

FUNCTION RESULT: This returns a rectangle in *caret_rect* representing the “caret” corresponding to offset. If offset is *CURRENT_POSITION* (value of -1), the current insertion point is used. The function returns TRUE if the current selection in *pg* is in fact a single insertion; if it is not, *caret_rect* gets set to the top-left edge of the selection and the function returns FALSE.

NOTE: If you specify some other position besides *CURRENT_POSITION*, the function will always return TRUE because you have explicitly implied a single insertion point.

```
(void) pgSetCursorState (pg_ref pg, short cursor_state);  
(short) pgGetCursorState (pg_ref pg);
```

These two functions let you set the cursor (caret) to a specified state or obtain what state the caret is in.

For *pgSetCursorPosition*, the *cursor_state* parameter should be one of the following:

```
typedef enum
{
    dont_draw_cursor,                      /* Do nothing */
    toggle_cursor,                         /* Toggle cursor based on timer */
    show_cursor,                            /* Show cursor */
    hide_cursor,                            /* Hide cursor */
    deactivate_cursor,                     /* Cursor is no longer active */
    activate_cursor,                        /* Cursor is active */
    update_cursor,                          /* Redraw cursor per current state */
    restore_cursor,                         /* Turn cursor back on (mainly used
                                              in Windows) */
};
```

NOTE: Except for very unusual applications, you should generally only use this function with *force_cursor_off* and *force_cursor_on*.

To obtain the current cursor state, call *pgGetCursorPosition*, which will return either TRUE (cursor is currently ON) or FALSE (cursor is currently OFF).

See also “Activate / Deactivate” on page 2-52.

NOTE: The function result of *pgGetCursorPosition* has a different meaning in Macintosh versus Windows version of OpenPaige. For Macintosh, TRUE/FALSE result implies whether or not the caret is visible at that instant while it is toggling during *pgIdle()*. For Windows, the result implies whether or not the System caret is actively blinking within the *pg_ref*.

```
void pgSetCaretPosition (pg_ref pg, pg_short_t position_verb,
                        pg_boolean show_caret);
```

This function should be used to change the location of the caret (insert position); for example, *pgSetCaretPosition* is useful for handling arrow keys.

The *position_verb* indicates the action to be taken. The low byte of this parameter should be one of the following values:

```
enum
{
    home_caret,
    doc_bottom_caret,
    begin_line_caret,
    end_line_caret,
    next_word_caret,
    previous_word_caret
};
```

The high byte of *position_verb* can modify the meaning of the values shown above; the high byte should be either zero or set to *EXTEND_CARET_FLAG*.

The following is a description for each value in *position_verb*:

home_caret—If *EXTEND_CARET_FLAG* is set, the text is selected from the beginning of the document to the current position; if *EXTEND_CARET_FLAG* is clear the caret moves to the beginning of the document.

doc_bottom_caret—If *EXTEND_CARET_FLAG* is set, the text is selected from the current position to the end of the document; if *EXTEND_CARET_FLAG* is clear the caret advances to the end of the document.

begin_line_caret—If *EXTEND_CARET_FLAG* is set, the text is selected from the current position to the beginning of the current line; if *EXTEND_CARET_FLAG* is clear the caret moves to the beginning of the line.

end_line_caret —If *EXTEND_CARET_FLAG* is set, the text is selected from the current position to the end of the current line; if *EXTEND_CARET_FLAG* is clear the caret moves to the end of the line.

next_word_caret—If *EXTEND_CARET_FLAG* is set, the text is selected from the current position to the beginning of the next word; if *EXTEND_CARET_FLAG* is clear the caret moves to the beginning of the next word.

previous_word_caret—If *EXTEND_CARET_FLAG* is set, the text is selected from the current position to the beginning of the previous word; if *EXTEND_CARET_FLAG* is clear the caret moves to the beginning of the previous word.

If *show_caret* is TRUE then the caret is redrawn in its new location, otherwise the caret does not visibly change.

10.5

Selection shape

It is possible to create a selection by specifying a shape. This next function returns a list of *select_pairs* when given a shape.

```
(void) pgShapeToSelections (pg_ref pg, shape_ref the_shape,  
    memory_ref selections);
```

FUNCTION RESULT: This function will place a list of selection pairs in *selections* that contain all the text that intersects *the_shape*. What gets put into *selections* is an array of *select_pair* records, similar to what is returned from *pgGetSelectionList*.

The *memory_ref* passed to *selections* must be a valid memory allocation (which you must create).

It is also possible to determine the selection shape.

```
(void) pgSelectToShape (pg_ref pg, memory_ref select_shape,  
    pg_boolean show_hilite);
```

This function sets the selection range(s) in *pg* to all characters that intersect the specified shape.

For example, if the *select_shape* was one large rectangle expanding across the entire document, then every character would be selected; if the shape was smaller than the document, then only the characters that fit within that shape -- or partially within -- are selected.

If *show_hilite* is TRUE, the new selection region is drawn.

For information about shapes and individual characters and insertion point, see “Text and Selection Positions” on page 24-23. For information about highlighting see “Activate / Deactivate” on page 2-52.

Activate/Deactivate with shape of selection still showing

(MACINTOSH)

This function can be used to draw the selection area around text when it is deactivated.

```
void Do_Activate(Boolean Do_An_Activate)
{
    pg_ref           my_pg;

    if (!(my_pg = Get_pgref_from_window(WPtr_Untitled1))) return;

    if (Do_An_Activate      /* Handle the activate */
    {
        /* update the scrollbarvalues */

        /* turn on the selection hilites */
        pgSetHiliteStates(my_pg, activate_verb,
                           no_change_verb, TRUE );
    }
    else
        /* handle the deactivate */
        {
            /* turn off the scroll bars here */
        }
}
```

```

                /* turn off the selection hilites */
pgSetHiliteStates(my_pg, deactivate_verb,
no_change_verb, TRUE );
outline_hilite (my_pg);

/* do this if you want to draw an outline around the selected text if the
window is deactivated, like in MPW or the OpenPaige demo */
        }           /* End of IF */
}

/*If you want the feature of drawing the line around the selected text
when the window is deactivated, you can use this which is from the
OpenPaige demo:      */

#include "pgTraps.h"

/* This draws xor-hilight outline */
static void outline_hilite (pg_ref the_pg)
{
    shape_ref          outline_shape;
outline_shape = pgRectToShape(&paige_rsrv, NULL);
if (pgGetHiliteRgn(the_pg, NULL, NULL, outline_shape))
{
    pg_scale_factor  scale_factor;
    RgnHandle         rgn;
    rectangle          vis_r;
    Rect              clip;
    PushPort(WPtr_Untitled1);
    PushClip();

    pgAreaBounds(the_pg, NULL, &vis_r);
    RectangleToRect(&vis_r, NULL, &clip);
    ClipRect(&clip);

    rgn = NewRgn();
    pgGetScaling(the_pg, &scale_factor);
    ShapeToRgn(outline_shape, 0, 0, &scale_factor,
rgn);
}

```

```
    PenNormal();
    PenMode(patXor);
    SET_HILITE_MODE(50);
    FrameRgn(rgn);
    DisposeRgn(rgn);
    PopClip();
    PopPort();
}

pgDisposeShape(outline_shape);
}
```


11

CHAPTER

ALL ABOUT SCROLLING

Scrolling an OpenPaige object is handled differently than previous DataPak technology, with a wider feature set.

11.1

The ways to scroll

An OpenPaige object can be scrolled in one of four ways: by unit, by page, by absolute position, or by a pixel value.

1. Scrolling by “unit” generally means to scroll one text line increment for vertical scrolling, and some predetermined distance for horizontal scrolling.
2. Scrolling by “page” means to scroll one visual area’s worth of distance (clicking the “gray” areas of the scrollbar).
3. Scrolling by absolute position means the document scrolls to some specified location (such as the result of dragging a “thumb”).
4. Scrolling by “pixel” means to move the position up or down by an absolute pixel amount; generally, this method is used if for some reason all of the above methods are unsuitable to your application.

For scrolling by a unit, page or absolute value, when an OpenPaige object is scrolled vertically, an attempt is always made to align the results to a line boundary (so a partial line does not display across the top or bottom).

11.2

How OpenPaige Actually Scrolls

In reality, neither the text nor the page rectangle within an OpenPaige object ever “moves”. Whatever coordinates you have set for an OpenPaige object’s *page_area* (shape in which text will flow) remains constant and do not change; the same is true for the *vis_area* and *exclude_area*.

The way an OpenPaige object changes its “scrolled” position, however, is by offsetting the display and/or the relative position of a “mouse click” when you call *pgDragSelect* or any other function that translates a coordinate point to a text location. The scrolled position is a single vertical and horizontal value maintained within the *pg_ref*; these values are added to the top-left coordinates for text display at drawing time, and they are added to the mouse coordinate when click/dragging.

This could be important information if your application needs to implement some other method for scrolling, because all you would need to do is leave OpenPaige alone (do not call its scrolling functions) and offset the display yourself (*pgDisplay* will accept a horizontal and vertical value to temporarily offset the display). Realize that nothing every really moves, lines are always in the same vertical and horizontal position unless your app explicitly changes them.

NOTE: Class library users —when implementing an OpenPaige-based document, you are generally better off letting OpenPaige handle it own scrolling. If at all possible, do not implement “*scrollView*” classes that attempt to scroll by changing the window origin.

pgScroll

```
void pgScroll (pg_ref pg, short h_verb, short v_verb, short draw_mode);
```

Scrolls the OpenPaige object by a single unit, or by a page unit. A unit and page unit is described at “Scroll Values” on page 11-190. In short, *pgScroll* scrolls a specified *h_verb* and *v_verb* distance.

The values to pass in *h_verb* and *v_verb* can each be one of the following:

```
typedef enum
{
    scroll_none,                                /* Do not scroll */
    scroll_unit,                                 /* Scroll one unit */
    scroll_page,                                /* Scroll one page unit */
    scroll_home,                                /* Scroll to top */
    scroll_end                                   /* Scroll to end */
}
scroll_verb
```

Because OpenPaige will scroll the text some number of pixels, a certain amount of “white space” will result on the top or bottom for vertical scrolling, or on the left or right for horizontal scrolling. Hence, the *draw_mode* indicates the drawing mode OpenPaige should use when it refreshes the “white space” areas; normally, the value given for *draw_mode* should be *best_way*.

However, a value of *draw_none* will disable all drawing and visual scrolling completely but the text contents will still be “moved” by the specified amounts. In other words, if the OpenPaige document were to be scrolled one page down (using *pgScroll*) but with *draw_none* given for *draw_mode*, nothing would change on the screen until the application re-displayed the OpenPaige text contents. In this case the refreshed screen

would appear to be scrolled one page down. The “draw nothing” feature for scrolling is therefore used only for special cases where an application wants to “move” the visual contents up or down without drawing anything yet.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                                /* Do not draw at all */
best_way,                     /* Use most efficient method(s) */
/* Directly to screen, overwrite */ direct_copy,
/* Directly to screen, "OR" */    direct_or,      /* Directly to
screen, "OR" */
/* Directly to screen, "XOR" */   direct_xor,     /* Copy offscreen */
bits_copy,                    /* Copy offscreen */
bits_or,                      /* Copy offscreen in "OR" mode */
bits_xor,                     /* Copy offscreen in "XOR" mode */
bits_emulate_or               /* "Fake" bitmap, for
backgrounding */
```

Example of scrolling (Mac)

```
if (the_key == HOME_KEY)
{
    pgScroll(doc->pg, scroll_home, scroll_home, best_way);
    UpdateScrollbarValues(doc);
}
else
    if (the_key == END_KEY)
    {
        pgScroll(doc->pg, scroll_none, scroll_end, best_way);
        UpdateScrollbarValues(doc);
    }
```

```
/* (WINDOWS) */

case WM_HSCROLL:
{
    switch (wParam)
    {
        case SB_PAGEDOWN:
            pgScroll(pg, -scroll_page, scroll_none,
                     best_way);
            break;

        case SB_LINEDOWN:
            pgScroll(pg, -scroll_unit, scroll_none,
                     best_way);
            break;

        case SB_PAGEUP:
            pgScroll(pg, scroll_page, scroll_none, best_way);
            break;

        case SB_LINEUP:
            pgScroll(pg, scroll_unit, scroll_none, best_way);
            break;

        case SB_THUMBUPOFFSET:
        {
            short      cur_h, cur_v, max_h, max_v;

            pgGetScrollValues(pg, &cur_h, &cur_v, &max_h,
                             &max_v);

            pgSetScrollValues(pg, LOWORD(lParam), cur_v,
                             TRUE, best_way);

            break;
        }
    }
}
```

```
        UpdateScrollbars(pg, hWnd);
    }

    case WM_VSCROLL:
        if (pg)
        {
            switch (wParam)
            {
                case SB_PAGEDOWN:
                    pgScroll(pg, scroll_none,
                             scroll_page, best_way);
                    break;

                case SB_LINEDOWN:
                    pgScroll(pg, scroll_none,
                             scroll_unit,
                             best_way);
                    break;

                case SB_PAGEUP:
                    pgScroll(pg, scroll_none, scroll_page,
                             best_way);
                    break;

                case SB_LINEUP:
                    pgScroll(pg, scroll_none, scroll_unit,
                             best_way);
                    break;

                case SB_TOP:
                    pgScroll(pg, scroll_none,
                             scroll_home, best_way);
                    break;

                case SB_BOTTOM:
                    pgScroll(pg, scroll_none, scroll_end,
                             best_way);
                    break;

                case SB_THUMBUPOFFSET:
                    pgScroll(pg, scroll_none,
                             scroll_end, best_way);
                    break;
            }
        }
    }
}
```

```

        case SB_THUMBTRACK:
        {
            short    cur_h, cur_v, max_h, max_v;

            pgGetScrollValues(pg, &cur_h,
                             &cur_v, &max_h, &max_v);

            pgSetScrollValues(pg, cur_h,
                             LOWORD(IParam), TRUE, best_way);
            break;
        }
    }

    UpdateScrollbars(pg, hWnd);
}
return 0;

```

pgScrollToView

(pg_boolean) pgScrollToView (pg_ref pg, long text_offset, short h_extra,
short v_extra, short align_line, short draw_mode);

Scrolls an OpenPaige object so a specific location in its text is visible. You would typically use this function to automatically scroll to the “current line,” although it could be used for a number of other purposes (such as find/replace) to show specific text location.

The location in *pg*’s text is given in *text_offset*; *pg* will scroll the required distance so the character at *text_offset* is at least *h_extra* pixels from the left or right edge of the view area and *v_pixels* from the top or bottom edge. Whether the distance is measured from the top or bottom, or left or right depends in the value of *h_pixels* and *v_pixels*: if *h_extra* is positive, the character must scroll at least *g* pixels from the left, otherwise the right edge is used. For *v_extra*, a positive number uses the top edge and a negative number uses the bottom edge.

The *text_offset* parameter can be *CURRENT_POSITION* (value of -1), in which case the current insertion point is used to compute the required scrolling, if any.

FUNCTION RESULT: The function returns “TRUE” if scrolling occurred.

The *draw_mode* indicates how the text should be updated. The value given is identical to the *display_modes* described for *pgDisplay*;.. Note that a value of zero will cause the text to not update at all, which technically could be used to simply “offset” the OpenPaige object contents without doing a physical scroll at all.

Scroll to cursor position (Windows)

```
/* ScrollToCursor forces a scroll to the current insertion point (if there is one).
 */
void ScrollToCursor (pg_ref pg, HWND hWnd)
{
    short             state1, state2;

    pgGetHiliteStates(pg, &state1, &state2);

    if (state1 == deactivate_verb || state2 == deactivate_verb)
        return;

    if (!pgNumSelections(pg))
    {
        pgPaginateNow(pg, CURRENT_POSITION, FALSE);

        if (pgScrollToView(pg, CURRENT_POSITION, 32, 32,
                           TRUE, best_way)) UpdateScrollbars(pg, hWnd);
    }
    else
        UpdateScrollbars(pg, hWnd);
}
```

```
/* ScrollToCursor is called to "auto scroll" to the insertion point. */

short ScrollToCursor (doc_rec *doc)
{
    short          old_h_value;

    if (!pgNumSelections(doc->pg))
    {
        old_h_value = GetCtlValue(doc->h_ctl);

        if (pgScrollToView(doc->pg, CURRENT_POSITION, 32,
                           32, TRUE, best_way))
        {

            UpdateScrollbarValues(doc);
            update_ruler(doc, old_h_value);

            return TRUE;
        }
    }

    UpdateScrollbarValues(doc);
    return FALSE;
}
```

**TECH
NOTE**

Can't scroll past end of text

I've noticed that I cannot scroll vertically past the end of the text in the window. So if the OpenPaige document is empty, it is not possible to scroll vertically at all. What I need to be able to do is to scroll vertically until the bottom part of the 640x480 workspace is visible, even if the user has not yet typed any text. How do I do that?

You need to force your *pg_ref* to be fixed height, not "variable". When you do *pgNew*, the default document mode is "variable", meaning the bottom of the last text line is considered the document's bottom.

A "fixed" height document is one whose page shape itself determines the document's bottom (not the text). From your description of the app, I think this is what you want.

To do so, you need to set "**BOTTOM_FIXED_BIT**" and "**MAX_SCROLL_ON_SHAPE**" in the *pg_doc_info*'s attributes field. You do this right after *pgNew*, like this:

```
pg_doc_info doc_info;
pgGetDocInfo(pg, &doc_info);
doc_info.attributes |= (BOTTOM_FIXED_BIT |
    MAX_SCROLL_ON_SHAPE);
pgSetDocInfo(pg, &doc_info, FALSE, draw_none);
```

This will tell OpenPaige to scroll to the bottom of your page area regardless of how much (or how little) text there is.

Of course doing this you must now make sure your page shape is exactly what you want, e.g. 640 X 480 (which you said it is).

This "bonus" on this is that you will never have to worry about scrolling; i.e. you won't need to constantly adjust the scrollbar max values once they are set up because OpenPaige will only look at the page area's bottom. EXCEPTION: when you resize window you'll need to adjust (see answer below).

TECH NOTE

Smaller window/bad rectangle

If I resize my window to be "small", scroll to the far right and far bottom edges of the workspace, then resize the window to be "large", I am left with the bottom right corner of the workspace in the upper left corner of the screen. What I need to be able to do is to have OpenPaige adjust the scrolled position so that the bottom right corner of the workspace is in the bottom right corner of the screen. How do I do that?

There is actually an OpenPaige function for this exact situation:

```
PG_PASCAL (pg_boolean) pgAdjustScrollMax (pg_ref pg, short  
draw_mode);
```

What this does is the following: (a) Checks current scrolled position, and (b) if you are now scrolled too far by virtue of having resized the window, OpenPaige will scroll the doc to "adjust." Hence you don't wind up with the situation you described. The function result is TRUE if it had to adjust (had to scroll).

However, I haven't tried this yet on a "fixed height" doc (per my suggestion above), but I can't think of why it shouldn't work.

Where this function should fit in the scheme of things is:

1. After resize, re-size the pg_ref (*pgGrowVisArea* or whatever you do).
- 2 Then call *pgAdjustScrollMax*.

If there's nothing to "fix" in the scrolling, OpenPaige won't do anything.

TECH NOTE

Vertical scrolling behaves strangely

In the demo & in my application as well since I extracted scrolling code from the demo, vertical scrolling behaves strangely. As the text approaches the bottom of the window the current position indicator moves up rather than down. When the current input position reaches the bottom of the visible portion of the window and the window automatically scrolls up to create extra visible space below the input position, the current position indicator on the scrollbar moves down. I would expect it to move up to reflect the fact that the current position is no longer at the bottom of the window.

I'm not sure how else this could ever work, at least in relation to how the demo sets up the document.

First, the reason the indicator moves "up" as you approach the bottom is that OpenPaige is adding a whole new, blank page. So let's say you start with one page and approach the bottom and the indicator shows 90% of the document has scrolled down. Suddenly OpenPaige appends a new page, so now the doc has 2 pages. In this case the scrolled position is no longer 90%, but rather 50% so naturally the indicator has to move UP.

Following the 90-to-50% indicator change, if the document then auto-scrolls down by virtue of typing, then of course the indicator moves DOWN. This sequence is exactly as you described, which is "correct" in every respect due to the way the document has been created by the demo.

If this is too disconcerting you can work around it in a couple of ways. The first way is to NOT implement "repeater shapes" the way the demo is doing it, but instead just make one long document. You do this by not setting the `V_REPEAT_BIT` in `pg_doc_info`. The end result will be less noticeable with the scroll indicator (might move a tiny bit but won't jump so far) because OpenPaige will just add a small amount of blank space instead of a whole page.

If you still want "repeater" shapes to get the page-by-page effect as in the demo, then the only workaround is to display something to the user that shows WHY the indicator has moved so much. For example, you could display "Page 1 of 1" and "Page 1 of 2," etc. So, when OpenPaige inserts a new blank page, it might be obvious to user why the indicator jumps if "Page 1 of 1" changes to "Page 1 of 2."

TECH NOTE

Scrolling doesn't include picture at bottom of document

I have implemented pictures anchored to the document (where text wraps around them). However, if I have a picture below the last line of text, I can't ever scroll the document down to that location. How do I fix this?

I looked over your situation with OpenPaige exclusion areas (pictures). OpenPaige actually does support what you need.

In `Paige.h` you will notice the following definition near the top of the file:

```
#define EX_DIMENSION_BIT0x00000100/* Exclude area is included as width/height */
```

When you call `pgNew`, giving `EX_DIMENSION_BIT` as one of the attribute flags tells OpenPaige to include the exclusion area as part of the "document height" -- which I believe is exactly what you want.

The reason for this attribute -- and the reason OpenPaige does not automatically include, an embedded objects anchored to the page -- is because it cannot make that assumption. But in many cases such as your own, setting `EX_DIMENSION_BIT` tells OpenPaige to go ahead and assume that.

TECH NOTE

How do I make OpenPaige scroll to the right when using word wrap

I am building a line editor, which expands to the right, very much like a C source code editor. But my right margin is the right side of the text. How do I get it to scroll correctly?

I think the reason you're having a problem is that OpenPaige can only go by what is set in the document bounds (the "page area") to determine what the width of the document is.

Hence, the answer lies somewhere in forcing the `pg_ref`'s page area to expand as text expands to the right. At that time OpenPaige will adjust its maximum scroll values, its clipping area, etc. -- assuming you set the page area using the high-level functions in `Paige.h`.

The real trick is to figure out how wide the text area is. I'll create some examples of how you determine the current width of a no-wrap document. See "Getting the Max Text Bounds" on page 24-24.

Set Scroll Params

```
(void) pgSetScrollParams (pg_ref pg, short unit_h, short unit_v, short  
append_h, short append_v);
```

Sets the *scroll* parameters for *pg*, as follows: *unit_h* and *unit_v* define the distance each scrolling unit shall be. This means if you ask OpenPaige to scroll *pg* by one unit, horizontal scrolling will advance *unit_h* pixels and vertical scroll will advance *unit_v* pixels.

However, *unit_v* can be set to zero, in which case “variable” units apply. What occurs in this case, with *unit_v* as zero, is a scrolling distance of whatever is applicable for a single line.

For example, if the line immediately below the bottom of the visual area is 18 pixels, a scrolling down of one unit will move 18 pixels; if the next line is 12 pixels, the next down scrolling would be 12 pixels, and so on.

append_h and *append_v* define extra “white” space to allow for horizontal maximum and vertical maximum, respectively.

For example, suppose you create an OpenPaige document whose total “height” is 400 pixels. Normally, the scrolling functions in OpenPaige would not let you scroll beyond that point. The *append_v* value, however, is the amount of extra distance you will allow for scrolling vertically: if the *append_v* were 100, then a 400-pixel document would be allowed to scroll 500 pixels.

If you create a new *pgRef* and do not call *pgSetScrollParams*, the defaults are as follows: *unit_h* = 32, *unit_v* = 0, *append_h* = 0, *append_v* = 32.

Create scrollbars (Macintosh)

```
// Create a pair of scrollbars
CreateScrollbars(WindowPtr w_ptr, doc_rec new_doc);
{
    Rect r_v, r_h, paginate_rect;

    InitWithZeros(&new_doc, sizeof(doc_rec));

    new_doc.w_ptr = w_ptr;
    new_doc.mother = mother_window;

    new_doc.pg = create_new_paige(w_ptr);

    pgSetTabBase(new_doc.pg, TAB_WRAP_RELATIVE);
    pgSetScrollParams(new_doc.pg, 0, 0, 0, VERTICAL_EXTRA);
    get_paginate_rect(w_ptr, &paginate_rect);

    r_v = w_ptr->portRect;
    r_v.left = r_v.right - 16;
    r_v.bottom -= 13;
    r_h = w_ptr->portRect;
    r_h.left = paginate_rect.right;
    r_h.top = r_h.bottom - 16;
    r_h.right -= 13;
    OffsetRect(&r_v, 1, -1);
    OffsetRect(&r_h, -1, 1);

    new_doc.v_ctl = NewControl(w_ptr, &r_v, "", TRUE, 0, 0, 0,
scrollBarProc, 0);
    new_doc.h_ctl = NewControl(w_ptr, &r_h, "", TRUE, 0, 0, 0,
scrollBarProc, 0);
}
```

```
(void) pgGetScrollParams (pg_ref pg, short PG_FAR *unit_h, short  
    PG_FAR *unit_v, short PG_FAR *append_h, short PG_FAR  
    *append_v);
```

Returns the scroll parameters for pg. These are described above for *pgSetScrollParams*.

11.5

Scroll Values

Getting scroll indicator values

```
(short) pgGetScrollValues (pg_ref pg, short PG_FAR *h, short PG_FAR  
    *v, short PG_FAR *max_h, short PG_FAR *max_v);
```

This is the function you call to get the exact settings for scroll indicators.

On the Macintosh, for example, you would call *pgGetScrollValues* and set the vertical scrollbar's value to the value given in **v* and its maximum to the value in **max_v*. The same settings apply to the horizontal scrollbar for **h* and **max_h*.

Note that the values are “shorts”. OpenPaige assumes your controls can only handle plus or minus 32K; hence, it computes the correct values even for huge documents that are way larger than a scroll indicator could handle.

FUNCTION RESULT: The function returns “TRUE” if the values have changed since the last time you called *pgGetScrollValues*. The purpose of this Boolean result is to not slow down your app by excessively setting scrollbars when they have not changed.

NOTE: The values returned from *pgGetScrollValues* are guaranteed to be within the +- range of an integer value. That means if the document is too large to report a scroll position within the confines of 32K, OpenPaige will adjust the ratio between the scroll value and the suggested maximum to accommodate this limitation to most controls.



CAUTION: Warning! *pgGetScrollValues* can return “wrong” values if a major text change has occurred (such as a large insertion, or deletion, or massive style and font changes) but no text has been redrawn.

The reason scroll values will be inaccurate in these cases is because OpenPaige has not yet recalculated the new positions of text lines—which normally occurs dynamically as it displays text—but it has no idea that the document’s text dimensions have changed.

To avoid this situation, the following rules should be observed:

- A common scenario that creates the “wrong” scroll value is importing a large text file (without drawing yet, for speed purposes), then attempting to get the scrollbar maximum to set up the initial scrollbar parameters, all before the window is refreshed. To avoid this situation, it is generally wise to force-paginate the document following a massive insertion if you do not intend to display its text prior to getting the scroll values.
- Always call *pgGetScrollValues* AFTER the screen has been updated following a major text change, and never before. Normally, this is not a problem because most of the text-altering functions accept a *draw_mode* parameter which, if nonzero, tells OpenPaige to update the text display. There are special cases, however, when an application has reasons to implement large text changes yet passes *draw_none* for each of these; if that be the case, the screen should be updated at least once prior to *pgGetScrollbarValues*, OR the document should be repaginated using *pgPaginateNow*.

Logical Steps

The following pseudo instructions provide an example for any OpenPaige platform when determining the values that should be set for both horizontal and vertical scrollbars:

UpdateScrollbars (Pseudo-code)

```
if (I just made a major text change and did not draw)
    pgPaginateNow(pg, CURRENT_POSITION, FALSE);

if (pgGetScrollValues(pg, &h, &v, &max_h, &max_v) returns "TRUE"
then I should change my scrollbar values as:

    Set horizontal scrollbar maximum to max_h
    Set horizontal scrollbar value to h
    Set vertical scrollbar maximum to max_v
    Set vertical scrollbar value to v

else
    I do nothing.
```

Update scrollbar values (Windows)

```
void UpdateScrollbars (pg_ref pg, HWND hWnd)
{
    short      max_h, max_v;
    short      h_value, v_value;

    if (pgGetScrollValues(pg (short far *)&h_value, short far,
        (short far *)&max_h, (short far *)&max_v))
    {
        if (max_v < 1)
            max_v = 1; //For windows I don't want scrollbar disappearing
        if (max_h < 1)
            max_h = 1;
```

```

    SetScrollRange (hWnd, SB_VERT, 0, max_v, FALSE);
    SetScrollRange (hWnd, SB_HORZ, 0, max_h, FALSE);
    SetScrollPos (hWnd, SB_VERT, v_value, TRUE);
    SetScrollPos (hWnd, SB_HORZ, h_value, TRUE);
}
}

```

Update scrollbar values (Macintosh)

```

void UpdateScrollbarValues (doc_rec *doc)
{
    short      h, v, max_h, max_v;

    if (pgGetScrollValues(doc->pg, &h, &v, &max_h, &max_v)) {

        SetCtlMax(doc->v_ctl, max_v);
        SetCtlValue(doc->v_ctl, v);
        SetCtlMax(doc->h_ctl, max_h);
        SetCtlValue(doc->h_ctl, h);
    }
}

```

TECH NOTE

“Wrong” Scroll Values

In my application I need to scroll to certain characters or styles in the document. I noticed, however, that the visual location of these special characters are often “wrong”, so when I attempt to scroll to these places I do not wind up at the correct place.

Regarding the scrolling issues, you've touched upon a classic problem that I have been handling with support for years and years. To Paginate or Not To Paginate, that is the question.

When dealing with potentially large word-wrapping text, the editor must avoid repaginating the whole document at ALL COSTS; otherwise, performance is major dog-slow.

Most of our users that have graduated from "TextEdit" (Macintosh) or "EDIT" controls (Windows) are limited in their document size, never understand this problem. That is because TextEdit maintains an array of line positions at all times. That's because it doesn't handle a lot of text so it can get away with it. But our text engines support massive documents, changing point sizes, irregular wrapping and who knows what else. Hence, to learn the exact document height at any given time, OpenPaige must calculate every single word-wrapping line to come up with a good answer.

To avoid turning into a major dog, OpenPaige (and its predecessors) elect to repaginate only at the point it DISPLAYS. There are several good reasons for this, the most important one being a typical OpenPaige-based app applies all kinds of inserts, embedding, style changing and the like before displaying; if OpenPaige decided to repaginate each time you set a selection or inserted a piece of text or made any changes whatsoever, it would become unbearably slow.

The reason I'm explaining all of this is so you understand WHY your document behaves the way it does with regards to scrolling. Your problem is simply: you have not yet drawn the part of the document that you will scroll to, hence it is unpaginated, hence the "wrong" answer from `pgGetScrollValues`. That is also why `auto-scroll-to-cursor` works a wee bit better, because the `auto-scroll` forces a re-display which forces a paginate which forces new information about the doc's height which can then return the "right" answer.

Putting it simpler, `pgGetScrollValues` doesn't have sufficient information about the whole doc if a part of the doc is "dirty" and undisplayed. That's why forced paginate fixes the problem. That's also why the "wrong" answer from `pgGetScrollValues` is intermittent -- your doc won't always be "dirty" every time you call the function, and also sometimes OpenPaige's best-guess in this case is correct anyway.

So yes, `pgPaginateNow` (see "Paginate Now" on page 24-2) is the best approach. And, I would call it every time before getting the scrollbar info (the problem with your current logic -- paginating AFTER `pgGetScrollValues` -- is the document hasn't been computed yet for `pgGetScrollValues` so it might return FALSE thinking the document is unchanged). Remember, `pgPaginateNow` isn't that bad since it won't do anything unless the document really needs it.

But, you should pass "`CURRENT_POSITION`" for the `paginate_to` parameter -- that will help performance a bit.

```
(void) pgSetScrollValues (pg_ref pg, short h, short v, short align_line,  
short draw_mode);
```

This function is the reverse of *pgGetScrollValues*; it provides a way to do absolute position scrolling, if necessary.

For example, you would use *pgSetScrollValues* after the “thumb” is moved to a new location. As in *pgGetScrollValues*, the values are “shorts”, but OpenPaige computes the necessary distance to scroll. (Because of possible rounding errors, however, after you have called *pgSetScrollValues* you should immediately change the scroll indicator settings with the values from a fresh call to *pgGetScrollValues*).

Handle scrolling with mouse (Macintosh)

```
/* ClickScrollBars gets called in response to a mouseDown event. If  
mouse is not within a control, this function returns FALSE and does  
nothing. Otherwise, scrolling is handled and TRUE is returned.*/  
  
int ClickScrollBars (doc_rec *doc, EventRecord *event)  
{  
    Point                      start_pt;  
    short                       part_code;  
    ControlHandle               the_control;  
    start_pt = event->where;  
  
    GlobalToLocal(&start_pt);  
  
    if (part_code = FindControl(start_pt, doc->w_ptr,  
                                &the_control))  
    {
```

```

scrolling_doc = doc;

if (part_code == inThumb)
{
    long          max_h, max_v;
    long          scrolled_h, scrolled_v;
    long          scroll_h, scroll_v;
    short         v_factor, old_h_position;

    if (TrackControl(the_control, start_pt, NULL))
    {
        old_h_position = GetCtlValue(doc->h_ctl);
        pgSetScrollValues(doc->pg,
                          GetCtlValue(doc->h_ctl),
                          GetCtlValue(doc->v_ctl), TRUE, best_way);
        UpdateScrollbarValues(doc);
        update_ruler(doc, old_h_position);
    }
}
else
    TrackControl(the_control, start_pt, (ProcPtr)
scroll_action_proc);
}
return (part_code != 0);
}

```

Maximum scroll value

Adjustments may be needed after large deletions; if so, call the following function.

(pg_boolean) pgAdjustScrollMax (pg_ref pg, short, draw_mode);

This tells OpenPaige that *pg* might need some adjustment after a large deletion or text size change.

For example, suppose you had a document in 24-point text, scrolled to the bottom. User changes the text to 12 point, resulting in a scrolled position way too far down! If you call *pgAdjustScrollMax*, this situation is corrected (by scrolling up the required distance).

If *draw_mode* is nonzero, actual physical scrolling takes place (otherwise the scroll position is adjusted internally and no drawing occurs). *draw_mode* can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,          /* Do not draw at all */
best_way,           /* Use most efficient method(s) */direct_copy,
/* Directly to screen, overwrite */
direct_or,          /* Directly to screen, "OR" */direct_xor,
/* Directly to screen, "XOR" */bits_copy,      /* Copy offscreen */
bits_or,            /* Copy offscreen in "OR" mode */bits_xor,
/* Copy offscreen in "XOR" mode */bits_emulate_or    /*Fake bitmap,
for backgrounding */
```

FUNCTION RESULT: The function returns TRUE if the *scroll* position changed.

11.6

Getting / Setting Absolute Pixel Scroll Positions

```
void pgScrollPixels (pg_ref pg, long h, long v, short draw_mode);
```

FUNCTION RESULT: This function scrolls *pg* by *h* and *v* pixels; scrolling occurs from the current position (i.e., scrolling advances plus or minus from its current position by *h* or *v* amount(s)).

If *draw_mode* is nonzero, actual physical scrolling takes place (otherwise the scroll position is adjusted internally and no drawing occurs).

OpenPaige will not scroll out of range —þthe parameters are checked and OpenPaige will only scroll to the very top or to the maximum bottom as specified by the document's height and the current scroll parameters.

NOTE: You should only use this function if you are not using the other scrolling methods listed above.

```
(void) pgScrollPosition (pg_ref pg, co_ordinate_ptr scroll_pos);
```

FUNCTION RESULT: The above function returns the current (absolute pixel) scroll position. The vertical scroll position is placed in *scroll_pos->v* and the horizontal position in *scroll_pos->h*.

The positions, however, are always zero or positive: when OpenPaige offsets the text to its “scrolled” position, it subtracts these values.

Forcing Pixel Alignment

In some applications, it is desirable to always scroll on “even” pixel boundaries, or some other multiple other than one.

For example, in a document that displays gray patterns or outlines, it can be necessary to always scroll in a multiple of two pixels, otherwise the patterns can be said to be out of “alignment.”

To set such a parameter, call the following:

```
(void) pgSetScrollAlign (pg_ref pg, short align_h, short align_v);
```

The pixel alignment is defined in *align_h* and *align_v* for horizontal and vertical scrolling, respectively.

For either parameter, the effect is as follows: if the value is zero, the current alignment value remains unchanged. If the value is one, scrolling is performed to the nearest single

pixel (i.e., no “alignment” is performed). If the value is two or more, that alignment is used.

For example, if *align_v* is two, vertical scrolling would always be in multiples of two pixels; if three, alignment would always be a multiple of three pixels, etc.

NOTES:

- (1) The current scrolled position in *pg* is not changed by this function. You must therefore make sure the scrolled position is correctly aligned or else all subsequent scrolling can be constantly “off” of the desired alignment. It is generally wise to set the alignment once, after *pgNew*, while the scrolled positions are zero.
- (2) The default alignment after *pgNew* is one.
- (3) You do not need to set scroll alignment after a file is opened (with *upgraded*); scroll alignment is saved with the document.

Getting Alignment

```
(void) pgGetScrollAlign (pg_ref pg, short PG_FAR *align_h, short  
PG_FAR *align_v);
```

This function returns the current scroll alignment. The horizontal alignment is returned in **align_h* and vertical alignment in **align_v*.

Both *align_h* and *align_v* can be NULL pointers, in which case they are ignored.

11.7

Performing Your Own Scrolling

Because certain environments and frameworks support document scrolling in many different ways, a discussion here that explains what actually occurs inside an OpenPaige object that is said to be “scrolled” might prove helpful.

When OpenPaige text is “scrolled,” a pair of long integers inside the *pg_ref* is increased or decreased which defines the extra distance, in pixels, that OpenPaige should draw its text relative to the top-left of the window.

This is a critical point to consider for implementing other methods of scrolling: **the contents of an OpenPaige document never actually “move” by virtue of pgScroll, pgSetScrollParams or pgSetScrollValues.** Instead, only two long words within the *pg_ref* (one for vertical position and one for horizontal position) are changed. When it comes time to display text, OpenPaige temporarily subtracts these values from the top-left coordinates of each line to determine the target display coordinates; but the coordinates of the text lines themselves (internally to the *pg_ref*) remain unchanged and are always relative to the top-left of the window’s origin regardless of scrolled position.

Similarly, when *pgDragSelect* is called (to detect which character(s) contain a mouse coordinate), OpenPaige does the same thing in reverse: it temporarily adds the scroll positions to mouse point to decide which character has been clicked, again no text really changes its position.

Considering this method, the following facts might prove useful when *pgScroll* needs to be bypassed altogether and/or if your programming framework requires a system of scrolling:

- A *pg_ref* that is “scrolled” is simply a *pg_ref* whose vertical and horizontal “scroll position” fields are nonzero; at no time does text really “scroll.” OpenPaige temporarily subtracts these scroll positions from the display coordinates of each line when it comes time to draw the text.
- The “scroll position” values can be obtained by call *pgScrollPosition*.
- The “scroll position” can be set directly by doing a *UseMemory(pg_ref)*, changing *Paige_rec_ptr->scroll_position*, then *UnuseMemory(pg_ref)*.
- The “scroll positions” are always positive, i.e. as the document scrolls from top to bottom or from left to right, the scroll positions increase proportionally by that many pixels.
- The simplest way to understand a *pg_ref*’s “scroll position” is to realize that OpenPaige only cares about the scroll position when it draws text or processes a *pgDragSelect()*.
- When *pgScroll* is called, all that really happens is the screen pixels within the *vis_area* are scrolled, the scroll positions are changed to new values, then the text is redrawn so the “white space” fills up.
- If *draw_none* is given to *pgScroll*, all that occurs is the scroll positions are changed (no pixels are scrolled and no text is redrawn).

- A call to *pgGetScrollValues* merely returns the value from the scroll position members (with the values modified as necessary to achieve <= 16 bit integer result and adjusted to match what the application has defined as a “scroll unit”).

11.8

Alternate Scrolling

Scrolling a *pg_ref* “normally,” using *pgScroll()* and similar functions, the top-left coordinates of the document are changed internally. However, rather than changing the window origin itself, OpenPaige handles this by remembering these scroll values, and offsetting the position of text at the time it draws its text.

Using this default scrolling method, OpenPaige assumes that the window origin never changes and the visual region is relatively constant.

This method, however, can be troublesome within frameworks that require a document to scroll in some other way, especially by changing the window origin. Additionally, certain aspects of these frameworks are difficult to disable and are therefore rendered unfriendly to the OpenPaige environment.

Most applications that require a different method of scrolling feel they are required to bypass OpenPaige's scrolling system completely. While this may be workable, the app suddenly loses *all* scrolling features in OpenPaige. For instance, aligning to the top and bottom of lines can be lost; OpenPaige's built-in suggestions of where to set scrollbars is lost, etc.

Furthermore, developers that need to bypass OpenPaige's scrolling suffer a loss in performance. For example, such an application might need to have an exact “document height,” and they continuously need to change the OpenPaige shapes and vis region.

The purpose of the features and functions in this section is to provide additional support to scroll many different ways.

External Scrolling Attribute

A flag bit has been defined that can help applications that want to do their own scrolling:

```
#define EXTERNAL_SCROLL_BIT0x00000010
```

If you include this bit in the flags parameter for *pgNew()*, OpenPaige will assume that the application's framework will be handling the document's top-left positioning in relation to scrolling.

What this means is if you create the *pg_ref* with *EXTERNAL_SCROLL_BIT*, you can continue to use all the regular OpenPaige scrolling functions without actually changing the relative position of text (i.e., you can control the position of text and the view area yourself while still letting OpenPaige compute the document's maximum scrolling, its current scroll position and the amount you should scroll to align to lines).

For example, using the default built-in scrolling methods (without *EXTERNAL_SCROLL_BIT* set), calling *pgScroll()* will move the display up or down by some specified amount; calling *pgGetScrollValues()* will return how far the text moved. However, if *EXTERNAL_SCROLL_BIT* is set, calling *pgScroll()* will change the scroll position values stored in the *pg_ref* yet the *text display itself remains unaffected*. But calling *pgGetScrollValues()* will correctly reflect the scroll position values (the same as it would using the default scrolling method).

Hence, with *EXTERNAL_SCROLL_BIT* set you can still use all of the OpenPaige scrolling functions —but you can adjust the text display using some other method.

Changing Window Origin

NOTE: The term “window origin” in this section refers to the machine-specific origin of the window where the *pg_ref* is “attached;” it does not refer to the “origin” member of the *graf_device* structure.

The only problem with changing the window's origin that contains a *pg_ref* is after you have changed the origin, OpenPaige's internal vis area is no longer valid.

Using the default OpenPaige scrolling system, an application would have to force new vis-area shapes into the *pg_ref* every time the origin changed. However, this is inefficient. The following new function has been provided to optimize this situation:

```
void pgWindowOriginChanged (pg_ref pg, co_ordinate_ptr  
    original_origin, co_ordinate_ptr new_origin);
```

If the window in which *pg* lives has changed its top-left origin *for the purpose of moving its view area in relation to text*, you should immediately call this function.

By *view area in relation to text* is meant that the window origin has changed to achieve a scrolling effect.

You would *not* call this function if you simply wanted the whole *pg_ref* to move, both vis area and page area. The intended purpose of *pgWindowOriginChanged* is to inform OpenPaige that your app has changed the (OS-specific) window origin to create a scrolled effect, hence the vis region needs to be updated.

The *original_origin* should contain the normal origin of the window, i.e. what the top-left origin of the window was initially when you called *pgNew()*. The *new_origin* should contain what the origin is now.

Note that the *original_origin* must be the original window origin at the time the *pg_ref* was created, not necessarily the window origin that existed before changing it to *new_origin*. Typically, the original origin is 0, 0.

However, *original_origin* can be a null pointer, in which case the position 0, 0 is assumed. Additionally, *new_origin* can also be a null pointer, in which case the current scrolled position (stored inside the *pg_ref*) will be assumed as the new origin.

OpenPaige will take the most efficient route to update its shape(s) to accommodate the new origin. Text is *not* drawn, nor are the scrolled position values (internal to the *pg_ref*) changed. All that changes is the vis area coordinates so any subsequent display will reflect the position of the text in relationship to the visual region.

```
pgSetScrollParams();
pgGetScrollParams();
pgGetScrollValues();
pgScroll();
```

The above functions are documented elsewhere in this manual, but they are listed again to encourage their use even when customizing OpenPaige scrolling. If you create the *pg_ref* with *EXTERNAL_SCROLL_BIT*, you can begin using all the functions above without actually changing the relative position of text (i.e., you can control the position of text and the “view” area yourself while still letting OpenPaige compute the document’s maximum scrolling, its current scroll position and the amount you should scroll to align to lines).

Additional Support

```
void pgScrollUnitsToPixels (pg_ref pg, short h_verb, short v_verb,
    pg_boolean add_to_position, pg_boolean window_origin_changes,
    long PG_FAR *h_pixels, long PG_FAR *v_pixels);
```

This function returns the amount of pixels that OpenPaige would scroll if you called *pgScroll()* with the same *h_verb* and *v_verb* values. In other words, if you are doing your own scrolling but want to know where OpenPaige would scroll if you asked it to, this is the function to use.

However, this function also provides the option to change the internal scroll values in the *pg_ref*, and/or to inform OpenPaige that you will be changing the window origin.

Note that if you created the *pg_ref* with *EXTERNAL_SCROLL_BIT*, you can change the scroll position values inside the *pg_ref* but the text itself does not “move.” This will allow your application’s framework to position the text by changing the window origin, etc., but you can still have OpenPaige maintain the relative position(s) that the document is scrolled.

Upon entry, *h_verb* and *v_verb* should be one of the several scroll verbs normally given to *pgScroll()*.

If *add_to_position* is TRUE, OpenPaige adjusts its internal scroll position (which does *not* affect visual text positions if *EXTERNAL_SCROLL_BIT* has been set in the *pg_ref*). If FALSE, the scroll positions are left alone.

If *window_origin_changes* is TRUE, OpenPaige assumes that the new scroll position, by virtue of the *h_verb* and *v_verb* values, will change the window origin by that same amount. In other words, passing TRUE for this parameter is effectively the same as calling *pgWindowOriginChanged()* with coordinates that reflect the new origin after the scroll positions have been updated.

When this function returns, **h_pixels* and **v_pixels* will be set to the number of pixels that OpenPaige would have scrolled had you passed the same *h_verb* and *v_verb* to *pgScroll()*.

Physical Drawing / Scrolling Support

```
pg_region pgScrollViewRect (pg_ref pg, long h_pixels, long v_pixels,  
    shape_ref update_area);
```

This function will physically scroll the pixels within *pg*'s *vis* area by *h_pixels* and *v_pixels*; negative values cause the image to move up and left.

When the function returns, if *update_area* is not *MEM_NULL* it is set to the shape of the area that needs to be updated.

```
void pgSetCaretPosition (pg_ref pg, pg_short_t position_verb,  
    pg_boolean show_caret);
```

This function should be used to change the location of the caret (insert position); for example, *pgSetCaretPosition* is useful for handling arrow keys.

The *position_verb* indicates the action to be taken. The low byte of this parameter should be one of the following values:

```
enum
{
    home_caret,
    doc_bottom_caret,
    begin_line_caret,
    end_line_caret,
    next_word_caret,
    previous_word_caret
};
```

The high byte of *position_verb* can modify the meaning of the values shown above; the high byte should be either zero or set to *EXTEND_CARET_FLAG*.

The following is a description for each value in *position_verb*:

home_caret—If *EXTEND_CARET_FLAG* is set, the text is selected from the beginning of the document to the current position; if *EXTEND_CARET_FLAG* is clear the caret moves to the beginning of the document.

doc_bottom_caret—If *EXTEND_CARET_FLAG* is set, the text is selected from the current position to the end of the document; if *EXTEND_CARET_FLAG* is clear the caret advances to the end of the document.

begin_line_caret—If *EXTEND_CARET_FLAG* is set, the text is selected from the current position to the beginning of the current line; if *EXTEND_CARET_FLAG* is clear the caret moves to the beginning of the line.

end_line_caret—If *EXTEND_CARET_FLAG* is set, the text is selected from the current position to the end of the current line; if *EXTEND_CARET_FLAG* is clear the caret moves to the end of the line.

next_word_caret—If *EXTEND_CARET_FLAG* is set, the text is selected from the current position to the beginning of the next word; if *EXTEND_CARET_FLAG* is clear the caret moves to the beginning of the next word.

previous_word_caret— If *EXTEND_CARET_FLAG* is set, the text is selected from the current position to the beginning of the previous word; if *EXTEND_CARET_FLAG* is clear the caret moves to the beginning of the previous word.

If *show_caret* is TRUE then the caret is redrawn in its new location, otherwise the caret does not visibly change.

NOTE: This function is simply a portable way to physically scroll the pixels within a *pg_ref*— no change occurs to the scroll position internal to the *pg_ref*, nor does the window origin or the vis shape change in any way.

```
void pgDrawScrolledArea (pg_ref pg, long pixels_h, long pixels_v,  
co_ordinate_ptr original_origin, co_ordinate_ptr new_origin, short  
draw_mode);
```

This function will draw the *pg_ref* inside the area that would exist (or already exists) after a pixel scroll of *pixels_h* and *pixels_v*.

For example, if you (or your framework) has already scrolled the document by, say, -60 pixels, a call to *pgDrawScrolledArea(pg, 0, -60,)* will cause the document to update within the region that exists by virtue of such a scroll.

NOTE: This function fills the would-be update area of a scroll but does not actually scroll anything.

However, optional parameters exist to inform OpenPaige about window origin changes; if you have changed the window origin since the last display, and have not told OpenPaige about it yet, you can pass the original and new origin in *original_origin* and *new_origin* parameters, respectively. These params do the same exact thing as on *pgWindowOriginChanged()* — except if they are null pointers in this case, they are ignored.

```
void pgLastScrollAmount (pg_ref pg, long *h_pixels, long *v_pixels);
```

This function returns the amount of the previous scrolling action, in pixels.

The “scrolling action” would have been any OpenPaige function that has changed the *pg_ref*'s internal scroll position. That includes *pgScroll()* and *pgScrollUnitsToPixels()* if applicable, amongst a few others.

By “previous scrolling” is meant the last function call that changed the scroll position. For example, there could 1,000 non-scrolling functions since the last scrolling change, but *pgLastScrollAmount()* will return the values since the last scrolling only.

11.9

Draw Scroll Hook & Scroll Regions

An application could repaint the area uncovered by a scroll with the *draw_scroll* hook:

```
PG_PASCAL(void) pgDrawScrollProc (paige_rec_ptr pg, shape_ref  
update_rgn,  
co_ordinate_ptr scroll_pos, pg_boolean post_call);
```

This function gets called by OpenPaige after the contents of a *pg_ref* have been scrolled; the *update_rgn* shape contains the area of the window that has been uncovered (rendered blank) by the scrolling.

However, an unintentional anomaly exists with this method: the *update_rgn* contains a shape that represents the entire bounding area of the scrolled area. This presents a problem if the scrolled area is non-rectangular.

For example, an application might have a Find... dialog in front of the document. If a word is found, causing the document to scroll, the uncovered document area is non-rectangular (the region is affected by the intersection of the Find window).

The basic problem is that OpenPaige cannot convert a non-rectangular, platform-specific region into a *shape_ref*.

Workaround

The *paige_rec* structure (provided as the *pg* parameter in the above hook) contains the member *.port*, which contains a member called *scroll_rgn*. The *scroll_rgn* will be a platform-specific region handle containing the actual scrolled region.

For example, if *draw_scroll* is called, *pg->port.scroll_rgn* would be a *RgnHandle* for Macintosh and an *HRGN* for Windows. In both cases, if you were to fill that region with something it would conform to the exact scrolled area, rectangular or not.

As a rule, to avoid problems with non-rectangular scrolled area(s), use *pg->port.scroll_rgn* instead of the *update_rgn* parameter.

12

CHAPTER

ALL ABOUT SHAPES

12.1

Up & Running with shapes

The quickest way to get “Up & Running” with shapes is to see “Up & Running Shapes” on page 2-20. This shows how to get a document up within rectangles to display and/or edit.

This chapter provides more details should you want to provide the users with more complex shapes.

12.2

Basic shape areas

As mentioned in several places in this document, an OpenPaige object maintains three basic shape areas.

The exact description and behavior for each of these shapes is as follows:

vis_area — The “viewable” area of an OpenPaige object. Stated simply, anything that OpenPaige displays that is even one pixel outside the *vis_area* gets clipped (masked out). Usually, the *vis_area* in an OpenPaige object is some portion (or all) of a window’s content area and remains unmoving and stationary. (See Figure 8 on page 12-213).

page_area — The area in which text will flow. For the simplest documents, the *page_area* can be considered a rectangle, or “page” which defines the top-left position of text display as well as the maximum width. For example, if you wanted to create a document representing an 8” wide page, you simply specify a *page_area* that is 8 inches wide. Hence, text will wrap within those boundaries.

The *page_area* may or may not be the same size as the *vis_area*, and may or may not align with the *vis_area*’s top-left position. In fact, a large document on a small monitor would almost always be larger than the *vis_area* (see Figure 8 on page 12-213).

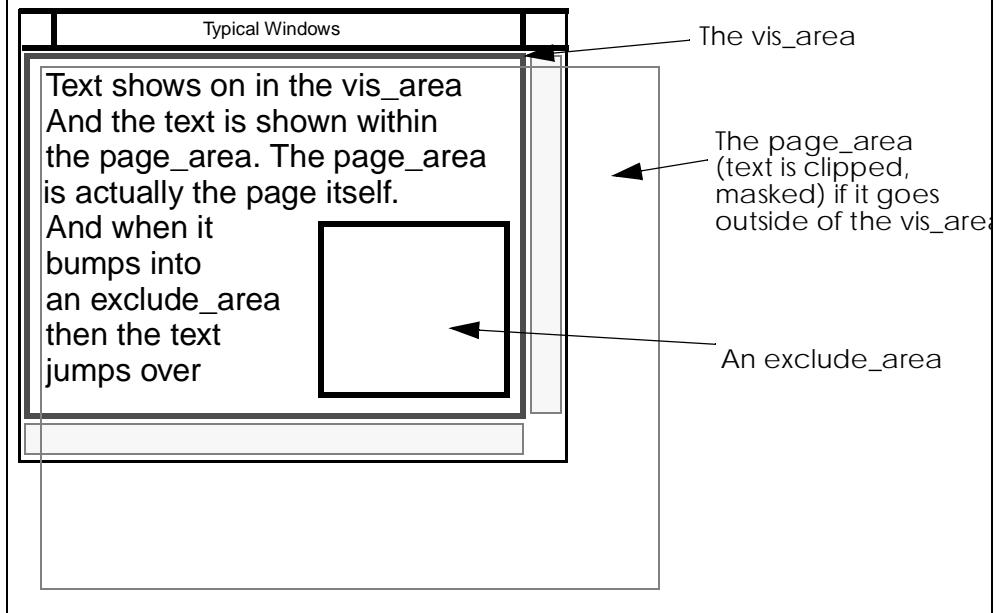
exclude_area — An optional area of an OpenPaige object in which text flow must avoid. A good example of implementing an *exclude_area* would be placing a picture on a document in which text must wrap over (or wrap around from left to right). The easiest way to do this would be to build an *exclude_area* that contains the picture’s bounding frame, resulting in the forced avoidance of text for that area.

All three shapes can be changed dynamically at any time. Changing the *page_area* would force text to rewrap to match the new shape; changing the *exclude_area* would also force text to rewrap in order to avoid the new areas.

If you are specifically implementing “containers”, see “Containers Support” on page 14-1 which might provide an easier path.

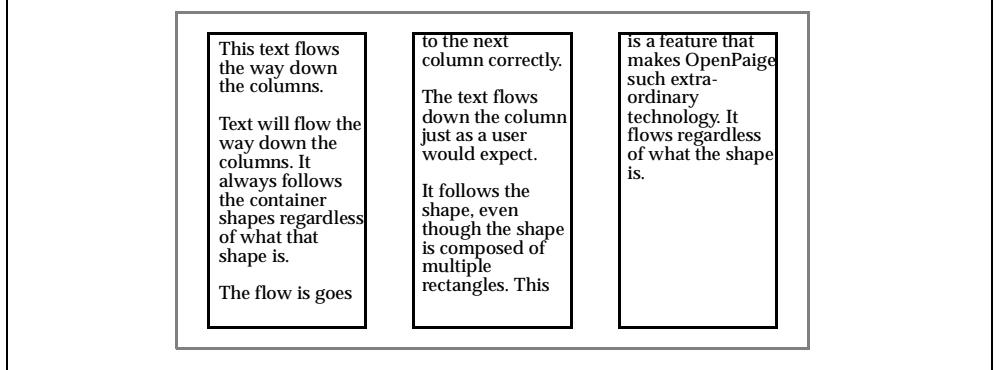
If you are implementing any kind of exclusion shapes, see “Exclusion Areas” on page 15-1.

FIGURE#8

INTERACTION OF vis_area, page_area, exclude_area

As stated, the simplest documents are rectangles; however, the *page_area* can be non-rectangular. A good example of this would be columns in which text must flow from one column to the other. In this case, the *page_area* would look something like is shown in Figure 9 on page 12-213.

FIGURE#9

***pg_area* NON-RECTANGULAR (text flows from “column to column”)**

For purposes of cross-platform technology, OpenPaige defines its own set of structures to represent screen positions (coordinates) and shapes. Except for machine-specific source files, no reference is made to, say, Macintosh “QuickDraw” structures.

The main components (“building blocks”) of shapes are the following record structures:

Rectangle

```
typedef struct
{
    co_ordinate    top_left;           /* Top-left of rect */
    co_ordinate    bot_right;          /* Bottom-right of rect */
}
rectangle, *rectangle_ptr;
```

Co_ordinate

```
typedef struct
{
    long            v;                /* vertical position */
    long            h;                /* horizontal position */
}
co_ordinate;
```

What's Inside a Shape

Shapes are simply a series of rectangles. A very complex shape could be represented by thousands of rectangles, the worst-case being one rectangle surrounding each pixel.

All shape structures consist of a bounding rectangle (first rectangle in the array) followed by one or more rectangles; the bounding rectangle (first one) is constantly updated to reflect the bounding area of the whole shape as the shape changes.

Hence, the shape structure is defined simply as:

```
typedef rectangle shape;           /* Also a "shape", really */
typedef rectangle_ptrshape_ptr;
```

A shape is maintained by OpenPaige, however, as a *memory_ref* to a block of memory that contains the shape information. In the header it is defined as:

```
typedef memory_refshape_ref;
/* Memory ref containing a "shape" */
```

Rules for Shapes

The following rules apply to shapes with respect to the list of rectangles they contain:

1. If rectangle edges are connected exactly (i.e., if two edges have the same value), they are considered as “one” even if such a union results in a non-rectangular shape (see Figure 10 on page 12-216).
2. If rectangle edges are not connected, they are considered separate “containers;” even if they overlap. (Overlapping would result in overlapping text if the shape definition was intended for the area where text is drawn).

FIGURE#10 “CONNECTING” RECTANGLES

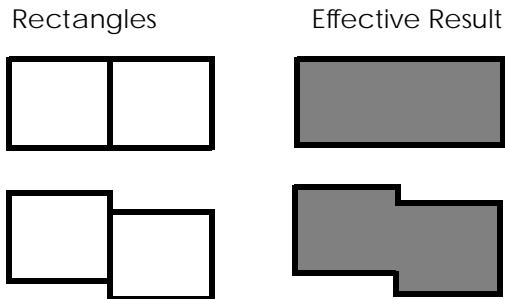
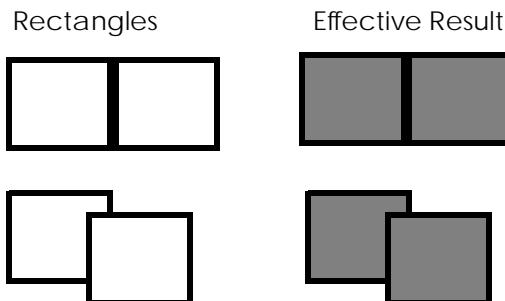


FIGURE #11 “NON-CONNECTING” RECTANGLES



12.6

Building Shapes

Placing data into the *shape_ref* is the subject of discussion in this section. However, you will not normally manipulate the *shape_ref* data directly.

Creating New Shapes

The easiest way to create a new shape is to use the following function:

```
(shape_ref) pgRectToShape (pgm_globals_ptr globals, rectangle_ptr rect);
```

This returns a new *shape_ref* (which can be passed to one of the “area” parameters in *pgNew*). The *globals* parameter must be a pointer to the same structure given to *pgMemStartup()* and *pgInit()*.

The *rect* parameter is a pointer to a rectangle; this parameter, however, can be a null pointer in which case an empty shape is returned (shape with all sides = 0).

Setting a Shape to a Rectangle

If you have already created a *shape_ref*, you can “clear” its contents and/or set the shape to a single rectangle by calling the following:

```
(void) pgSetShapeRect (shape_ref the_shape, rectangle_ptr rect);
```

The shape *the_shape* is changed to represent the single rectangle *rect*. If *rect* is a null pointer, *the_shape* is set to an empty shape.

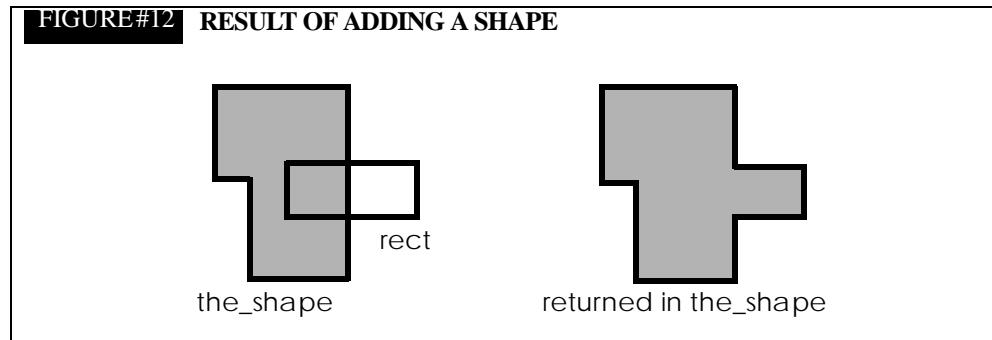
Adding to a New Shape

```
(void) pgAddRectToShape (shape_ref the_shape, rectangle_ptr rect);
```

The best way to build a shape requiring more than one rectangle is to call the following:

The rectangle pointed to by *rect* is added to the rectangle list in *the_shape*, combining it with other rectangles if necessary. When a rectangle is added, *pgAddRectToShape* first explores all existing rectangles in *the_shape* to see if any of them can “merge” with *rect* (see “Rules for Shapes” on page 12-215). If none can be combined, *rect* is appended to the end of the list.

If *the_shape* is empty, *the_shape* gets set to the dimensions of *rect* (same as if you called *pgSetShapeRect* above).



Disposing a Shape

To dispose a shape, call:

```
(void) pgDisposeShape (shape_ref the_shape);
```

Rect to Rectangle

Two utilities exist that make it easier to create OpenPaige rectangles:

```
#include "pgTraps.h"
(void) RectToRectangle (Rect PG_FAR *r, rectangle_ptr pg_rect);
(void) RectangleToRect (rectangle_ptr pg_rect, co_ordinate_ptr offset,
    Rect PG_FAR *r);
```

RectToRectangle converts *Rect r* to rectangle *pg_rect*. The *pg_rect* parameter must be a pointer to a rectangle variable you have declared in your code.

RectangleToRect converts *pg_rect* to *r*; also, if offset is non-null the resulting *Rect* is offset by the amounts of the coordinate (for example, if *offset.h* and *offset.v* were 10, -5 the resulting *Rect* would be the values in *pg_rect* with left and right offset by 10 amount and top and bottom amounts offset by -5).

NOTE (Macintosh): Since a Mac Rect has a +- 32K limit for all four sides, OpenPaige rectangle sides larger than 32K will be intentionally truncated to about 30K.

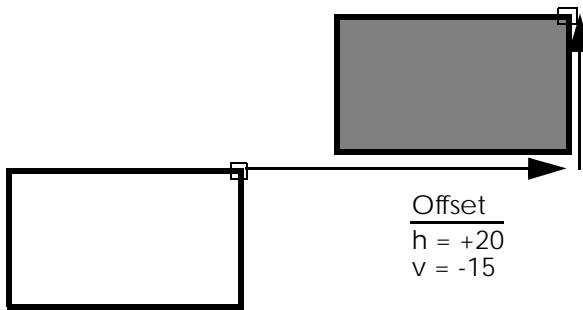
NOTE: Important: You must include “*pgTrap.h*” in any code that calls either function above.

Moving shapes

```
(void) pgOffsetShape (shape_ref the_shape, long h, long v);
```

Offsets (moves) **the_shape* by *h* (horizontal) and *v* (vertical) distances. These may be negative. Positive numbers move to the right horizontally and down vertically as appropriate.

FIGURE #13 RESULT OF OFFSETTING A SHAPE



Shrinking or expanding shape

```
(void) pgInsetShape (shape_ref the_shape, long h, long v);
```

Insets (shrinks or expands) **the_shape* by *h* and *v* amounts. Positive numbers inset the shape inwards and negative numbers expand it.

```
(pg_short_t) pgPtInShape (shape_ref the_shape, co_ordinate_ptr point,  
co_ordinate_ptr offset_extra, co_ordinate_ptr inset_extra,  
pg_scale_ptr scaling);
```

pgPtInShape returns “TRUE” if point is within any part of *the_shape* (actually, the rectangle number is returned beginning with #1). The *point* is temporarily offset with *offset_extra* if *offset_extra* is non-null before checking if it is within *the_shape* (and the offset values are checked in this case, not the original point).

If scaling is non-NULL, *the_shape* is temporarily scaled by that scale factor. For no scaling, pass NULL.

Also, each rectangle is temporarily inset by the values in *inset_extra* if it is non-NULL. Using this parameter can provide extra “slop” for point-in-shape detection. Negative values in *inset_extra* enlarge each rectangle for checking and positive numbers reduce each rectangle for checking.

NOTE: For convenience *the_shape* can be also be MEM_NULL, which of course returns FALSE.

```
(pg_short_t) pgSectRectInShape (shape_ref the_shape, rectangle_ptr  
rect, rectangle_ptr sect_rect);
```

Checks to see if a rectangle is within *the_shape*. First, *offset_extra*, if non-null, moves *rect* by the amount in *offset_extra.h* and *offset_extra.v*, then checks if it intersects any part of *the_shape*. The result is TRUE if any part of *rect* is within the shape, FALSE if it is not. If *the_shape* is empty, the result is always FALSE.

Actually, a “TRUE” result will really be the rectangle number found to intersect, beginning with 1 as the first rectangle.

NOTE: A result of TRUE does not necessarily mean that *rect* doesn't intersect with any other rectangle in *the_shape*; rather, one rectangle was found to intersect and the function returns.

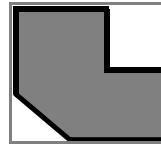
If *sect_rect* is not MEM_NULL, it gets set to the intersection of rect and the first rectangle in *the_shape* found to intersect it.

Shape Bounds

```
(void) pgShapeBounds (shape_ref the_shape, rectangle_ptr bounds);
```

Returns the rectangle bounds of the outermost edges of *the_shape*. The bounds is placed in the rectangle pointed to by *bounds* (which cannot be null).

FIGURE #14 GRAY RECTANGLE REPRESENTS BOUNDS RETURNED BY *pgShapeBounds*.



Comparing Shapes

```
(pg_boolean) pgEmptyShape (shape_ref the_shape);
```

FUNCTION RESULT: This function returns TRUE if *the_shape* is empty (all sides are the same or all zeros).

```
(pg_boolean) pgEqualShapes (shape_ref shape1, shape_ref shape2);
```

FUNCTION RESULT: Returns TRUE if *shape1* matches *shape2* exactly, even if both are empty.

Intersection of shapes

```
(pg_boolean) pgSectShape (shape_ref shape1, shape_ref shape2,  
    shape_ref result_shape);
```

Sets *result_shape* to the intersection of *shape1* and *shape2*. All *shape_ref* parameters must be valid *shape_ref*'s, except *result_shape* can be *MEM_NULL* (which you might want to pass to just check if two shapes intersect). Additionally, *result_shape* cannot be the same *shape_ref* as *shape1* or *shape2* or this function will fail.

If either *shape1* or *shape2* is an empty shape, the result will be an empty shape. Also, if nothing between *shape1* and *shape2* intersects, the result will be an empty shape.

FUNCTION RESULT: The function result will be TRUE if any part of *shape1* and *shape2* intersect (and *result_shape* gets set to the intersection if not *MEM_NULL*), otherwise FALSE is returned and *result_shape* gets set to an empty shape (if not *MEM_NULL*).

FIGURE #15 NON-INTERSECTING SHAPES RETURN FALSE AND
MEM_NULL IN RETURN SHAPE

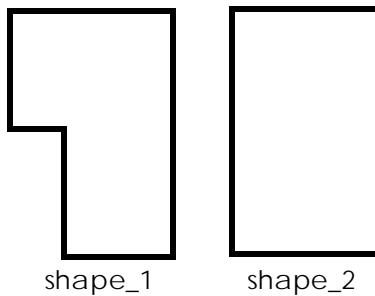
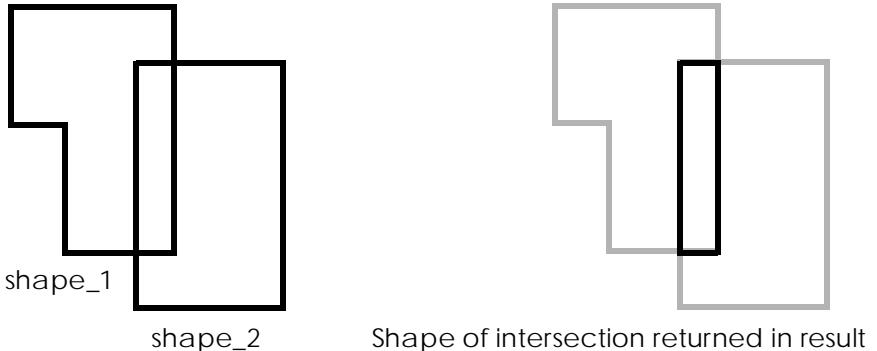


FIGURE #16 RETURNS TRUE AND THE INTERSECTION SHAPE IN RESULT



FUNCTION RESULT: Neither *shape1* or *shape2* are altered by this function.

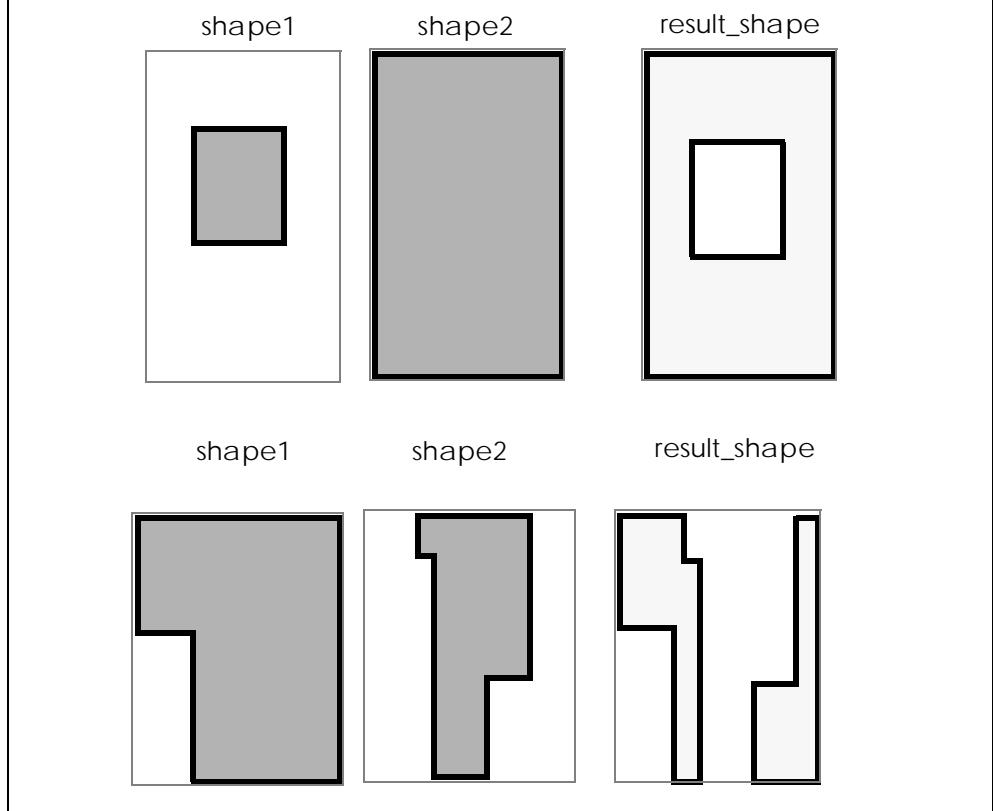
```
(void) pgDiffShape (shape_ref shape1, shape_ref shape2, shape_ref  
result_shape);
```

FUNCTION RESULT: This function places the difference in *result_shape* between *shape1* and *shape2*.

Unlike *pgSectShape*, *result_shape* cannot be *MEM_NULL*; however, it CAN be the same *shape_ref* as *shape1* or *shape2*.

The “difference” is computed by subtracting all portions of *shape1* from *shape2*, and the geometric difference(s) produce *result_shape*. If *shape1* is an empty shape, *result_shape* will be a mere copy of *shape2*; if *shape2* is empty, *result_shape* will be empty.

FIGURE #17 RESULTS OF *pgDiffShape*



Erase a Shape

```
(void) pgEraseShape (pg_ref pg, shape_ref the_shape, pg_scale_ptr  
scale_factor, co_ordinate_ptr offset_extra, rectangle_ptr vis_bounds);
```

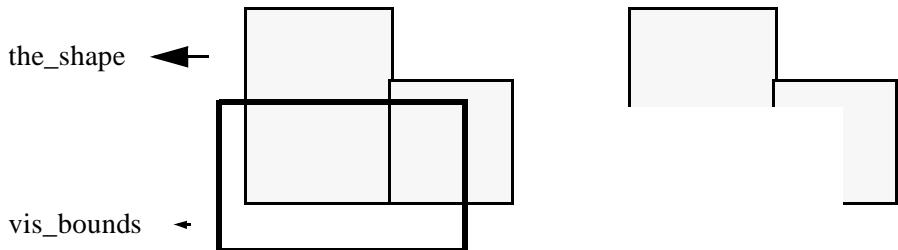
FUNCTION RESULT: *This function will erase the_shape* (by filling it with the background color of the device in *pg*).

The *scale_factor* parameter defines scaling, if any; for no scaling, pass zero for this parameter. If you want scaling, see “Scaling an OpenPaige Object” on page 16-2.

If *offset_extra* is non-null, *the_shape* is temporarily offset by *offset_extra->h* and *offset_extra->v* amounts before the erasure occurs.

If *vis_bounds* is non-null, then only the parts of *the_shape* that intersect with *vis_bounds* get erased, otherwise the whole shape is erased (see illustration below).

**FIGURE #18 THE EFFECT OF pgEraseShape IF vis_bounds IS NON_NULL
ONLY THE PORTION(S) OF THE SHAPE THAT INTERSECT
*vis_bounds ARE ERASED. IF vis_bounds IS A NULL POINTER,
THE WHOLE SHAPE IS ERASED.**



Moving a Shape in a pg_ref

```
(void) pgOffsetAreas (pg_ref pg, long h, long v, pg_boolean offset_page,  
pg_boolean offset_vis, pg_boolean offset_exclude);
```

This function “moves” the page area and/or visual area and/or the exclusion area of *pg*. If *offset_page* is TRUE the page area is moved; if *offset_vis* is TRUE the visual area is moved; if *offset_exclude* is TRUE the exclusion area is moved.

Each area is moved horizontally and vertically by *h* and *v* pixels, respectively. What occurs is *h* gets added to the left and right sides of all rectangles enclosed in the shape while *v* gets added to top and bottom. Hence the shape is moved left or right, up or down with negative and positive values, respectively.

Region Conversion Utilities

```
void ShapeToRgn (shape_ref src_shape, long offset_h, long offset_v,  
    pg_scale_factor PG_FAR *scale_factor, short inset_amount,  
    rectangle_ptr sect_rect, RgnHandle rgn);
```

This function sets region *rgn* to *src_shape*. In addition, the region is offset by *offset_h* and *offset_v* amounts. If *scale_factor* is non-NULL, the resulting region is scaled by that scaling factor (see “Scaling” on page 16-1).

Each rectangle added to the region is inset by *inset_amount* (*inset_amount* is added to the top and left and subtracted from right and bottom).

If *sect_rect* is non-null, every rectangle in the shape is first intersected with *sect_rect* and the intersection (only) is output to the region.

NOTE: You must include “*pgTraps.h*” to use this function.

NOTE (Windows): —þ”*RgnHandle*” is typedef’d in *pgTraps.h* and is the same as *HRGN*.

CAUTION: Converting a huge complex shapes to a region can be slow.



Picture Handle to Shape (Macintosh only)

The following function is available only for Macintosh that takes a picture and produces a shape that encloses the picture's outside edges:

```
#include "pgTraps.h"
(void) PictOutlineToShape (PicHandle pict, shape_ref target_shape,
    short accuracy)
```

Given a picture in *pict* and a *shape_ref* in *target_shape*, this function sets *target_shape* to surround the outside bit image of the picture.

The *accuracy* parameter can be a value from 0 to 7 and indicates how “accurate” the shape should be: 0 is the most accurate (but consumes the most memory) and 7 is the least accurate (but consumes the least memory). The *accuracy* value actually indicates how many pixels to skip, or “group” together in forming the image. If *accuracy* is 0, the image is produced to the nearest pixel —which theoretically can mean a rectangle might be produced for every pixel surrounding the image (which is why so much memory can be consumed).

The picture does not need to be a bitmap image, and it can be in color (the image is produced around the outside edges of all nonwhite areas for color).

NOTE: Large, complex images can not only consume huge amounts of memory but can take several seconds to produce the image, so use this function sparingly!

NOTE: Important: You must #include “*pgTraps.h*” to use this function.

```
#include "pgTraps.h"
```

Page Area Background Colors

OpenPaige will support any background color (which your machine can support) even if the target window's background color is different.

The page area (area text draws and wraps) will get filled with the specified color before text is drawn; hence this features lets you overlay text on top of nonwhite backgrounds (or, if desirable, will also let you overlay white text on top of dark or black backgrounds).

Note that this differs from the *bk_color* value in *style_info*. When setting the *style_info* background, OpenPaige will simply turn on that background color only for that text. Setting the general background color (using the functions below) sets the background of the entire page area.

COLOR TEXT AND TEXT BACKGROUND

NOTE: See “Setting / Getting Text Color” on page 8-10 or “Changing Styles” on page 30-7 for information about setting text color and text background color.

“Transparent” Color

OpenPaige will also recognize which color is considered “transparent.” Normally, this would be the same color as the window’s normal background color, typically “white.”

“Transparent” is simply the background color for which OpenPaige will not set or force. Defining which color is transparent in this fashion lets you control the background color(s) for either the entire window and/or a different color for the window versus the *pg_ref*’s page area.

The color that is specified as “transparent” is basically telling OpenPaige, “Leave the background alone if the page area’s background is the transparent color.”

For most situations, you can leave the transparent color to its default —þwhite.

Here is an example, however, where you would need to change the transparent color. Suppose your whole window is always blue but you want OpenPaige to draw on a white

background. In this case, you would set the transparent color to something other than “white” so OpenPaige is forced to set a white background. Otherwise, OpenPaige will not change the background at all when it draws text since it assumes the window is already in that color.

12.11

Setting/Getting the Background Color

```
(void) pgSetPageColor (pg_ref pg, color_value_ptr color);  
(void) pgGetPageColor (pg_ref pg, color_value_ptr color);
```

To change the page area background color, call *pgSetPageColor*. The new background color will be copied from the color parameter.

To obtain the current page color, use *pgGetPageColor* and the background color of *pg* is copied to **color*.

After changing the background, subsequent drawing will fill the page area with that color before text is drawn.

NOTE: *pgSetPageColor* does not redraw anything.

12.12

Getting/Changing the Transparent Color

The “transparent color” is a global value, as a field in *pg_globals*. Hence, all *pg_ref*'s will check for the transparent color by looking at this field.

If you need to swap different transparent colors in and out for different situations, simply change *pg_globals->trans_color* to the desired value.

NOTE: Usually the only time you need to change the transparent color to something other than its default (white) is the following scenario: Nonwhite back-

ground color for the whole window, but white background for a *pg_ref*'s page area. In every other situation it is safe to leave the transparent color in *pg_globals* alone.

12.13

Miscellaneous Utilities

```
(void) pgErasePageArea (pg_ref pg, shape_ref vis_area);
```

This function fills *pg*'s page area with the current page background color of *pg*.

The fill is clipped to the page area intersected with the shape given in the *vis_area* parameter. However, if *vis_area* is a null pointer, then the *vis_area* in *pg* is used to intersect instead.

NOTE: You do not need to call this function, normally. OpenPaige fills the appropriate areas(s) automatically when it draws text. This function exists for special situations where you want to “erase” the page area.

12.14

OpenPaige Background Colors

The purpose of this technical note is to provide some additional information about OpenPaige “background” colors and their relationship to the window's background color.

First, let's clarify the difference between three different aspects of background:

Page background color -- is the color that fills the background of your page area. The “page area” is the specific area in the *pg_ref* in which text flows, or wraps. This is not necessarily the same color as the window's background color. For instance, if the page area were smaller than the window that contained it, the page background would fill only the page area, while the remaining window area would remain unchanged.

Window background color -- is the background color of the window itself. This can be different than the window's background color.

Text background color -- is the background color of text characters, applied as a style (just as italic, bold, underline, etc. is applied to text characters). Text background color applies only to the text character itself. This can be different from both window background and page background.

12.15

Who/What Controls Colors

When creating new OpenPaige objects, the page area background color is purely determined by the “*def_bk_color*” member of OpenPaige globals. Afterwards, this color can be changed by calling *pgSetPageColor()*.

The window background color is purely controlled by your application and no OpenPaige functions alter that color.

Text background is controlled by changing the *bk_color* member of *style_info*, and that color applies only to the character(s) of that particular style.

12.16

What is “trans_color” in OpenPaige globals?

The purpose of *pg_globals.trans_color* is to define the default WINDOW background. Since OpenPaige is a portable library, the *trans_color* member is provided as a platform-independent method for OpenPaige to know what the “normal” background color is.

OpenPaige uses *trans_color* only as a reference. Essentially, *trans_color* defines the color that would appear if OpenPaige left the window alone, or the color that would be used by the OS if the window were “erased”.

The value of *trans_color* becomes the most significant when you have set the page and/or text color to something different than the window color, because OpenPaige compares the page and text colors to *trans_color* to determine whether or not to ERASE the background.

Its reasoning is, “... If the background color I am to draw is NOT the “normal” background color [*trans_color*], then I need to force-fill the background.”

Conversely, “... If the background color I am to draw IS the same as *trans_color*, then I don't have to set anything special”.

Herein is most of the difficulty that OpenPaige users encounter with background colors: they set the window to a nonwhite background, yet they usually leave *pg_globals.trans_color* alone. This is OK as long as *trans_color* and the page area color are different.

But if you want the page background and window background to be the same, make sure *pg_globals.trans_color* is the same as the page background color. The general rules are:

1. Always set *pg_globals.trans_color* to the same value as the window's background color. Do this regardless of what the page area background color will be.
2. The only time you need to change *pg_globals.trans_color* is when/if you have changed the window's background color to something other than what is already in *pg_globals.trans_color*.
3. Setting page and/or text color has nothing to do with the window's real background color. These may or may not be the same, and OpenPaige only knows if they match the window by comparing them to *trans_color*.
4. To make the page area AND the window backgrounds match each other, you must set *pg_globals.trans_color*, *pgSetColor()* and the window background color to the same color value.

13

CHAPTER

PAGINATION SUPPORT

Although OpenPaige does not provide full pagination features as such, several powerful support functions and features exist to help implement page breaks, columns, margins, etc.

For custom text placement not covered in this chapter and for custom pagination features such as widows and orphans, keep with next paragraph, etc. see “Advanced Text Placement” on page 37-1.

13.1

OpenPaige “Document Info”

In every *pg_ref*, the following structure is maintained:

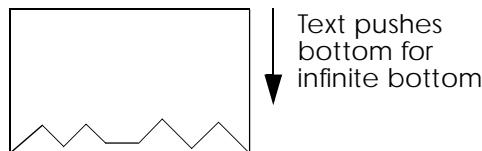
```

typedef struct
{
    long      attributes; /* Various attributes (see below) */
    short     page_origin; /* What corner = origin */
    pg_short_t num_pages; /* Number of "real" pages */
    short     exclusion_inset; /* Amount to inset exclusion area
                                when clipping */
    short     scroll_inset; /* Amount to inset vis area when
                                scrolling */
    short     caret_width_extra; /* Width of the caret */
    long      repeat_slop; /* Minimum remaining before
                                repeat */
    short     minimum_widow; /* Minimum widow (lines) */
    short     minimum_orphan; /* Minimum orphan (lines) */
    co_ordinate repeat_offset; /* About of "gap" for repeater
                                shapes */
    rectangle print_target; /* App can use as printed
                                page size */
    rectangle margins; /* Applied page margins */
    rectangle offsets; /* Additional offsets of doc, 4 sides */
    long      max_chars_per_line; /* Optional max
                                characters per line, or zero */
    long      future[PG_FUTURE]; /* Reserved for future */
    long      ref_con; /* App can store whatever */
}
pg_doc_info, PG_FAR *pg_doc_ptr;

```

NOTE: Some of the fields in *pg_doc_info* are currently unsupported, some of them are defined in *Paige.h* but not included above (but exist for future enhancements and extensions).

FIGURE #19

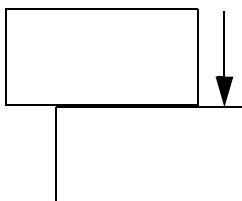
DEFAULT *page_area* WITH INFINITE BOTTOM

The fields that are currently supported are as follows:

attributes — defines special characteristics for the *page_area* shape. The attributes field applies only to the *page_area* shape (not *vis_area* or *exclude_area*), and it is a set of bits which can be any of the following:

#define V_REPEAT_BIT	0x00000001	/* Shape repeats vertically */
#define H_REPEAT_BIT	0x00000002	/* Shape repeats horizontally */
#define BOTTOM_FIXED_BIT	0x00000004	/* Shape's bottom does not grow */
#define NO_CONTAINER_JMP_BIT	0x00000010	/* Can't jump containers */
#define MAX_SCROLL_ON_SHAPE	0x00000020	/* Maximum scroll is on shape */
#define NO_CLIP_PAGE_AREA	0x00000040	/* Page area does NOT clip text */
#define WINDOW_CURSOR_BIT	0x00000400	/* Keep cursor in window view */
#define COLOR_VIS_BIT	0x10000000	/* Page color covers whole vis area */

FIGURE #20 REPEAT BITS CAUSE DUPLICATE SHAPES WITH OVERFLOW



Text creates
a duplicate shape
of itself when
text overflows
with repeat bits
set

V_REPEAT_BIT or H_REPEAT_BIT causes the *page_area* to “repeat” itself when text overflows the bottom (see “Repeating Shapes” on page 13-243).

FIGURE #21 FIXED BOTTOM IS REQUIRED FOR CONTAINERS



Text does not
overflow
bottom of
shape

BOTTOM_FIXED_BIT—forces the *page_area*’s bottom to remain the same (otherwise, the bottom is considered infinite or “variable” as text grows or shrinks).

NOTE: You want this bit to be set if you are implementing “containers.” See “Containers Support” on page 14-1.

NO_CONTAINER_JMP_BIT—causes text to stay within one rectangle of the shape unless a container break character is encountered. (The usual purpose of setting this mode is for “form” documents and other matrix formats in which text can’t leave a “cell” unless explicitly tabbed to do so).

MAX_SCROLL_ON_SHAPE—causes OpenPaige to compute the maximum vertical scrolling values by the bottom-most rectangle in the page area (as opposed to the bottom-most text position).

NOTE: This bit should be set for implementing “containers.” See “Containers Support” on page 14-1.

NO_CLIP_PAGE_AREA— causes text drawing to be clipped to the page area. Normally, text is only clipped to the *vis area*. If this bit is set, it is clipped to the intersection of *vis area* and page area.

NOTE: You generally want this bit set for “containers” and/or non-rectangular wrap shapes.

Each attribute is said to be “on” if the bit is set. The default, after *pgNew*, is all zeros (all clear).

NOTE: If either “repeat” bit is set, **BOTTOM_FIXED_BIT** attribute is implied (and assumed) even if **BOTTOM_FIXED_BIT** is clear. This is because a shape cannot “repeat” unless the bottom is unchangeable.

WINDOW_CURSOR_BIT— causes the caret to stay within the *vis_area* regardless of where the document scrolls.

COLOR_VIS_BIT— informs OpenPaige that the page background color is one and the same as the window’s background color. Setting this bit causes all “erased” areas to be painted with the page color. Usually you want to set this bit to avoid “flashing” during scrolling if your window’s background is nonwhite and it is the same as the page background color.

pg_doc_info_fields (continued):

repeat_slop—(used for repeating shapes only), defines the minimum amount of vertical space, in pixels, remaining at the end of a document before the page shape repeats (new page “appended”).

exclusion_inset— defines the amount to inset each exclusion rectangle for clipping. For example, if *exclusion_inset* were -1, each exclusion rectangle would be expanded 1 pixel larger before being subtracted from the clipped text display.

caret_width_extra—defines the width of the caret, in pixels. The default is 1.

scroll_inset— defines the amount to inset the *vis_area* when scrolling. For example, if *scroll_inset* were 1, a call to *pgScroll()* would visually scroll the *vis_area* minus 1 pixel on all four sides.

minimum_widow — defines the minimum number of lines that can exist at the end of a page, otherwise the paragraph breaks to the next page.

minimum_orphan — defines the minimum number of lines that can exist at the beginning of a new page, otherwise the whole paragraph breaks to the new page.

repeat_offset — defines the distance or “gap” to place between repeated shapes (see “Repeating Shapes” on page 13-243).

num_pages — Contains the current “number of pages,” which is really the number of times the shape will repeat itself if the whole document was displayed.

NOTE: This is not necessarily the number of physical pages that should be printed!

Repeating shapes can have “blank” pages due to the slop value on a nearly-filled page causing a new repeat. For correct printing, see *pgPrintToPage*.

ref_con — can contain anything you want.

** Currently, *page_origin*, *print_target* and *margins* fields are not supported but are provided for future enhancements and extensions.

TECH NOTE

Continuous document

The example demos had spacing above the document that I couldn't get rid of. I'm interested in some of the "multimedia" features of OpenPaige, but I want a "streaming" document (no margins/headers/footers spaces). How do I get rid of the spacing so that all of the document is one long stream of data?

By “spacing” I assume you mean the white space between page breaks. We simply chose to implement the demo this way, with the “repeating shape” feature in OpenPaige. Using this implementation, the pages show exactly as they will appear when printed, i.e. with all the paper margins in each side including top/bottom.

Some developers like to implement documents that way, yet some prefer the method that you mention (as one continuous “page”). To do one continuous page, one simply does not implement the “repeating shape;”; non-repeating shapes is actually the default mode. You can examine non-repeating shapes in our “Simple Demo” for Macintosh

For information on page breaks in a continuous document see "Artificial page breaks" on page 13-245.

TECH NOTE

Relationship of `page_area`, `vis_area` and clipping regions clarified

I am having difficulty setting the appropriate attributes to make my document behave in a certain way...[etc.].

It is important to understand the relationship between the `vis_area`, `page_area` and the various attribute bits in a `pg_ref` that might affect the behavior of both shapes (by "attribute bits" is meant the value(s) originally given to the flags parameter for `pgNew` and/or new attribute settings given in `pgSetAttributes`) and/or the attributes set in `pg_doc_info`.

The most essential difference between a `pg_ref`'s `page_area` versus `vis_area` is the `page_area` is the "container" in which text will wrap, while its `vis_area` simply becomes the document's clipping region.

Generally, the `vis_area` remains constant and unchanging, whereas the `page_area`, particularly its bottom, can change dynamically as text is inserted or deleted depending on the attribute flags that are set in the `pg_ref`. The following is the expected behavior of the `page_area` when different attribute flags are set in the `pg_ref`:

TABLE #4		EXPECTED BEHAVIOUR OF <code>page_area</code> ATTRIBUTES
ATTRIBUTE BITS	<code>page_area</code> BEHAVIOUR	CLIPPING
no bits set (default)	Bottom grows/shrinks dynamically as text is inserted or deleted (see notes below).	All drawing is clipped to intersection of <code>vis_area</code> and the window's current clip region.
BOTTOM_FIXED_BIT	Bottom remains constant, never changes regardless of the text content	All drawing is clipped to intersection of <code>vis_area</code> , <code>page_area</code> and the window's current clip region.
NO_WINDOW_VIS_BIT	No effect	Same as above except window's clip region is NOT included in the clip region

TABLE #4		EXPECTED BEHAVIOUR OF <i>page_area</i> ATTRIBUTES
ATTRIBUTE BITS	<i>page_area</i> BEHAVIOUR	CLIPPING
EX_DIMENSION_BIT ("pgNew()" flag)	No effect visually, but the total height of the doc's contents include the exclusion area shape (otherwise the exclusion area is not considered part of the document's dimensions).	No effect visually
COLOR_VIS_BIT	No additional effect (but <i>vis_area</i> is erased with the background color)	No effect visually
V_REPEAT_BIT	Shape automatically "repeats when text fills to its bottom, achieving multiple page effect."	Each repeating shape intersects with clip region
NO_CLIP_REGION	No effect	No clipping is set at all (the application must set the clipping area)

NOTES: on default behavior (when no attributes have been set):

1. In the default mode, the *page_area*'s bottom is said to grow dynamically to enclose the total height of text. In this case, the bottom of the *page_area* originally given to *pgNew* is essentially ignored; the *page_area*'s TOP however is not ignored as that defines the precise top position of the first line of text.
2. When the *page_area*'s bottom is said to "grow" dynamically in the default mode, the shape itself does not actually change, rather OpenPaige temporarily pretends its bottom matches the text bottom when it paginates or displays. Although the *page_area* appears to "grow," any time you might examine the *page_area* shape, its bottom would not be changed from the original dimensions (to get document's bottom, use *pgTotalTextHeight* instead).
3. NO_WINDOW_VIS_BIT works only in the Macintosh version and has no effect in the Windows version.

Getting/Setting Document Info

```
(void) pgGetDocInfo (pg_ref pg, pg_doc_ptr doc_info);
(void) pgSetDocInfo (pg_ref pg, pg_doc_ptr doc_info, pg_boolean
    inval_text, short draw_mode);
```

To obtain the current document info settings for *pg*, call *pgGetDocInfo* and a copy of the document info record will be placed in **doc_info*.

To change the document info, call *pgSetDocInfo* and pass a pointer to the new information. OpenPaige will copy its contents in *pg*.

If *inval_text* is TRUE, OpenPaige marks all the text in *pg* as “not paginated,” forcing new word-wrap calculations the next time it paginates the document (which will normally be the next time the contents of *pg* are drawn).

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                      /* Do not draw at all */
best_way,                        /* Use most efficient method(s) */copy
/* Directly to screen, overwrite */
direct_or,                        /* Directly to screen, "OR" */
direct_xor,                       /* Directly to screen, "XOR" */
bits_copy,                         /* Copy offscreen */
bits_or,                           /* Copy offscreen in "OR" mode */
bits_xor,                          /* Copy offscreen in "XOR" mode */
```

Repeating Shapes

If V_REPEAT_BIT or H_REPEAT_BIT is set in the attributes field of *pg_doc_info*, the *page_area* shape will “repeat” itself each time text overflows the bottom. For

V_REPEAT_BIT, the shape repeats itself vertically; for H_REPEAT_BIT the shape repeats itself horizontally (see Figure 15 on page 12-13).

NOTE: Only one of these bits should ever be set at a time (the shape will not repeat both ways).

However, the shape itself does not physically grow. Instead, OpenPaige displays the shape repeatedly down the screen, one “*page*” at a time. Hence, if you changed *page_area* to some other shape while one of the “*repeat*” bits were on, then all repeating shapes will change to the new shape.

The simplest application of the “*repeat*” bits is to provide a page rectangle (in original *page_area*), then as the document grows multiple “*pages*” are added.

Note that the term “*page*” is used here to describe a logical section of a document: the original shape does not really need to be a “*page*” rectangle, rather it could be a set of columns or any non-rectangular shape. In any event, the entire shape “*repeats*” itself each time text fills it up.

For such a feature, if you require a “gap” (page break area), you can do so by setting *repeat_offset* in *pg_doc_info* to a nonzero value. This is the amount, in pixels, to add between repeated shapes. Note that *repeat_offset* is a *co_coordinate*. This means you can specify both a vertical and horizontal displacement for repeated shapes (a horizontal displacement + vertical displacement would cause a “staircase” effect).

If the shape is to repeat vertically, each occurrence of the shape falls below the last one; for horizontal repeating, each occurrence falls to the right of the last one. The “gap” (*repeat_offset*), however, is added to the appropriate corresponding sides: *repeat_offset.v* always displaces the repeating shape vertically and *repeat_offset.h* always displaces horizontally, regardless of whether V_REPEAT_BIT or H_REPEAT_BIT is set.

The purpose of the *repeat_slop* field is to append a repeated shape before text actually fills the entire shape.

For example, many applications prefer a new “*page*” to become available when text is almost filled to the bottom of the last page. The value you place in *repeat_slop* is used for this purpose, and is used by OpenPaige as follows: once the bottom of text PLUS *repeat_slop* is equal to or greater than the shape’s bottom, the shape is repeated.

NOTE: Only the text bottom is measured against the shape, not the right or left sides. Even if you set H_REPEAT_BIT, a shape only repeats when text *BOTTOM + repeat_slop* hits or surpasses the shape's bottom.

For more details on how OpenPaige paginates, see “Advanced Text Placement” on page 37-1.

TECH NOTE

Artificial page breaks

I am doing my word processor similar to MS Word. I put in a page break and draw my line dividing the pages. But when I go to print, OpenPaige draws a single page, the text does not break to the next page.

The only real problem is if a *pg_ref* has no repeating shapes (or containers), a page break char has no place to “jump.” Well, then during printing -- just before *pgPrintToPage* -- all one needs to do is set repeating shapes, then print. When printing is done, restore non-repeating shapes. That will cause OpenPaige to work “correctly.”

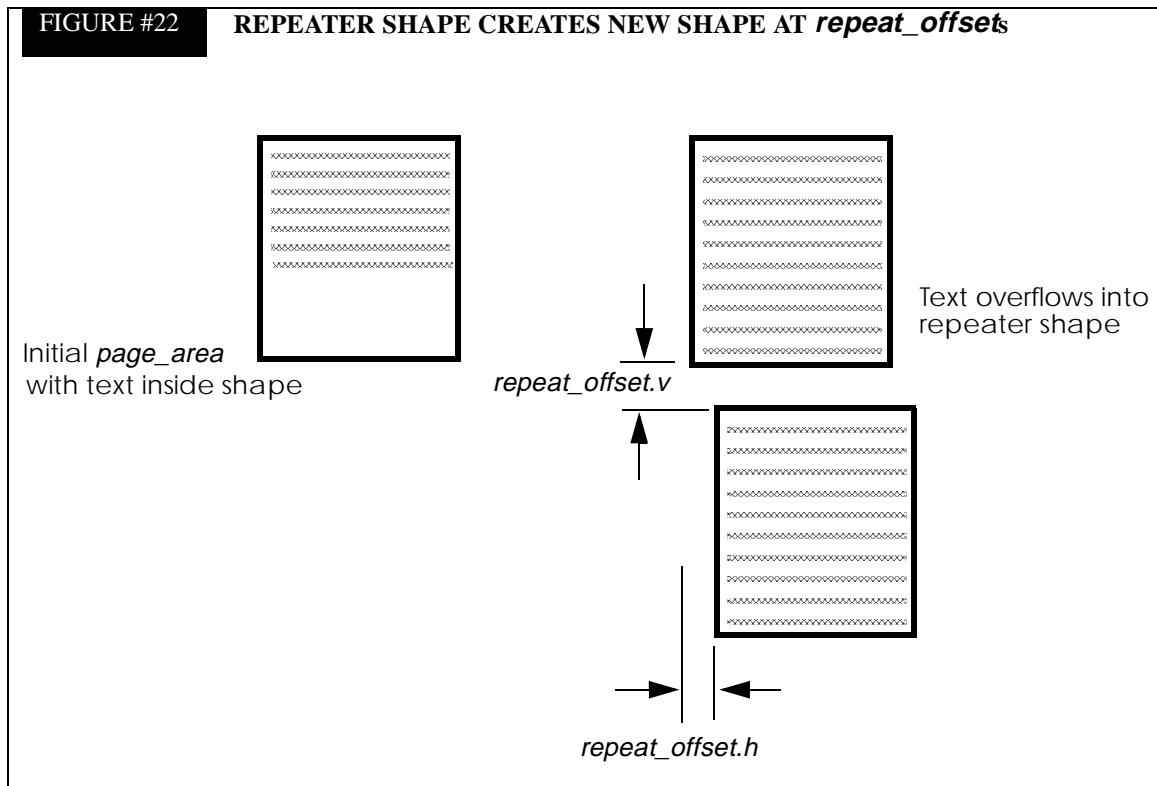
But when you want to go to page view mode, you should then switch to repeating shapes, just as the above note does for printing. That will help solve your problem.

Note that in a long document, anything exceeding 10 pages, finding a page will require pagination which the user will probably notice. This is why Word includes a Paginate Now menu item in the menu! You will probably want to paginate once and then I believe *pgFindPage* should work more quickly. If you don't allow OpenPaige to paginate, it can't know which character is the top of the page! OpenPaige (and all other word processors that display WYSIWYG pages) will have to repaginate to find the positions of the first character on the page. OpenPaige currently performs many tricks and second guessing on when and how to calculate those positions.

Please note that OpenPaige cannot make the same assumptions as Word on WHEN to perform those calculations. We must sometimes rely on the developer to know when to perform the pagination.

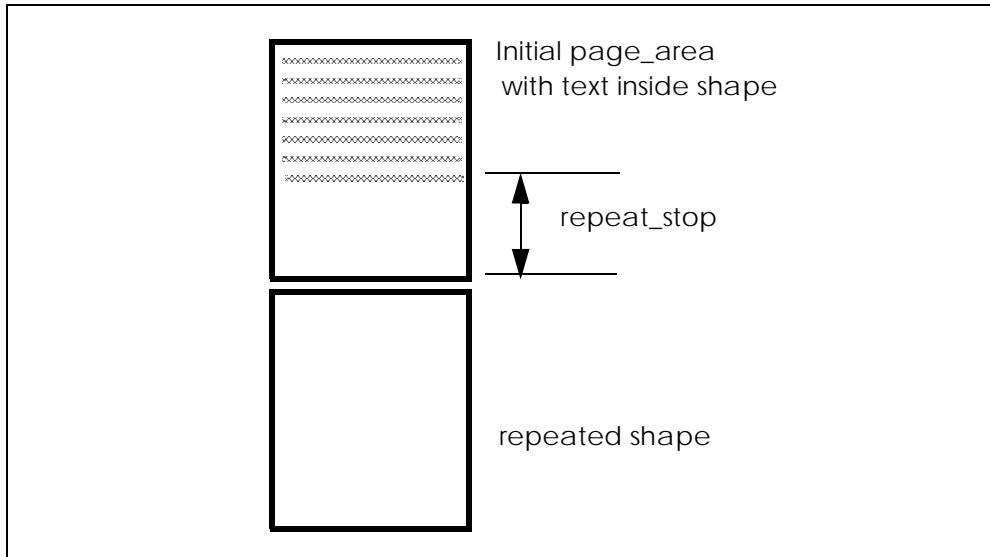
Repeating shapes examples

In Figure 13 on page 12-10, the initial *page_area* shape contains text which is within the bounds of the shape. Once text overflows the bottom, the shape is repeated and placed at *repeat_offset.v* pixels down and *repeat_offset.h* pixels across.



The next illustration shows what happens when *repeat_stop* is nonzero. In this example, *repeat_stop* value is added to the bottom of the text and, if the result overflows the shape's bottom, the shape is repeated. This provides an 'extra page' to get added before the text completely fills the page shape.

FIGURE #23 THE SHAPE WHEN TEXT GETS BELOW THE *repeat_stop* VALUE .

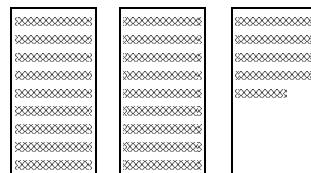


A repeating shape can actually be any shape and does not need to be a “page” rectangle. The Figure 17 on page 12-15 shows an example of “columns” repeating for each “page.”

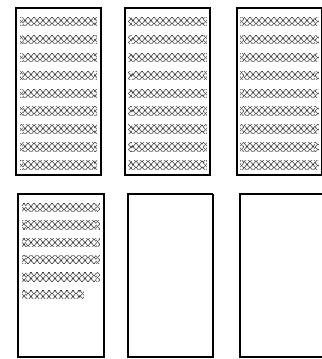
FIGURE #24

**COLUMNS REPEATING A SHAPE WHICH IS
ACTUALLY THREE NON-CONNECTING RECTANGLES**

Initial shape with text



Shape once text fills



Shape Repeat Deletions

Repeated shapes will “delete” themselves if text shrinks above the repeated shape.

For example, if text filled up “page 1” causing a “page 2” to be created, deleting all the text will effectively delete “page 2.”

Widows and Orphans

OpenPaige supports “widow and orphan” control, to a certain extent. When lines are computed to flow within repeating shapes (multiple “pages”), whenever `pg_doc_info.minimum_widow` is nonzero, OpenPaige will force a whole paragraph to the next page if its number of lines on the bottom of the page are equal to or less than `minimum_widow`.

Similarly, if `pg_doc_info.minimum_orphan` is nonzero, the whole paragraph is forced to the next page if its number of lines already breaking to the next page are less than or equal to `minimum_orphan`.

Header & Footer Support

While OpenPaige does not directly support “headers and footers,” some functions are provided to implement them more easily.

Page modify hook

This “hook” allows an application to temporarily modify the top, left, right and bottom margins of a “page” before pagination occurs. This is useful for header/footer/footnote

support since temporary “exclusion” areas can be tailored for any specific page —*—*and without actually modifying the exclusion shape itself.

```
PG_PASCAL (void) page_modify_proc) (paige_rec_ptr pg,  
long page_num, rectangle_ptr margins);
```

The above is the prototype for *page_modify*. This is a general OpenPaige hook (not a style hook). When this gets called, *page_num* will indicate a page number (the first page is zero) and *margins* will point to a “rectangle” that represents four margins.

OpenPaige calls this hook for every page that it “paginates.” Note that the *margins* rectangle is not actually rectangle, rather it represents four margin values to add to the top or left, and/or subtract from bottom or right. Normally, these values will be zero (no extra margins); but if you wanted to remove, say, 16 pixels of space from the bottom of the page, you would set *margins>bot_right.v* to 16.

Each time this function is called, all four “margins” are cleared to zero (the default). Hence if your function does nothing, the page remains the original size.

This hook is also very useful for alternating “gutters,” i.e. extra space on the right side for odd pages and the same extra space on the left side for even pages, etc.



CAUTION: The top and bottom of the page can be modified randomly, i.e. each page can be different. Modifying left and/or right sides, however, must result in the same width for all pages. For example, you should not modify the left or right sides of page 1 but leave page 2’s left or right side alone; it is OK to alternate sides as they are modified as long as the distance between left and right edges remain the same.

For additional information, see also the chapter “Customizing OpenPaige” on page 27-1.

```
void pgTextboxDisplay (pg_ref pg, paige_rec_ptr target_pg,  
                      rectangle_ptr target_box, rectangle_ptr wrap_rect, short draw_mode);
```

The above function is useful for drawing a *pg_ref* to any arbitrary location; the text will move (and optionally wrap) to a specified target location regardless of where its “normal” coordinates exist.

PURPOSE: Since most applications that implement headers and footers use *pg_refs* for a “header” or “footer” this new function exists for header/footer utilities.

If *target_pg* is not null, the drawing occurs to the graphics device attached to that OpenPaige record; otherwise the drawing occurs to the device attached to *pg*. Note there are two usual ways to obtain a *paige_rec_ptr*: the first is from a low-level hook, in which case the *paige_rec_ptr* is usually one of its parameters. The second way is to do *UseMemory(pg_ref)* and then *UnuseMemory(pg_ref)* when you are done using the *paige_rec_ptr*.

The *target_box* parameter is a pointer to a rectangle which defines bounding “box” in which to draw the text. This rectangle defines the top-left position of the drawing as well as the clipping region. Text will *not rewrap into this shape*, rather it repositions its text to align with the box's top-left coordinate, and *target_box* also becomes the clipping region.

The *wrap_rect* parameter is a pointer to an optional, temporary “page rect” for the text to wrap. If this is a null pointer, the *page_area* is used within *pg* (the source *pg_ref*).

The *draw_mode* is identical to all other functions that accept a drawing mode.

OpenPaige supports several other page finding and setting commands. These are closely aligned with printing. These are shown in “Computing Pages” on page 16-13, and “Skipping pages” on page 16-14. Custom page display techniques are described in “Display Proc” on page 16-16

14

CHAPTER

CONTAINERS SUPPORT

OpenPaige has some built-in support for this purpose by providing several functions to insert, delete and change a list of rectangles that constitute *page_area*, as well as the ability to attach an application-defined reference to each “container” of the shape.

The term “container” is used to describe a rectangular portion of the *page_area*. For an application to support page-layout text containers, the typical method is to build the *page_area* (the shape in a *pg_ref* in which text will flow) with the desired series of rectangles.

14.1

Setting Up for “Containers”

By default, a *pg_ref* will not necessarily handle containers the way you might expect without first setting the appropriate values in *pg_doc_info*.

Before using any of the functions below, you should set at least the following bits using *pgSetDocInfo*:

BOTTOM_FIXED_BIT
MAX_SCROLL_ON_SHAPE (optional)

These bits are not set by default, so you should set them soon after *pgNew* and before inserting or displaying a *pg_ref* with “containers”. For more information about *pgSetDocInfo* see “Getting/Setting Document Info” on page 13-9.

Setting up for containers

```
void setup_for_containers (pg_ref pg)
{
    pg_doc_info    info;

    pgGetDocInfo(pg, &info);
    info.attributes = BOTTOM_FIXED_BIT | MAX_SCROLL_ON_SHAPE;
    pgSetDocInfo(pg, &info, FALSE);
}
```

The purpose of BOTTOM_FIXED_BIT is to keep the last rectangle from “growing” along with text.

MAX_SCROLL_ON_SHAPE is optional, but will usually be what you want. Normally, OpenPaige will assume the maximum vertical scrolling position is the same as the bottom-most text position. In a “containers” application, however, that is often undesirable since a document can contain many “empty” containers. By setting MAX_SCROLL_ON_SHAPE, OpenPaige will find the bottom-most page area rectangle for computing maximum vertical scrolling.

Number of containers

```
(pg_short_t) pgNumContainers (pg_ref pg);
```

Returns the number of “containers” currently in *pg*. This function actually returns the number of rectangles in the page area. Initially, after *pgNew*, the answer will be however many rectangles were contained in the initial *page_area* shape, which will be at least one rectangle.

Inserting containers

```
(void) pgInsertContainer (pg_ref pg, rectangle_ptr container, pg_short_t  
position, long ref_con, short draw_mode);
```

This makes a copy of the rectangle pointed to by *container* and inserts it into *pg*'s *page_area*. Consequently, text will flow within the new shape now including the container rectangle, hence a new “container” is inserted.

Assuming that the current page area shape is a series of rectangles, from 1 to n, the new rectangle is inserted after the rectangle number in the *position* parameter. However, if *position* is zero, the new container is inserted at the beginning (becomes first rectangle in the shape). If *position* is *pgNumContainers(pg)*, it is inserted as the very last rectangle.

You can also “attach” any long-word value (such as a pointer or some other reference) to the new “*container*” by passing that value in *ref_con*. Consequently, you can access this value at any time using *pgGetContainerRefCon* (see “Container refCon” on page 14-257).

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,          /* Do not draw at all */
best_way,          /* Use most efficient method(s) */
direct_copy,       /* Directly to screen, overwrite */
direct_or,         /* Directly to screen, "OR" */
direct_xor,        /* Directly to screen, "XOR" */
bits_copy,         /* Copy offscreen */
bits_or,           /* Copy offscreen in "OR" mode */
bits_xor           /* Copy offscreen in "XOR" mode */
```

NOTE: The position parameter is not checked for validity! Make sure it is within the boundaries between 0 and *pgNumContainers(pg)* or a crash can result. (Also note that the other container functions given here require that the range be between 1 and *pgNumContainers*; only in *pgInsertContainer* can position be zero).

Getting particular container

```
void pgGetContainer (pg_ref pg, pg_short_t position, pg_boolean
include_scroll, pg_boolean include_scale, rectangle_ptr container);
```

Returns the “container” rectangle defined by the position parameter. This can be any of the rectangles contained in pg’s page area, from 1 to *pgNumContainers(pg)*. The rectangle is copied to the structure pointed to by the container parameter.

If *include_scroll* is TRUE, the container returned will be in its “scrolled” position (as it would appear on the screen). If *include_scale* is TRUE, the container returned will be scaled to the appropriate dimensions (based on the scaling factor in pg).

Range checking on position is not performed. Make sure it is a valid rectangle number.

```
(long) pgGetContainerRefCon (pg_ref pg, pg_short_t position);  
(void) pgSetContainerRefCon (pg_ref pg, pg_short_t position, long  
ref_con);
```

The application-defined reference that is “attached” to container position is returned from *pgGetContainerRefCon*; you can also set this value using *pgSetContainerRefCon*.

Range checking on position is not performed. Make sure it is a valid rectangle number.

NOTE: OpenPaige does not know what you have set in *ref_con*, hence if you have set some kind of memory structure it is your responsibility to dispose of it before *pgDispose*.

14.3

Changing Containers

```
(void) pgRemoveContainer (pg_ref pg, pg_short_t position, short  
draw_mode);
```

Deletes the rectangle of the *page_area* given in position. This value must be between 1 (first rectangle) and *pgNumContainers(pg)*. Range checking on position is not performed.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,          /* Do not draw at all */
best_way,          /* Use most efficient method(s) */
direct_copy,       /* Directly to screen, overwrite */
direct_or,         /* Directly to screen, "OR" */
direct_xor,        /* Directly to screen, "XOR" */
bits_copy,         /* Copy offscreen */
bits_or,           /* Copy offscreen in "OR" mode */
bits_xor           /* Copy offscreen in "XOR" mode */
```



CAUTION: Warning: Never delete the last (and only) “container.” OpenPaige does not check for this situation, and by deleting the only container you will essentially have no area for the text to flow!



CAUTION: If you have set a *ref_con* value attached to the container to be deleted, it is gone forever after calling this function. It is your responsibility to do whatever is appropriate prior to deleting the container, such as disposing any memory structures involved with the *refCon* value, etc.

```
(void) pgReplaceContainer (pg_ref pg, rectangle_ptr container,
                           pg_short_t position, short draw_mode);
```

Replaces container defined in position with the rectangle given in container. Note that only the rectangle in the page area is replaced, the “*refCon*” value will remain in tact unless you change it with *pgSetContainerRefCon*.

This is the function to use to change a container’s dimensions, be it dragging, resizing, etc.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,          /* Do not draw at all */
best_way,          /* Use most effecient method(s) */
direct_copy,       /* Directly to screen, overwrite */
direct_or,         /* Directly to screen, "OR" */
direct_xor,        /* Directly to screen, "XOR" */
bits_copy,         /* Copy offscreen */
bits_or,           /* Copy offscreen in "OR" mode */
bits_xor           /* Copy offscreen in "XOR" mode */
```

```
(void) pgSwapContainers (pg_ref pg, pg_short_t container1, pg_short_t
container2, short draw_mode);
```

The two containers defined by *container1* and *container2* “trade places.” This function is therefore useful for “bring to front” and “send to back” features.

The associated *refCon* values for *container1* and *container2* are also reversed, i.e. both rectangles and attached *refCons* are swapped.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,          /* Do not draw at all */
best_way,          /* Use most effecient method(s) */
direct_copy,       /* Directly to screen, overwrite */
direct_or,         /* Directly to screen, "OR" */
direct_xor,        /* Directly to screen, "XOR" */
bits_copy,         /* Copy offscreen */
bits_or,           /* Copy offscreen in "OR" mode */
bits_xor           /* Copy offscreen in "XOR" mode */
```



CAUTION: Range checking is not performed. Make sure container1 and container2 area valid rectangle numbers, between 1 and *pgNumContainers(pg)*.

14.4

“Clicking” and Character Support

Point within container

```
(pg_short_t) pgPtInContainer (pg_ref pg, co_coordinate_ptr point,  
co_coordinate_ptr inset_extra);
```

Returns the container rectangle containing point, if any.

If *inset_extra* is non-NULL, every rectangle in the page area is first inset by *inset_extra->h* and *inset_extra->v* values before it is checked for containing point. Negative inset values expand the rectangle outwards, and positive number shrink the rectangle.

The usual purpose of *inset_extra* is to detect a certain amount of “slop” when looking for a mouse-click within a container. For example, if you want a container-click detection within four pixels of each container’s edges, pass *inset_extra* as a pointer to a *co_coordinate* of -4, -4.

FUNCTION RESULT: If no container contains point, zero is returned. Otherwise, the container number is returned (which will always be between 1 and *pgNumContainers(pg)*).

NOTE: Both scrolled position and scaling are taken into consideration by this function. In other words, container rectangles will be checked as they appear on the screen.

```
(pg_short_t) pgCharToContainer (pg_ref pg, long offset);
```

Returns the container number, from 1 to *pgNumContainers(pg)*, containing the specified text offset. The offset parameter is relative to the start of all text and is a byte offset; it must be between 0 and *pgTextSize(pg)*.

However, offset can also be *CURRENT_POSITION* (#defines as -1) which will return the container number for the current insertion point (or the starting selection point if there is a highlight range).

```
(long) pgContainerToChar (pg_ref pg, pg_short_t position);
```

Returns the text offset of the first character that exists in container number *position*. This function is useful to locate the first character within a container.

However, it is possible that the container has no text at all (text is not large enough to fill all containers), in which case the function result will be -1.

The *position* parameter must be between 1 and *pgNumContainers(pg)*.

CAUTION: Range checking is not performed!



TECH NOTE

Containers vs. Repeating shapes

How expensive is containers support in general, compared to repeating shapes?

Repeating shapes are light-years faster, because they don't really "repeat," at least not physically. All a repeating shape does is repeat its display. If you have, say, a single-rect shape, if it is repeating that shape remains a single rect even if the doc repeats a million times.

Containers, on the other hand, consist of a physical array of rectangles. So that's one big difference -- if a single rect repeats 100 times, the "containers" method will have 100 rectangles; a repeating shape of course has just one.

"Repeating" is fastest because OpenPaige only has to consider one rectangle -- and relative positions thereof. On the other hand, when computing wordwrapping within containers, OpenPaige must continuously walk through ALL rects to see which ones intersect the text line, etc. So the processing is much more extensive in this case.

The general rule is: If your shape, regardless of its complexity, must literally "repeat" in its exact form, then use REPEATING SHAPES. If your shape does not necessarily repeat as-is -- or if the reoccurrence of the shape can be slightly different than the previous occurrence, then you are forced to use containers.

15

CHAPTER

EXCLUSION AREAS

An OpenPaige “exclusion” area is typically used for page layout features in which text will wrap around one or more rectangles, including complex shapes (which are also a series of small rectangles).

15.1

Setting & Maintaining Exclusions

As in OpenPaige’s “container” support in the previous chapter, several functions are provided to insert, delete and change the series of rectangles in the exclude shape of an OpenPaige object.

Number of exclusions

```
(pg_short_t) pgNumExclusions (pg_ref pg);
```

Returns the number of exclusion rectangles currently in *pg*. This function actually returns the number of rectangles in the exclude area. Initially, after *pgNew*, the answer will be however many rectangles were in your *exclude_area* shape, if any.

Unlike *pgNumContainers*, it is possible (and often likely) to have zero exclusion rectangles, so this function can legitimately report zero.

Inserting exclusion

```
(void) pgInsertExclusion (pg_ref pg, rectangle_ptr exclusion, pg_short_t position, long ref_con, short draw_mode);
```

This makes a copy of the rectangle pointed to by *exclusion* and inserts it into *pg's exclude_area*. Consequently, text will flow around (will avoid) the new shape now including the exclusion rectangle.

If *position* is zero, the new exclusion is inserted at the beginning (becomes first rectangle in the shape). If *position* is *pgNumExclusions(pg)*, it is inserted as the very last rectangle.

It is possible that the current exclusion area in *pg* is empty or does not exist; for example, you might have passed a null pointer for *exclude_area* in *pgNew*. This function will recognize that situation and will work correctly, building an initial exclude area if necessary. However, in this situation the only valid position for insertion is zero.

You can also “attach” any long-word value (such as a pointer or some other reference) to the new exclusion rectangle by passing that value in *ref_con*. Consequently, you can access this value at any time using *pgGetExclusionRefCon* (see “Exclusion refCon” on page 15-267).

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,          /* Do not draw at all */
best_way,          /* Use most effecient method(s) */
direct_copy,       /* Directly to screen, overwrite */
direct_or,         /* Directly to screen, "OR" */
direct_xor,        /* Directly to screen, "XOR" */
bits_copy,         /* Copy offscreen */
bits_or,           /* Copy offscreen in "OR" mode */
bits_xor           /* Copy offscreen in "XOR" mode */
```



CAUTION: The *position* parameter is not checked for validity! Make sure it is within the boundaries between 0 and *pgNumExclusions(pg)* or a crash can result.

```
(void) pgInsertExclusionShape (pg_ref pg, pg_short_t position,
                               shape_ref exclude_shape, short draw_mode);
```

Inserts an entire shape into the exclusion area of *pg*. The list of rectangles within *exclude_shape* is inserted after rectangle number *position*; if *position* is zero, the shape is inserted at the beginning. If *position* is *pgNumExclusions(pg)* the shape is inserted at the end.

If no exclusion area exists in *pg* prior to this function, the result is essentially the same as *pgSetAreas* to change set a new exclusion area.

The contents of *exclude_shape* are copied, therefore you can dispose *exclude_shape* any time after calling this function.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                                /* Do not draw at all */
best_way,                                 /* Use most efficient method(s) */
direct_copy,                             /* Directly to screen, overwrite */
direct_or,                               /* Directly to screen, "OR" */
direct_xor,                             /* Directly to screen, "XOR" */
bits_copy,                               /* Copy offscreen */
bits_or,                                 /* Copy offscreen in "OR" mode */
bits_xor,                               /* Copy offscreen in "XOR" mode */
```

NOTE: Associated *ref_con* values for all new rectangles will be initialized to zero.

15.2

Get exclusion information

```
(void) pgGetExclusion (pg_ref pg, pg_short_t position, pg_boolean
                      include_scroll, pg_boolean include_scale, rectangle_ptr exclusion);
```

Returns the exclusion rectangle defined by the *position* parameter. This can be any of the rectangles contained in *pg*'s exclusion area, from 1 to *pgNumExclusions(pg)*. The rectangle is copied to the structure pointed to by the *exclusion* parameter.

If *include_scroll* is TRUE, the rectangle returned will be in its “scrolled” position (as it would appear on the screen). If *include_scale* is TRUE, the rectangle returned will be scaled to the appropriate dimensions (based on the scaling factor in *pg*).



CAUTION: Warning 1: Range checking on position is not performed. Make sure it is a valid rectangle number.



CAUTION: Warning 2: Unlike “containers,” it is possible to have zero exclusion rectangles. You must not call this function if *pgNumExclusions* = 0.

15.3

Exclusion refCon

```
(long) pgGetExclusionRefCon (pg_ref pg, pg_short_t position);  
(void) pgSetExclusionRefCon (pg_ref pg, pg_short_t position, long  
ref_con);
```

The application-defined reference that is “attached” to exclusion rectangle position is returned from *pgGetExclusionRefCon*; you can also set this value using *pgSetExclusionRefCon*.

NOTE: Range checking on position is not performed. Make sure it is a valid rectangle number.



CAUTION: Warning: OpenPaige does not know what you have set in *ref_con*; hence if you have set some kind of memory structure it is your responsibility to dispose of it before *pgDispose*.

Changing Exclusion Rectangles

Remove exclusion

```
(void) pgRemoveExclusion (pg_ref pg, pg_short_t position, short  
draw_mode);
```

Deletes the rectangle of the exclusion area given in position. This value must be between 1 (*first rectangle*) and *pgNumExclusions(pg)*. Range checking on position is not performed.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                                /* Do not draw at all */  
best_way,                                 /* Use most effecient method(s) */  
direct_copy,                             /* Directly to screen, overwrite */  
direct_or,                               /* Directly to screen, "OR" */  
direct_xor,                             /* Directly to screen, "XOR" */  
bits_copy,                               /* Copy offscreen */  
bits_or,                                 /* Copy offscreen in "OR" mode */  
bits_xor                                /* Copy offscreen in "XOR" mode */
```

NOTE: Unlike containers, it is acceptable to delete the last and only exclusion rectangle.



CAUTION: If you have set a *ref_con* value attached to the exclusion rectangle to be deleted, it is gone forever after calling this function. It is your responsibility to do whatever is appropriate prior to deleting the exclusion, such as disposing any memory structures involved with the *refCon* value, etc.

Replace exclusion

```
(void) pgReplaceExclusion (pg_ref pg, rectangle_ptr exclusion,  
    pg_short_t position, short draw_mode);
```

Replaces exclusion rectangle defined in position with the rectangle given in exclusion.

NOTE: Only the rectangle in the exclusion area is replaced, the “*refCon*” value will remain in tact unless you change it with *pgSetExclusionRefCon*.

This is the function used to change an exclusion rectangle’s dimensions, be it dragging, resizing, etc.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

draw_none, best_way, direct_copy, direct_or, direct_xor, bits_copy, bits_or, bits_xor	/* Do not draw at all */ /* Use most effecient method(s) */ /* Directly to screen, overwrite */ /* Directly to screen, "OR" */ /* Directly to screen, "XOR" */ /* Copy offscreen */ /* Copy offscreen in "OR" mode */ /* Copy offscreen in "XOR" mode */
--	---

Swap exclusions

```
(void) pgSwapExclusions (pg_ref pg, pg_short_t exclusion1, pg_short_t  
    exclusion2, short draw_mode);
```

The two exclusion rectangles defined by exclusion1 and exclusion2 “trade places”. This function is therefor useful for “bring to front” and “send to back” features.

The associated *refCon* values for exclusion1 and exclusion2 are also reversed, i.e. both rectangles and attached *refCons* are swapped.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,          /* Do not draw at all */
best_way,          /* Use most efficient method(s) */
direct_copy,       /* Directly to screen, overwrite */
direct_or,         /* Directly to screen, "OR" */
direct_xor,        /* Directly to screen, "XOR" */
bits_copy,         /* Copy offscreen */
bits_or,           /* Copy offscreen in "OR" mode */
bits_xor           /* Copy offscreen in "XOR" mode */
```



CAUTION: Range checking is not performed. Make sure *exclusion1* and *exclusion2* are valid rectangle numbers, between 1 and *pgNumExclusions(pg)*.

15.5

“Clicking” Exclusion Rectangles

```
(pg_short_t) pgPtInExclusion (pg_ref pg, co_ordinate_ptr point,
co_ordinate_ptr inset_extra);
```

Returns the exclusion rectangle containing point, if any. It is safe to call this function even if there are no exclusion rectangles (in which case *pgPtInExclusion* will always return zero).

If *inset_extra* is non-NULL, every rectangle in the exclusion area is first inset by *inset_extra->h* and *inset_extra->v* values before it is checked for containing point.

Negative inset values expand the rectangle outwards, and positive numbers shrink the rectangle.

The usual purpose of *inset_extra* is to detect a certain amount of “slop” when looking for a mouse-click within an exclusion area. For example, if you want a click detection within four pixels of each exclusion’s edges, pass *inset_extra* as a pointer to a *co_coordinate* of -4, -4.

FUNCTION RESULT: If no exclusion contains point, or if no exclusion area exists, zero is returned. Otherwise, the exclusion rectangle number is returned (which will always be between 1 and *pgNumExclusions(pg)*).

NOTE: Both scrolled position and scaling are taken into consideration by this function. In other words, rectangles will be checked as they appear on the screen.

15.6

Drawing Exclusion Contents

If your exclusion rectangle(s) contain some type of graphic image you need to draw, the recommended method for doing this is to use the *page_proc* hook. OpenPaige calls this “hook” function after drawing each page of text; this is explained in the chapter “Customizing OpenPaige”.

15.7

Attaching Exclusions to Paragraphs

Any exclusion rectangle can be “attached” to the top of a paragraph. First, create the exclusion rectangle, then call the following function:

```
void pgAttachParExclusion (pg_ref pg, long position, pg_short_t index,  
                           short draw_mode)
```

The exclusion rectangle is represented by index; this is a value from 1 to `pgNumExclusions(pg)`.

The paragraph is represented by the `position` parameter; this is a text position into the document, and the paragraph to which the exclusion rectangle attaches is the paragraph which contains the position.

NOTE: The text position does not need to be the exact position of a paragraph beginning, rather it can be anywhere within the paragraph (before the carriage return).

The `exclusion` rectangle, however, “attaches” to the top line of the paragraph regardless of the text position given.

The `draw_mode` can be any of the standard OpenPaige drawing modes, in which case the document will redraw. Or, `draw_mode` can be `draw_none`, in which case no part of it will redraw.

After this function is called, the exclusion rectangle will constantly and dynamically align to the top line of the paragraph even as the text is changed or deleted. If the paragraph is deleted, the exclusion rectangle will still exist but will remain stationary and attached to no paragraph.

Otherwise, the exclusion rectangle is no different than any other exclusion rectangle — text will wrap around the rectangle appropriately, even if that text is part of the paragraph to which the exclusion is attached.

NOTE: Only the vertical position of the exclusion rectangle is aligned to the paragraph; its horizontal position will remain unchanged.



CAUTION: WARNING: Do not attach more than one exclusion rectangle to the same paragraph or unexpected erroneous results will occur.

Determining the Attached Paragraph

To determine if an exclusion rectangle is currently attached to a paragraph, call the following function:

```
long pgGetAttachedPar (pg_ref pg, pg_short_t exclusion);
```

The exclusion rectangle in question is represented by exclusion; this can be any value from 1 through *pgNumExclusions(pg)*.

This function returns the text position of the paragraph to which the exclusion is attached, if any.

If the exclusion is attached to no paragraph, the function returns -1.

16

CHAPTER

SCALING, PRINTING & DISPLAYING

16.1

Scaling

An OpenPaige object can be scaled, which is to say enlarged or reduced by a specified amount.

Scaling, however, must be equal for both vertical and horizontal dimensions.

The scaling factor is maintained by OpenPaige using the following record:

```
typedef struct
{
    co_ordinate    origin;           /* Relative origin */
    pg_fixed       scale;          /* Scaling (hiword / loword fraction) */
}
pg_scale_factor, PG_FAR *pg_scale_ptr;
```

In the above, the origin field contains the origin point to compute scaling. Generally, this should be the top-left point of your overall *page_area (text flow area)*. The purpose

for the origin value is for OpenPaige to know what scaling is relative to, or stated more simply, what is the top-left point of the entire area that is being scaled.

The scale field is a long whose high-order and low-order words define a numerator and denominator. Stated as a formula, the scale value is computed as:

high word of (scale) / low word of (scale)

Hence, if *scale* is 0x00020001, scaling is 2 to 1 (2 / 1); if scale is 0x00010002 then scaling is 1/2 (1 / 2), etc.

If the *scale* value is zero, that is interpreted as no scaling (same as 1/1).

16.2

Scaling an OpenPaige Object

```
(void) pgSetScaling (pg_ref pg, pg_scale_ptr scale_factor, short  
draw_mode);
```

This sets the scaling for *pg*. The *scale_factor* parameter must be a pointer to a *pg_scale_factor* (above); it cannot be a null pointer. From that moment on, *pg* will display and edit in the specified scaled amount.

If *draw_mode* is nonzero, the text is redrawn in the new scale. *draw_mode* can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,          /* Do not draw at all */
best_way,          /* Use most efficient method(s) */
direct_copy,       /* Directly to screen, overwrite */
direct_or,         /* Directly to screen, "OR" */
direct_xor,        /* Directly to screen, "XOR" */
bits_copy,         /* Copy offscreen */
bits_or,           /* Copy offscreen in "OR" mode */
bits_xor           /* Copy offscreen in "XOR" mode */
```

NOTE: OpenPaige makes a copy of your *scale_factor*, so it does not need to remain static.

NOTE (Macintosh): Scaling text may be inaccurate for environments that do not support Color QuickDraw.

To obtain the current scaling factor, call:

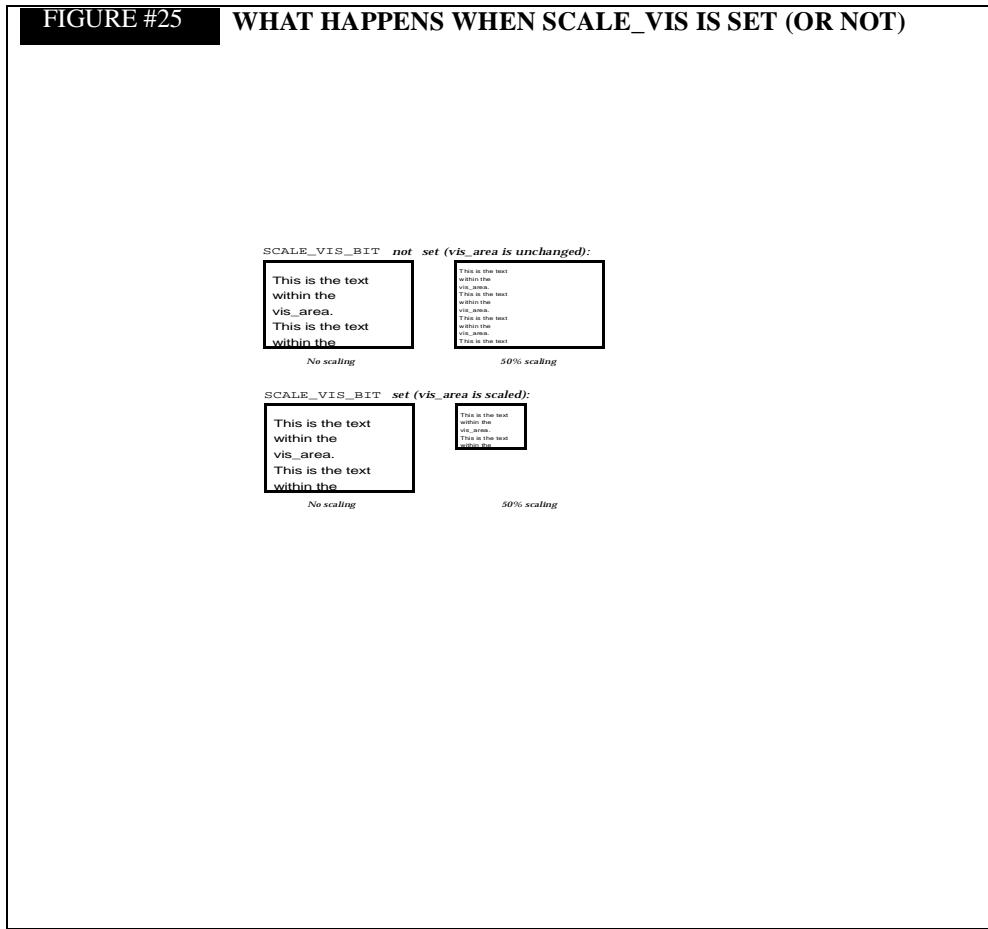
```
(void) pgGetScaling (pg_ref pg, pg_scale_ptr scale_factor);
```

The scaling factor of *pg* is returned in the *pg_scale_factor* pointed to by *scale_factor* (which cannot be null).

Scaling and Vis Areas

A scaled *pg_ref* normally does not scale its *vis_area*. If the attribute flag *scale_vis_bit* has been set in the *pg_ref*, the *vis_area* is scaled, otherwise the *vis_area* remains unscaled.

FIGURE #25 WHAT HAPPENS WHEN SCALE_VIS IS SET (OR NOT)



SCALE_VIS_BIT is usually set when one or more *pg_refs* are *components* of a larger document, not the whole document itself. For example, an object-oriented drawing program using OpenPaige to show text objects would probably want to set *SCALE_VIS_BIT* to achieve the rendering as shown in the bottom part of the above example.

A general word-processor window, however, would probably not want `SCALE_VIS_BIT`; instead, it may be more desirable to leave the `vis_area` alone, as shown in the top part of the above example.

16.4

Additional Scaling Utilities

```
(void) pgScaleLong (long scale_factor, long origin, long PG_FAR  
    *value);  
(void) pgScalePt (pg_scale_ptr scale_factor, co_ordinate_ptr  
    amount_offset, co_ordinate_ptr pt);  
(void) pgScaleRect (pg_scale_ptr scale_factor, co_ordinate_ptr  
    amount_offset, rectangle_ptr rect);
```

The three functions above will scale a `long`, a `co_ordinate` and a `rectangle`, respectively.

For `pgScaleLong`, the `scale_factor` is only the “scale” part of a complete `pg_scale_factor` and the origin is the appropriate origin position. The value to scale must be pointed to by value and the value will be scaled when the function returns.

For `pgScalePt`, the `pt` parameter gets scaled by the scaling factor in `scale_factor`; for `pgScaleRect`, the `rect` parameter is scaled by `scale_factor`. For both `pgScalePt` and `pgScaleRect`, `amount_offset` should be a pointer to the amount the document is “scrolled”, or a null pointer if this does not matter.

Usually, *amount_offset* should be a negative compliment of *pgScrollPosition(&offset)*, as:

```
co_ordinate offset;
pg_scale_factor scaling;

pgGetScaling(pg, &scaling);
pgScrollPosition(pg, &offset);
pgNegatePt(&offset);
pgScaleRect(&scaling, &amount, &rect);

(void) pgScaleRectToRect (pg_scale_ptr scale_factor, rectangle_ptr
src_rect, rectangle_ptr target_rect, co_ordinate_ptr offset_extra);
```

This function is similar to *pgScaleRect* except the scaled result of *src_rect* is placed in *target_rect*. In addition, *src_rect* is temporarily offset before scaled by *offset_extra* amounts (unless *offset_extra* is a null pointer).

TECH NOTE

Scaling a point inside a shape

I was looking through the manual and can't seem to find any function that scales a whole shape. Am I missing something?

You are right, OpenPaige does not have a "scale shape" function, probably because it does not need one internally. That is because nothing inside an OpenPaige document is ever really "scaled," it's all an illusion (only the drawing itself is scaled; all shapes and text positions remain the same at all times).

OpenPaige locates a mouse point in a scaled document by "reverse scaling" the mouse point. By that I mean it scales the *co_ordinate* in question the opposite amount that the document is (apparently) scaled.

It's fairly easy to reverse-scale something. All you do is negate the current scale factor.

EXAMPLE:

```
scale_factor.scale = -scale_factor.scale;  
pgScalePt(&scale_factor, &point);
```

This brings up an interesting point. Although I can see that your function to find a point in a scaled shape will work, perhaps a much faster method is to reverse-scale the point instead of scaling the whole shape, then just find the point without the non-scaled shape.

16.5

Printing Support

NOTE: IMPORTANT: Do not confuse “pages” in the context of printing with “paging” for repeating shapes. These are two different concepts entirely. Printed pages are simply sections of text; “pages” of repeating shapes are simply repeating display of the same shape, and in fact, *might not contain text at all*. A printed page and repeating shape page are not necessarily the same dimensions. See “Repeating Shapes” on page 13-9.

“Printing” for OpenPaige is simply an alternate method of displaying its text offset and pinned neatly to a specified “page” rectangle. In itself it knows nothing about printing or printer devices.

The following function is intended to handle most printing requirements:

```
(long) pgPrintToPage (pg_ref pg, graf_device_ptr target, long  
starting_position, rectangle_ptr page_rect, short draw_mode);
```

The target parameter is an optional pointer to a graphics device other than *pg*'s default device (see “Graphic Devices” on page 3-8).

The *starting_position* parameter is the text offset, in bytes of the first text that should be printed (the first character of the document is position zero).

The function will draw as much text that can completely fit inside *page_rect*, starting with *starting_position* in *pg*, and drawing the first line relative to *page_rect*'s top-left. No text will be drawn that does not completely fit vertically inside *page_rect*, hence no “half lines” will exist at *page_rect*'s bottom. Horizontal fitting is not checked —see note below.

The effective result of this function is that a “page” of text is drawn to some specified device.

The *draw_mode* parameter should generally be set to *best_way*, *direct_or* or *bits_emulate_or*.

Highlighting and the “caret” is suppressed when the text is drawn by this function and the current *vis_area* is ignored (it is temporarily replaced with the dimensions of *page_rect*).

FUNCTION RESULT: The function returns the next text position following the last line printed. If no more text is available (all text fit from *starting_offset* to end of document), zero is returned.

To print consecutive pages, you would print the first page with *starting_offset* = 0, then call *pgPrintToPage* again with *starting_offset* = *function result*, and continue doing so until the function result is zero.

During the time *pgPrintToPage* is being executed, *pg*'s attribute flags will have PRINT_MODE_BIT set.

NOTES:

- (1) Text is not automatically rewapped to *page_rect* even if *page_rect* is a different width than *pg*'s *page_area*. Whether or not the lines will spill off to the right is also not checked. It is therefore your responsibility to make sure *page_rect* is wide enough and, if necessary, force *pg* to rewrap by changing the *page_area* first.
- (2) If you want to print in a “scaled” state, simply set *pg* to the desired scaling then print the pages.

OpenPaige printing for Windows is similar to Macintosh in the sense that drawing is temporarily redirected to some device other than the application document window.

When calling *pgPrintToPage*, you need to set up a *graf_device* (a multipurpose output device for platform-independent drawing) and pass a pointer to that record in the *target* parameter.

To create the *graf_device*, use:

```
(void) pgInitDevice(pg_globals_ptr globals, generic_var the_port, long  
machine_ref, graf_device_ptr device);
```

The *globals* parameter must be a pointer to OpenPaige globals (same structure given to *pgInit()* and *pgNew()*). Pass MEM_NULL to *the_port*. For Windows, this would normally be type HWND but in this case there isn't any window associated with the device.

Pass the *Device Context handle* in *machine_ref*. This should be the HDC that you will be “printing” to.

After calling *pgInitDevice()* you then pass the *graf_device* structure to *pgPrintToPage()* as the *target* parameter.

Once you are completely through using the *graf_device*, you must call the following:

```
(void) pgCloseDevice (pg_globals_ptr globals, graf_device_ptr device);
```

The *globals* parameter must point to the same OpenPaige globals as before; the device parameters must be a pointer to the *graf_device* previously initialized with *pgInitDevice*.

NOTE: *pgCloseDevice* only disposes memory structures created by OpenPaige – the *Device Context* is not affected.



CAUTION: When creating a *graf_device* in this fashion, the *Device Context* given to *pgInitDevice* must remain valid until you are completely through drawing to the device (and consequently call *pgCloseDevice*).

Printer Resolution

If you create a *graf_device* for printing per the instructions above, you do not need to do anything special with regard to the resolution of the target print device. The *pgInitDevice()* function will resolve all resolution issues and *pgPrintToPage()* should render the image correctly.

Sample to print on the Macintosh

Here is an example of printing a *pg_ref* to a standard Macintosh print driver. Note that you must first create a *graf_device* for OpenPaige to accept the print driver as the current “port”. This example shows how to do that as well:

```
void print_pg_doc (pg_ref pg, THPrint print_rec)
{
    Rect      page_rect;
    rectangle pg_page;
    graf_device pg_port;
    long      print_offset;
    int       cancel;
    short     page_num;
    TPPrPort  print_port;
    TPrStatus p_status;
    page_rect = (**print_rec).prlInfo.rPage;
    RectToRectangle(&page_rect, &pg_page);
    /* = print page rectangle */
```

```

print_port = PrOpenDoc(print_rec, NULL, NULL);

pgInitDevice(&paige_rsrv, print_port, 0, &pg_port);
/* Makes graf_device */
cancel = FALSE;

print_offset = 0;
page_num = 1;

while (page_num && (!cancel))
{
    PrOpenPage(print_port, NULL);
                                /* Prints a "page" */
    print_offset = pgPrintToPage(pg, &pg_port, print_offset, &pg_page,
                                best_way);
    PrClosePage(print_port);

    if (print_offset)
        /* If more to print, next offset non-zero */
        ++page_num;
    else
        page_num = 0; // This way we break the loop

    cancel = (PrError() == iPrAbort);
}

PrCloseDoc(print_port);
pgCloseDevice(&paige_rsrv, &pg_port);
/* Disposes graf_device */
if (!cancel)
    PrPicFile(print_rec, NULL, NULL, NULL, &p_status);
}

```



What do I need to do about higher resolution coordinate systems?

I noticed that the coordinate system is in pixels. How do we handle coordinates in for high resolution printing? Are we limited to a 1/60" granularity?

In Windows, OpenPaige handles printing resolution by checking the capabilities of the device context you provide. Assuming you have set up a *graf_device* (per examples shown in the Programmer's Guide), the device resolution is determined and stored within the *graf_device* structure. Then when you call *pgPrintToPage()*, OpenPaige will scale the image to match the printer's resolution.

Usually, you don't need to do anything special for printing the maximum resolution since OpenPaige handles the difference(s) automatically between the screen and printer.

TECH NOTE

Scaled Printing

[Using Windows version]. I am trying to print an OpenPaige document scaled to something other than 100%. I do this by setting OpenPaige scaling but it has no effect, the document always prints 100%

The reason scaling doesn't get reflected when you print is that OpenPaige overrides the scaling you have set to the screen intentionally.

This is because it has to scale everything to match the printer's resolution, hence it temporarily changes the scaling factor.

The work-around is to trick OpenPaige into thinking the printer's resolution is something else. The scaling will reflect the printer's resolution + whatever you want. This is possible to do as long as you change the resolution in the *graf_device* AFTER you initialize it (see below).

For example, suppose you are printing to a 300 DPI device. Let's say you want to reduce the printed image by 50%. All you do is set the resolution to the *graf_device* to $300 / 2 = 150$ DPI. In this case, OpenPaige will scale only half the size it should for 300 DPI, which would render your output 50% reduced.

The printer resolution is in the *graf_device.resolution* field, and this value is a long word whose high/low words are the horizontal and vertical resolutions (dots per inch).

EXAMPLE FOLLOWS:

```
void print( HDC out_dc )
{
    graf_device print_port;
    rectangle page_rect;
    long offset, print_x, print_y;

    pgInitDevice( &Pg_globals, MEM_NULL, out_dc, &print_port );

    // Get print resolution:

    print_y = GetDeviceCaps(out_dc, LOGPIXELSY);
    print_x = GetDeviceCaps(out_dc, LOGPIXELSX);

    // I want 50% reduction, so put the resolution at 1/2 the norm:

    print_y /= 2;
    print_x /= 2;
    print_dev->resolution = print_x;
    print_dev->resolution <= 16;
    print_dev->resolution |= print_y;
```

16.6

Computing Pages

```
(short) pgNumPages (pg_ref pg, rectangle_ptr page_rect);
```

FUNCTION RESULT: This function returns the number of “pages” that would print with *page_rect*.

In other words, if *page_rect* were passed to *pgPrintToPage* and the whole document were printed, *pgNumPages* will return how many passes would be made (which implies how many pages would print).

NOTE: This function only works if you have the exact same settings in *pg* that will exist when *pgPrintToPage* is called, i.e., scaling factor, *page_area* size, etc.



CAUTION: Using this function for large documents will consume a lot of time. This is because OpenPaige has to determine the exact number of pages by paginating every line of text according to the page rectangle you have specified.

16.7

Skipping pages

```
(long) pgFindPage (pg_ref pg, short page_num,  
rectangle_ptr page_rect;
```

FUNCTION RESULT: This function will return a text offset that you could pass to *pgPrintToPage* to print page number *page_num*, assuming a page rectangle *page_rect*.

In other words, the following question is answered by this function: if you called *pgPrintToPage* *page_num* times using *page_rect*, what text offset would be returned?

In essence, you could use this function to “skip” pages by computing the offset in advance without printing.

Windows “WYSIWYG” Printing

When printing in the Windows environment, the printer font(s) do not always match the screen font(s) in terms of character placement and width. Per Microsoft’s technical notes, if the application prefers that print quality take precedence over screen quality, yet WYSIWYG character placement is equally important, the recommended method is to render the screen image to match the (eventual) printed page. OpenPaige provides the following function to accomplish this:

```
pg_boolean pgSetPrintDevice (pg_ref pg,  
generic_var device);
```

Calling this function causes all subsequent wordwrapping and character placement in *pg* to match the printed result. The *device* parameter should be the printer HDC you will be using to print the document. Please note that in this case, device is an HDC and not a *graf_device*.

The appropriate time to call *pgSetPrintDevice()* is immediately after *pgNew()*, and any time after the user has changed the print device or printing attributes.

FUNCTION RESULT: If the new print device is not the same as the previous device within the *pg*, TRUE is returned.

NOTE: It is your responsibility to delete the printer DC. OpenPaige will not delete the DC even if you set it to something else or destroy the *pg_ref*.



CAUTION: If you use this feature, the printer DC must remain valid until the *pg_ref* is destroyed, or until another device is set. Or, you can clear the existing DC from the *pg_ref* by passing MEM_NULL for the “device”.

NOTES:

- (1) This function changes the way the text appears on the screen, not the printer. Its one and only purpose is to force the screen rendering to match the printing as close as possible.

- (2) You should not use this function if the quality of the screen rendering is more important than the printed quality.

```
generic_var pgGetPrintDevice (pg_ref pg);
```

This function returns the existing printer DC stored in *pg*, previously set by *pgSetPrintDevice()*. If no DC exists, MEM_NULL is returned.

16.9

Display Proc

```
(void) pgDrawPageProc (paige_rec_ptr pg, shape_ptr page_shape,  
pg_short_t r_qty, pg_short_t page_num, co_ordinate_ptr vis_offset,  
short draw_mode_used, short call_order);
```

The purpose of *pgDrawPageProc* is to give the app a chance to draw “page stuff” such as gray outlines around page margins, and/or in the demo’s case, it draws outlines around containers. Other ornaments can be drawn such as floating pictures -- the demo uses this function to draw pict that are anchored to document (as opposed to pict embedded into text).

pgDrawPageProc is actually the default procedure for the *page_draw_proc*, see “draw_page_proc” on page 27-65.

This function only gets called from *pgDisplay* and/or from internal display following a *ScrollRect*. It is not called when typing/display of keyboard inserts. The function is called after all text is drawn and just before returning to the app.

If called from *pgDisplay*, the clip region is set to the *vis_area* of *pg*. If called from *pgScroll* the clip is set to the scrolled “white” space.

This function can appear more complex than it is when you have irregular *page_area* shapes and/or repeating shapes. But all that is happening is that *pgDrawPageProc* gets

called once for each “page” regardless of how many rects are inside your *page_area* shape.

Assume the simplest case: a *pg_ref* with a single rectangle for *page_area* and non-repeating (i.e. one long rectangular document). In this case, *pgDrawPageProc* is called ONCE after drawing text in *pgDisplay* (see param description below).

Assume the next most simple case, which is a single rect page area but *V_REPEAT_BIT* set. In this case, *pgDrawPageProc* gets called for n number of times, where n is the number of “repeats” that appear in the *vis_area*.

But here's what might be confusing: *pgDrawPageProc* always gets called once only if non-repeating shape, and n-times if repeating, regardless of how many “containers” you have (how many rects comprise the *page_area* shape). If you have multiple rects such as columns or containers, it is up to <your> *pgDrawPageProc* to do whatever it needs to, say, draw an outline around each rect. The fact that *pgDrawProc* might get called more than once depends purely on *V_REPEAT_BIT* being set or not.

If you imagine *page_area* as being one thing, i.e. a “page,” then *pgDrawProc* makes the most sense.

Stated simply, if you had one huge monitor that showed 3 “pages” (3 occurrences of shape repeat), *pgDrawPageProc* gets called 3 times. It doesn't matter how complex the shape or how many columns/containers, etc.

The meaning of each parameters in *pgDrawProc()* is as follows:

page_shape—is a pointer to the FIRST rectangle in the *page_area* shape. This will literally be a <used> pointer to the *page_area*'s first rect (a shape is a series of rectangles). The rect(s) are UNALTERED (they are unchanged as you set them in the *pg_ref*, i.e. the are neither “scrolled” nor scaled).

r_qty—contains # of *rects* that *page_shape* points to.

NOTE: This is NOT how many “repeating occurrences” exist for repeating shape mode, rather how many physical rects *page_shape* points to. This will always be at least 1. For simple docs, it will be 1 (rect); for a three-column doc it will <probably> be 3, and so on. For example, if your page shape had three rects representing columns, the “column rects” could be accessed as *page_shape[0]*,

page_shape[1] and *page_shape[2]*. Simply stated, *page_shape* for *r_qty* rects represents the unscaled/unscrolled/original *page_area* of *pg*.

page_num— contains the logical “page” number for which the function is intended, the first page being “1”. This is a LOGICAL number, not a physical rect element (*r_qty* might only be “1” but *page_num* could be 900). Note that this param makes more sense if you have repeating shapes, otherwise it is always “1”. As mentioned above, if the doc has repeating shapes, OpenPaige makes repetitive calls to *pgDrawPageProc* for as many shape-repeats as will fit in the *vis_area*. Also note that *page_num* can be literally interpreted as “page number” as it represents the nth repeat of the shape. That also means that if the doc is scrolled to, say, page 100, the first call to *pgDrawProc* will probably be 100 -- NOT “1”. Lastly, note that *page_shape* points to the SAME rects for every repetitive call to *pgDrawPageProc*.

vis_offset— the amount you would need to “offset” each rect in *page_shape* to achieve the correct visual screen position for page number *page_num*. As stated above, *page_shape* points to unscrolled rect(s). Suppose you wanted to use *pgDrawPageProc* to draw page margins. Because the doc might be scrolled and/or because the “page” might be the nth repeating of the shape, you can’t just do *FrameRects* -- you need to offset each rect by *vis_offset* amount. This amount also includes the REPEAT element, i.e. it is supplied to you with extra amounts based on *page_num*. Hence, all rects in *page_shape* offset by *vis_offset* = physical screen locations for *page_num*.

draw_mode_used is the *draw_mode* that was used by OpenPaige just before it called *pgDrawPageProc*. The intended purpose of this is to let an app know if it did a bitmap draw of text. There are <future> cases where an extension will need to know that for optimization. EXAMPLE: Background pict that get drawn directly into the offscreen bitmap along with text -- have already been drawn before *pgDrawPageProc* gets called. Hence, it would be useful for the app to know this so that it would not draw pict unless *draw_mode_used* was non-bitmap.

call_order—tells you how many times *pgDrawPageProc* has been called so far in this display loop. For example, if you call *pgDisplay* for a doc that has repeating shape, *pgDrawProc* might get called 2 or 3 times (one for each “page”). The *call_order* param gives you info regarding this. If zero, it is the first call of several; if nonzero positive, it is the nth call but there will be at least one more; if negative, it is being called for the last time. One thing I use this for is drawing floating pict -- I don't want to draw pictures until *pgDrawProc* is being called for the LAST time.

17

CHAPTER

OPENPAIGE IMPORT EXTENSION

(for “RTF” and other types)

The OpenPaige import extension provides high-level functionality for importing ASCII files, other OpenPaige files and Rich Text Format (RTF) files. Although it is designed as a C++ framework, files can be imported from straight C if necessary.

17.1

Installation

NOTE: IMPORTANT The installation procedure mentions the directory, “*pgtxr*”.

If you are installing the importer for the Macintosh platform and/or for Win16 or Win32 and are *not* using MFC, simply add the following files from the "pgtxr" directory to your project:

Minimum configuration (import ASCII text only)

pgimport.cpp
pgdeftbl.c

Native OpenPaige file Import (in addition to above)

pgnative.cpp

RTF File Import (in addition to Minimum Configuration)

pgrtfdef.c
pgrtfimp.cpp

Header Files

If you will be importing files using C++:

```
#include "pgtxrcpp.h"
```

If you will be importing only from straight C:

```
#include "pgtxr.h"
```

17.2

Importing Files (from C++)

CUSTOM CONTROL USERS: There are (intentionally) no control messages that support the OpenPaige Import extension. Use the method shown below, also see “Importing to the OpenPaige Custom Control” on page 17-311.

Loading a file with this extension can be accomplished in a few easy steps:

1. Start with an existing *pg_ref* or OpenPaige control as the target document to receive the import. This may be a, empty document or a document which already has text (in which case the file contents will be inserted at the current insertion point).
2. To import from a disk file, open the file you wish to import. To import from memory, allocate the memory and fill its contents with the appropriate file data. If you are starting with a Macintosh Handle or Windows *HGLOBAL* you can convert it to a *memory_ref* by calling *HandleToMemory()*.

3. Create a new object (with “new” keyword) of the appropriate type for the file. (If you aren’t sure about what type of file you just opened, see “Determining File Type” on page 17-301 in this document. Currently we support raw text files, RTF and OpenPaige files. The following is an example of creating an appropriate import object:

```
#include "pgTxrCPP.h"

PaigeImportObject filter;

// To import a plain ASCII text file:

filter = new PaigeImportFilter();

// To import an RTF file:

filter = (PaigeImportObject) new PaigeRTFImportFilter();

// To import an OpenPaige file:

filter = (PaigeImportObject) new PaigeNativeImportFilter();
```

4. Call the initialization member function, “*pgInitImportFile()*”. This function is defined as follows:

```
pg_error pgInitImportFile (pg_globals_ptr globals, pg_file_unit fileref,
memory_ref memory_unit, file_io_proc read_proc,
long first_position, long last_position);
```

This function prepares for importing a file, setting up whatever is necessary for the file’s native format. A file can be imported from a physical file, or from memory. This is differentiated by the value(s) you pass in the function parameters, as follows:

globals — A pointer to your OpenPaige globals. **Custom control users:** You can get a pointer to the OpenPaige globals as follows: (a) Get the *pg_ref* from the control by sending a *PG_GETPGREF* message, and (b) Calling the OpenPaige API, “*pgGetGlobals()*”.

fileref — If importing from a disk file, this parameter must be a reference to the opened file (the “*refNum*” for Macintosh, or a file handle for Windows). If importing from memory, *fileref* should be zero. **Windows MFC users:** The *fileref* parameter must be a “real” *HFILE* (or *NULL* if importing from memory), not some other MFC-generated class member that you may assume is a file handle.

memory_unit — If importing from a disk file, this parameter must be *MEM_NULL*. If importing from memory, this must be a *memory_ref* (see “The Allocation Mgr” on page 25-1). Importing from memory requires that *memory_unit* contains the same information, in the same format as it would if it were a disk file.

read_proc—This is an optional I/O function to be used instead of the default low-level reading function. Refer to the OpenPaige Programmer’s Guide for information about custom I/O functions. For reading a standard file from disk or memory, pass *NULL* for this parameter.

first_position, *last_position*—These two values indicate the beginning and ending file positions to import, respectively. The *first_position* can be zero or some other byte offset into the file to begin reading. If *last_position* is unknown (or if you want to read the file whole), pass *UNKNOWN_POSITION* in for *last_position*. Otherwise, the file will be imported from byte offset *first_position* to, but not including the byte at *last_position*.

FUNCTION RESULT: If this function is successful, zero is returned, otherwise an error code is returned.

5. Call the member function, “*pgImportFile()*”:

```
pg_error pgImportFile (pg_ref pg, long pg_position, long import_flags,  
pg_boolean keep_selection, short draw_mode)
```

This reads the file and inserts its contents into an OpenPaige document.

pg—The target document. Custom control users: obtain the *pg_ref* by sending a *PG_GETPGREF* message.

pg_position —The text position (in the OpenPaige document) to receive the insertion. If this value is *CURRENT_POSITION* the file will be imported to the current insertion.

import_flags —A set of bits defining which item(s) to import, which can be any or all of the data types shown below. (Note, setting these bits causes that data item to import only if supported by the importer).

```
#define IMPORT_EVERYTHING_FLAG      0x00FFFFFF      // Import everything
#define IMPORT_TEXT_FLAG             0x00000001      // Import raw text
#define IMPORT_TEXT_FORMATS_FLAG     0x00000002      // Import text formats
#define IMPORT_PAR_FORMATS_FLAG      0x00000004      // Import paragraph formats
#define IMPORT_PAGE_INFO_FLAG        0x00000008      // Import page info
#define IMPORT_CONTAINERS_FLAG       0x00000010      // Import container boxes
#define IMPORT_HEADERS_FLAG          0x00000020      // Import headers
#define IMPORT_FOOTERS_FLAG          0x00000040      // Import footers
#define IMPORT_FOOTNOTES_FLAG        0x00000080      // Import footnotes
#define IMPORT_EMBEDDED_OBJECTS_FLAG  0x00000100      // Import embedded graphics
#define IMPORT_PAGE_GRAPHICS_FLAG    0x00000200      // Import page pictures
#define IMPORT_STYLESHEETS_FLAG      0x00000400      // Import stylesheets
```

In addition to the above, setting the following bit causes page dimensions (paper size, margins) to get applied:

```
#define APPLY_PAGE_DIMENSIONS      0x02000000      // Apply page size(s)
#define IMPORT_CACHE_FLAG            0x04000000      // Page-read the file
```

If *APPLY_PAGE_DIMENSIONS* is set, the *pg_ref*'s page shape is changed per the import information (if such information is supported). For example, when importing an RTF file, setting *APPLY_PAGE_DIMENSIONS* will apply the page size(s) found in the RTF information. If this bit is not set, the page area remains unchanged.

If *IMPORT_CACHE_FLAG* is set, the file is opened in “paging” mode, i.e. its text is not read all at once; rather, its text sections are read as needed. This is particularly useful for opening very large files.

NOTE: *IMPORT_CACHE_FLAG* is only supported for OpenPaige and ASCII text files

(See 2.0b release notes, “Huge File Paging”)

keep_selection — If TRUE, the selection point in the text does not advance, otherwise the selection point in the document advances by the number of bytes that were imported.

draw_mode— If nonzero, the document is redrawn showing the new data contents. Otherwise nothing is redrawn.

FUNCTION RESULT: If this function is successful, zero is returned, otherwise an error code is returned.

6. Delete the object, or if you want to import another file, repeat steps 4 through 5.

Import File Example

```
#include "pgTxrCPP.h"

/* This function imports a file into a pg_ref, first creating an object for the
   appropriate file type. If all is well, the document is re-drawn and
   NO_ERROR is returned. */

pg_error ImportFile (pg_ref pg, pg_filetype filetype, long feature_flags,
                     long file_begin, pg_file_unit f_ref)
{
    PaigelImportObject          filter;
    pg_globals_ptr               globals;
    long                         flags;
    pg_error                     result = NO_ERROR;

    if (!(flags = feature_flags))
        flags = IMPORT_EVERYTHING_FLAG;
    globals = pgGetGlobals(pg);
```

```
switch (filetype)
{
    case pg_text_type:
        filter = new PaigeImportFilter();
        break;

    case pg_rtf_type:
        filter = (PaigeImportObject) new
        PaigeRTFImportFilter();
        break;

    case pg_paige_type:
        filter = (PaigeImportObject) new
        PaigeNativeImportFilter();
        break;

    default:
        return (pg_error)BAD_TYPE_ERR;
}

if ((result = filter->pgInitImportFile(globals, f_ref, NULL, NULL,
    file_begin, UNKNOWN_POSITION)) == NO_ERROR)
    result = filter->pgImportFile(pg,
CURRENT_POSITION, flags, FALSE, best_way);
delete filter;
return result;
}
```

There might be cases where the file type is unknown and/or you want to verify that a file is truly the type that you expect. There is a function you can call to determine the type:

```
pg_filetype pgDetermineFileType (pg_file_unit fileref, file_io_proc  
io_proc, long starting_position)
```

NOTE: Calling this function examines the appropriate contents of a file looking for a signature recognized by one of the support file import classes. The actual file contents are examined to determine the type.

fileref—An opened file reference (the “refNum” for Macintosh or file handle for Windows).

io_proc —The low-level function to perform I/O. This is described in the OpenPaige Programmer’s Guide. Except for implementing very special features, usually you should pass NULL for this parameter.

starting_position — Indicates the file position you will (eventually) begin importing.

This function will always return one of the following types:

```
#include "pgTxr.h"  
  
enum  
{  
    pg_unknown_type,      // Unknown file type  
    pg_text_type,         // Standard ASCII text  
    pg_rtf_type,          // RTF format  
    pg_paige_type         // Standard OpenPaige file type  
};
```

NOTE: IMPORTANT: An unrecognized file will usually return as “*pg_text_type*” because a “text” file is considered to be practically anything. For this reason, *pgDetermineFileType()* will first check for *pg_rtf_type* and *pg_page_type* before deciding it is simply a text file

Determining the Feature Set

You can determine what data type(s) are supported by the importer if you examine *object->feature_bits* immediately after creating the import object. This member will be initialized to some combination in list shown on the following page:

IMPORT_TEXT_FEATURE	Can import raw text
IMPORT_TEXT_FORMATS_FEATURE	Can import stylized text
IMPORT_PAR_FORMATS_FEATURE	Can import paragraph formats
IMPORT_PAGE_INFO_FEATURE	Can import page dimensions
IMPORT_CONTAINERS_FEATURE	Can import containers
IMPORT_HEADERS_FEATURE	Can import headers
IMPORT_FOOTERS_FEATURE	Can import footers
IMPORT_FOOTNOTES_FEATURE	Can import footnotes
IMPORT_EMBEDDED_OBJECTS_FEATURE	Can import supported embed_refs
IMPORT_PAGE_GRAPHICS_FEATURE	Can import page-layout graphics
IMPORT_CACHE_FLAG	Can disk-page the file

EXAMPLE:

```
PaigeImportObject filter;  
  
filter = (PaigeImportObject) new PaigeRTFImportFilter();  
  
if (!(filter->feature_bits &  
    IMPORT_EMBEDDED_OBJECTS_FEATURE))  
    AlertUser("Any pictures in document will be lost. Open anyway?");
```

17.5

Cross-Mapping Font Tables

The OpenPaige importer extension provides a default mapping table for font names when you import a file generated from another platform. For any font name that is imported, if a match is found in the table then the suggested substitute name is used; if no match is found, the default font name (defined in OpenPaige globals) is used instead. The assumption is that the font name won't exist in the target platform.

You can override the defaults in one of two ways:

1. Substitute your own pointer to a font mapping table (see below). You can substitute your own table after the *PaigeImportFilter* object is created.

EXAMPLE:

```
PaigeImportObject filter;  
  
filter = (PaigeImportObject) new PaigeRTFImportFilter();  
filter->font_cross_table = (pg_char_ptr)MyOwnFontTable;
```

2. Override the font mapping member function. The function that maps font substitution can be overridden if you subclass the desired import structure. The font mapping function is declared as:

```
virtual void pgMapFont (font_info_ptr font, long importing_os,  
                        long current_os);
```

Upon entry, “*font*” is the *font_info* pointer in question. The *importing_os* and *current_os* define the platform of the importing file and the current (runtime) platform, respectively. These platform definitions will be one of the following:

```
#define MACINTOSH_OS      1  
#define WINDOWS_OS        2  
#define UNIX_OS           3
```

To substitute a font, simply change *font->name* before returning from the function.



CAUTION: The font name, by default, is a pascal string (first byte is its length). If you replace it with a cstring you must set *font->environs* to *NAME_IS_CSTR*.

No Font Mapping

If you want no font mapping at all, set the object's member "*font_cross_table*" to NULL after creating it.

Font Table Format

The font mapping table is a table of null-terminated text strings. Each entry (delineated with a null character) is ordered in ascending alphabetical order, the last entry is terminated with \ff (see default tables below). Each entry contains a font name (with possible "*" wildcard) followed by a [bracketed] substitute name.

EXAMPLE 1:

```
"WingDings[Zapf Dingbats]\0"
```

If the imported font name is "WingDings" then substitute "Zapf Dingbats".

EXAMPLE 2 (USING "WILDCARD"):

```
"Times*[Times]\0"
```

If imported font's first five characters is "Times" then substitute "Times". (Hence, both "Times New Roman" and "Times Roman" would be subtitled with "Times").

Importing to Macintosh (and file is from Windows):

```
static pg_char cross_font_table[] =  
{  
    "Arial*[Helvetica]\0"  
    "Book*[Bookman]\0"  
    "Century Gothic[Avant Garde]\0"  
    "Century Sch*[New Century Schoolbook]\0"  
    "Courie*[Courier]\0"  
    "FixedSys[Chicago]\0"  
    "Helvetic*[Helvetica]\0"  
    "Monotype Cors*[Zapf Chancery]\0"  
    "MS S*[Geneva]\0"  
    "Roman[New York]\0"  
    "Script[Zapf Chancery]\0"  
    "Small Fonts[Monaco]\0"  
    "Terminal[Monaco]\0"  
    "Times*[Times]\0"  
    "WingDings[Zapf Dingbats]\0"  
    "\ff"  
};
```

Importing to Windows (and file is from Macintosh):

```
static pg_char cross_font_table[] =  
{  
    "Avant Garde[Arial]\0"  
    "Bookman[Times New Roman]\0"  
    "Chicago[FixedSys]\0"  
    "Courier[Courier New]\0"  
    "Geneva[MS Sans Serif]\0"  
    "Helvetica[Arial]\0"  
    "Monaco[Courier New]\0"  
    "N Helvetica*[Arial]\0"  
    "New York[MS Serif]\0"  
    "Palatino[Arial]\0"  
    "Symbol[WingDings]\0"  
    "Times[Times New Roman]\0"  
    "Zapf Chancery[Script]\0"  
    "Zapf Dingbats[WingDings]\0"  
    "\ff"  
};
```

Character Mapping

The importing mechanism will also map ASCII characters > 0x7F. If you wish to override the defaults you should subclass the import class and override the following function:

```
virtual void pgMapChars (pg_char_ptr chars, long num_chars, long  
file_os,  
long current_os);
```

This function gets called after each block of text is imported. Upon entry, *chars* points to the block of text and *num_chars* defines the number of bytes. The *file_os* and *current_os* define the platform of the importing file and the current (runtime) platform. The possible values for these will be one of the following:

```
#define MACINTOSH_OS      1  
#define WINDOWS_OS        2  
#define UNIX_OS            3
```

You can also override the character mapping by substituting your own character mapping table. The character mapping table is a series of unsigned characters, each entry representing consecutive characters from 0x80 to 0xFF.

For example, if the first three bytes being imported were 0x80, 0x81 and 0x82, the following character mapping table would cause 0xAA, 0xBB and 0xCC to be inserted into the OpenPaige document:

```
unsigned char mapping_table[] =  
{  
    0xAA, 0xBB, 0xCC, ... etc.  
};
```

An entry in the mapping table of null (zero value character) denotes that the character is not available in the current platform. If so, the *unknown_char* member in *paige_globals* is used.

To substitute your own mapping table, first create the import object then change *object->character_table*.

EXAMPLE:

```
PaigeImportObject      filter;  
  
filter = (PaigeImportObject) new PaigeRTFImportFilter();  
filter->character_table = (pg_char_ptr)MyOwnCharTable;
```

17.8

Importing from C

CUSTOM CONTROL USERS: There are (intentionally) no control messages that support the OpenPaige Import extension. Use the method shown below, also see “Importing to the OpenPaige Custom Control” on page 17-311. If you need to import a file from a non-C++ environment — or if you want to import a file from a single line of code — you can do so by calling the following function:

```
pg_error pglImportFileFromC (pg_ref pg, pg_filetype filetype,  
                           long feature_flags, long file_begin, pg_file_unit f_ref)
```

This function imports a file of type *filetype* into *pg*. The *filetype* parameter must be one of the following:

pg_text_type, pg_rtf_type, pg_paige_type	// Standard ASCII text // RTF format // Standard OpenPaige file type
--	--

The *feature_flags* parameter indicates which data type(s) you want to import, which can be any of the following bit settings:

#define IMPORT_EVERYTHING_FLAG	0x00FFFFFF	// Import everything
#define IMPORT_TEXT_FLAG	0x00000001	// Import raw text
#define IMPORT_TEXT_FORMATS_FLAG	0x00000002	// Import text formats
#define IMPORT_PAR_FORMATS_FLAG	0x00000004	// Import paragraph formats
#define IMPORT_PAGE_INFO_FLAG	0x00000008	// Import page info
#define IMPORT_CONTAINERS_FLAG	0x00000010	// Import container boxes
#define IMPORT_HEADERS_FLAG	0x00000020	// Import headers
#define IMPORT_FOOTERS_FLAG	0x00000040	// Import footers
#define IMPORT_FOOTNOTES_FLAG	0x00000080	// Import footnotes
#define IMPORT_EMBEDDED_OBJECTS_FLAG	0x00000100	// Import embedded graphics
#define IMPORT_PAGE_GRAPHICS_FLAG	0x00000200	// Import page pictures
#define IMPORT_PAGE_GRAPHICS_FLAG	Can import page-layout graphics	

In addition to the above, setting the following bit causes page dimensions (paper size, margins) to get applied:

#define APPLY_PAGE_DIMENSIONS	0x02000000	// Apply page size(s)
#define IMPORT_CACHE_FLAG	0x04000000	// Can disk-page the file

The *file_begin* parameter indicates the first file position to begin reading.

The *f_ref* parameter must be a reference to an opened file (“*refNum*” for Mac, *file handle* for Windows).

If this function is successful, the contents of the file are inserted into the current position of *pg* and the document is redrawn and *NO_ERROR* (0) is returned. Otherwise the appropriate error code will be returned.

17.9

Importing to the OpenPaige Custom Control

There is no message-based support in the custom control to import a file using the methods shown in this document — the lack of message-based importing is an intentional omission to allow optional compiling of the import classes independent of the control. To import a file into the custom control you simply obtain the *pg_ref* using the *PG_GETPGREF* message.

However, importing a file into a control can cause an out-of-sync situation with scrollbar positions, pagination, etc., so you should always send the following message immediately after importing a file:

```
SendMessage(hwnd, PG_REALIZEIMPORT, wParam, 0);
```

The *PG_REALIZEIMPORT* message informs the control that you have imported a file and that it should make any adjustments necessary to reflect those changes.

If *wParam* is TRUE the control repaints itself.

The PaigeImportFilter: Overridables

```
class PaigeImportFilter
{
public:
    pg_char_ptr font_cross_table;           // Table of cross-fonts
    pg_char_ptr character_table;            // Table of cross-chars

    // Overridable member functions (higher level):
    virtual pg_error pgVerifySignature (void);
    virtual pg_error pgPrepareImport (void);
    virtual pg_boolean pgReadNextBlock (void);
    virtual pg_error pgImportDone ();
    virtual void PG_FAR * pgProcessEmbedData (memory_ref ref,
                                              long embed_type);
    virtual void pgMapFont (font_info_ptr font, long importing_os,
                           long current_os);
    virtual void pgMapChars (pg_char_ptr chars, long num_chars,
                           long file_os, long current_os);
};

}
```

NOTE: All of the class definitions are not shown. Only the members of potential interest and usefulness are given. For a complete description of this class, see *pgtxrcpp.h*.

Member-by-Member Description

font_cross_table—A pointer to the font mapping table. See “Cross-Mapping Font Tables” on page 17-303 in this document.

character_table —A pointer to the character mapping table (for characters > 0x7F). See “Character Mapping” on page 17-308 in this document.

```
pg_error pgVerifySignature()
```

Called to verify if the file about to be imported contains valid contents for the supported type. For example, *pgVerifySignature()* for the RTF class checks for the existence of the keyword “\rtf” at the start of the file to verify if it is truly an RTF file or some other format.

If the file is valid, *NO_ERROR* should be returned, otherwise return *BAD_TYPE_ERR*.

```
pgPrepareImport()
```

Called to make any preparations for importing the file. No actual file transfer is performed, but this function should be used to initialize private members to perform the first “read”. There are no parameters to this function. The values taken from the application’s call to *pgInitImportFile()* will have been placed into the appropriate member values before *pgPrepareImport()* is called.

```
pg_boolean pgReadNextBlock()
```

Called to import (read) the next block of text. A “block of text” means a block of one or more characters that are rendered in the same consistent format.

For example, if the incoming text contained “***Bold_Plain_Italic***”, the import class must consider “***Bold_***”, “***Plain_***” and “***Italic_***” as three separate blocks. The first time *pgReadNextBlock()* gets called, the text “***Bold_***” would be returned; the next time “***Plain_***” is returned, and so forth.

Most of the text and format information must be placed in the “translator” member of the class; this member is a record defined as follows:

```
struct pg_translator
{
    memory_ref    data; // Data transferred (read) or to-transfer
                      // (write)
    memory_ref    stylesheet_table; // Contains list of possible
                                   // stylesheets
    long          bytes_transferred; // Number of bytes in buffer
    long          total_text_read; // Total transferred to-moment
    style_info    format; // Style(s) and character format of text
    par_info      par_format; // Paragraph format(s) of the text
    font_info     font; // Font applied to this text
    pg_doc_info   doc_info; // General document information
    unsigned long flags; // Attributes of last transfer
    pg_boolean    format_changed; // Set to TRUE if format has
                                  // changed
    pg_boolean    par_format_changed; // Set to TRUE if par has
                                    // changed
    pg_boolean    font_changed; // Set to TRUE if font has changed
    pg_boolean    doc_info_changed; // Set to TRUE if doc info
                                   // has changed
};
```

Imported text bytes are inserted into the translator.data *memory_ref* (using the appropriate OpenPaige Allocation Manager calls). The byte size returned is assumed to be *GetMemorySize(translator.data)*. Note, to implement special features it is acceptable to return zero bytes for each call. Your function will be called repeatedly until you return *FALSE*.

For the best examples of pgReadNextBlock() consult the source code files for each import class.

FUNCTION RESULT: If there are no more bytes to transfer, return *FALSE*. Note that you can return *FALSE* even if the current function called transferred one or

more bytes, yet end-of-file comes after that position. A result of *FALSE* indicates that *pgReadNextBlock()* should not be called again.

pgImportDone()

Called when importing has completed. This function essentially balances "*pgPrepareImport()*". Anything you allocated previously in *pgPepareImport()* should be disposed.

```
void PG_FAR * pgProcessEmbedData (memory_ref ref,  
                                long embed_type);
```

Called when the import class has read data that is intended for an *embed_ref*. (** For version 1.02b of the import extension, this function only gets called by the RTF importer).

Upon entry, *ref* contains the data read from the file and *embed_type* is the type of *embed_ref* that will be inserted. Note that the data in *ref* is *not* an *embed_ref*, rather it is raw, binary data read from the file. The purpose of *pgProcessEmbedData()* is to convert that binary data into whatever form necessary to be successfully inserted as an *embed_ref*.

FUNCTION RESULT: This function must return the appropriate data type for a subsequent creation and insertion of an *embed_ref*. Note, however, that the class that calls this function assumes that the *memory_ref* “*ref*” is either no longer valid, or the same *memory_ref* is returned as the function result (with its contents altered, for instance).

In other words, the assumption is made that the “*ref*” parameter has been converted into something else, appropriate for the embed type, and that new data element is returned as the function result.

For example, if the *embed_type* were *embed_meta_file*, the appropriate function result might be to create a new *HMETAFILE*, set the bitstream data from *ref* into the new metafile *HANDLE*, ***dispose the embed_ref*** and return the new *HMETAFILE*.

Default Function

The default function (when using the RTF import class) processes *embed_mac_pict* and *embed_meta_file*; if the type is *embed_mac_pict*, the *memory_ref* is converted to a Handle and returned as the function result. If the type is *embed_meta_file*, the contents of the *memory_ref* are converted to a new *HMETAFILE* and the *memory_ref* is disposed.

See source code for the default function in *pglImport.cpp*.

`pgMapFont(), pgMapChars()`

These are called to cross-map fonts and characters between platforms. See “Cross-Mapping Font Tables” on page 17-303 and “Character Mapping” on page 17-308 (this document) for a detailed description.

RTF Import Overridables

There are some lower-level member functions in *PaigeRTFImportFilter* class that you can override to process unsupported key words:

```
class PaigeRTFImportFilter : public PaigeImportFilter
{
public:

    virtual void ProcessInfoCommand (short command,
                                    short parameter);
    virtual void UnsupportedCommand (pg_char_ptr command,
                                    short parameter);
}
ProcessInfoCommand(short command, short parameter);
```

ProcessInfoCommand() gets called by the RTF class when a “document information” key word is recognized but not processed. Upon entry, the command parameter will be equivalent to one of the values shown in the table below.

The value in *parameter* will be the numerical appendage to the keyword, if any. For example, the key word “dy23” would result in a *command* value of 5 (for “dy” and a *parameter* value of 23).

```
1 author
2 buptim
3 creatim
4 doccomm
5 dy
6 edmins
7 hr
8 id
9 keywords
10 min
11 mo
12 nextfile
13 noofchars
14 nofpages
15 nofwords
16 operator
17 printtim
18 revtim
19 sec
20 subject
21 title
22 verno
23 version
24 yr
```

```
UnsupportedCommand (pg_char_ptr command, short parameter);
```

UnsupportedCommand() gets called by the RTF class when a key word is encountered that is not understood. The purpose of this overridable member function is to get access and process RTF tokens that are not normally supported.

Upon entry, *command* is a null-terminated string that contains the literal command (minus the “\” prefix); the value in *parameter* will be the numerical appendage to the keyword, if any. For example, the key word “bonus99” would result in a *command* string of “*bonus\0*” and a *parameter* value of 99).

17.12

Processing Tables

Since OpenPaige does not support the concept of “tables” directly, importing a table from an RTF file results in a tab-delineated text stream which represents each cell of the table. If your application requires more extensive implementation of tables, there are specific functions in the RTF importing class which you may override to implement them differently.

Table Processing Member Functions

```
void BeginTableImport();
```

This function is called when a table is recognized in the RTF input stream, but no data has been processed. The purpose of *BeginTableImport()* is to prepare whatever structure(s) are necessary to process the table.

NOTE: The RTF class contains a private variable, “*doing_table*” which must be set to TRUE at this time. Otherwise, the remaining table functions will never be called.

Only *table_cell*, *cell_setright* and *table_row_end* are processed; all other key words are ignored. For *table_cell*, a tab character is imported; for *cell_setright*, a paragraph tab position is set; for *table_row_end*, a carriage return is imported.

The class member “*doing_table*” is set to TRUE.

```
pg_boolean ProcessTableCommand (short command, short parameter);
```

This function is called for all table-type RTF key words. Upon entry, *command* contains the table key word (below) while *parameter* contains the appended parameter to the keyword, if any.

For example, the RTF key word “cellx900” indicates a cell’s right position, in this case 900 (measured in TWIPS). The command value given to this function would be *cell_setright*, and parameter would be 900.

FUNCTION RESULT: A result of “TRUE” implies that the current text and formatting should be inserted into the main document, otherwise the current text and formatting is buffered and the next text and/or key words are read.

Table Key Words

The following values are defined in *PGRTFDEF.H*:

```
enum
{
    table_cell = 1,                      /* Start next cell */
    cell_setright,                        /* Set cell's right side */
    cell_border_bottom,                  /* Cell's bottom has border */
    cell_border_left,                     /* Cell's left has border */
    cell_border_right,                   /* Cell's right has border */
    cell_border_top,                      /* Cell's top has border */
    cell_first_merge, /* First table in range of cells to be merged */
    cell_merge,/* Contents of cell are merged with preceding cell */
    table_row_end,                       /* End current row of cells */
    table_border_bottom,                 /* Table's bottom has border */
    table_border_horizontal, // Table's content has horizontal border table_border_left,
    /* Table's left has border */
    table_border_right,                  /* Table's right has border */
    table_border_vertical, /* Table's content has vertical border */
    table_border_top,                     /* Table's top has border */
    table_spacing,          /* Half the space between cells in twips */
    table_header,                      /* Data that follows is table header */
    table_keep_together,                /* Keep table on same page */
    table_position_left,                /* Position table to left */
    table_center,                      /* Center-align table */
    table_left,                         /* Left-align table */
    table_right,                        /* right-align table */
    table_height,                      /* Indicates total height of table */
};
```

```
pg_boolean InsertTableText();
```

This function is called if text (cell contents) is processed while in “table mode.” This function will never get called unless *doing_table* is TRUE and one or more characters other than key words are read.

This function will also never overlap text formats, i.e. *InsertTableText()* gets called every time the character or paragraph style changes.

Upon entry, all information regarding the text and its format can be found in the “translator” member of the class:

```
translator.data — A memory_ref contain the text.  
translator.bytes_transferred — Number of characters in translator.data.  
translator.format — Current text format (style_info).  
translator.par_format — Current paragraph format (par_info).  
translator.font — Current font (font_info).
```

FUNCTION RESULT: A result of “TRUE” implies that the current text and formatting should be inserted into the main document, otherwise the current text is discarded (and never inserted into the main document).

NOTE: A result of FALSE would be necessary if you are processing the text into a target that is not the main document (such as a graphic picture).

Default Implementation

The *doing_table* member is cleared to FALSE, then TRUE is returned.

```
pg_boolean EndTableImport();
```

This function is called when the end of the table is reached. The purpose of *EndTableImport()* is to terminate the table.

FUNCTION RESULT: If TRUE if returned, any pending text and formatting will be inserted into the main document, otherwise existing text and formatting will be discarded.

NOTE: This function must clear “*doing_table*” to FALSE.

18

CHAPTER

OPENPAIGE EXPORT EXTENSION

(FOR “RTF” AND OTHER TYPES)

The OpenPaige export extension provides high-level functionality for saving files to non-OpenPaige formats. Version 1.03b supports OpenPaige format, ASCII text format and Rich Text Format (RTF). Although the export extension is a C++ framework, it can be called from straight C programs if necessary.

18.1

Installation

NOTE: IMPORTANT: The installation procedure mentions the directory, “*pgtxr*”.

Macintosh and Windows Users

Simply add the following files from the “*pgtxr*” directory to your project:

Minimum configuration (export ASCII text only):

```
pgexport.cpp  
pgdeftbl.c
```

Native OpenPaige File Export (in addition to above)

```
pgnative.cpp
```

RTF File Export (in addition to Minimum Configuration)

```
pgrtfdef.c  
pgrtfexp.cpp
```

If you will be exporting files using C++:

```
#include "pgtxrcpp.h"
```

If you will be exporting only from straight C:

```
#include "pgtxr.h"
```

18.3

Exporting Files (from C++)

NOTE: “Exporting”, in many cases, is synonymous to “Save”. We refer to the term “export” only to distinguish it from earlier methods of saving OpenPaige files (such as *pgSaveDoc*), but from an implementation viewpoint your application can respond to Save and Save As by “exporting” a file.

Exporting a file with this extension can be accomplished in a few easy steps:

1. To export to a disk file, create and open the file you wish to export. To export to memory, allocate an empty *memory_ref* (using *MemoryAlloc*).

NOTE: You can discover the recommended file type (Macintosh) or file extension (Windows) by examining the “*file_kind*” member of the export class — “File Type and Extension” on page 18-334).

2. Create a new object (with “new” keyword) of the appropriate type for the file. Currently we support raw text files, RTF and OpenPaige files. The following is an example of creating an appropriate export object:

```
#include "pgTxrCPP.h"

PaigeExportObject      filter;

// To export a plain ASCII text file:

filter = new PaigeExportFilter();

// To export an RTF file:

filter = (PaigeExportObject) new PaigeRTFExportFilter();

// To export an OpenPaige file:

filter = (PaigeExportObject) new PaigeNativeExportFilter();
```

3. Call the initialization member function, “*pgInitExportFile()*”. This function is defined as follows:

```
pg_error pgInitExportFile (pg_globals_ptr globals, pg_file_unit fileref,
                           memory_ref memory_unit, file_io_proc write_proc, long
                           first_position);
```

This function prepares for exporting a file, setting up whatever is necessary to write file’s native format. A file can be exported to a physical file, or to memory. This is differentiated by the value(s) you pass in the function parameters, as follows:

globals —A pointer to your OpenPaige globals. **Custom control users:** You can get a pointer to the OpenPaige globals as follows: (a) Get the *pg_ref* from the control by

sending a *PG_GETPGREF* message, and (b) Calling the OpenPaige API, “*pgGetGlobals()*”.

fileref — If exporting to a disk file, this parameter must be a reference to the opened file (the “*refNum*” for Macintosh, or a file handle for Windows). If exporting to memory, *fileref* should be zero. **Windows MFC users:** The *fileref* parameter must be a “real” HFILE (or NULL if exporting to memory), not some other MFC-generated class member that you may assume is a file handle.

memory_unit — If exporting to a disk file, this parameter must be *MEM_NULL*. If exporting to memory, this must be a *memory_ref* of zero byte size (see “The Allocation Mgr” on page 25-1).

write_proc — This is an optional I/O function to be used instead of the default low-level writing function. Refer to the OpenPaige Programmer’s Guide for information about custom I/O functions. For writing to standard file from disk or memory, pass NULL for this parameter.

first_position — This value indicates the beginning file position to write. The *first_position* can be zero or some other byte offset into the file to begin writing.

FUNCTION RESULT: If this function is successful, zero is returned, otherwise an error code is returned.

4. Call the member function, “*pgExportFile()*”:

```
pg_error pgExportFile (pg_ref pg, select_pair_ptr range, long  
                      export_flags,  
                      pg_boolean selection_only);
```

This exports the data from a *pg_ref* to the file (or *memory_ref*) specified in *pgInitExportFile()*. The parameters follow:

pg — The source document. Custom control users: obtain the *pg_ref* by sending a *PG_GETPGREF* message.

range —The *selection* range (in the OpenPaige document) to export. This parameter is ignored, however, if *selection_only* is FALSE (in which case the whole document is exported). If *range* is NULL and *selection_only* is TRUE, only the current selection *range* is exported. If *range* is NULL and *selection_only* is FALSE, the whole document is exported.

export_flags —A set of bits defining which item(s) to export, which can be any or all of the data types shown below.

NOTE: Setting these bits causes that data item to export only if supported by the exporter.

#define EXPORT_EVERYTHING_FLAG	0x00FFFFFF	// Export everything
#define EXPORT_TEXT_FLAG	0x00000001	// Export raw text
#define EXPORT_TEXT_FORMATS_FLAG	0x00000002	// Export text formats
#define EXPORT_PAR_FORMATS_FLAG	0x00000004	// Export paragraph formats
#define EXPORT_PAGE_INFO_FLAG	0x00000008	// Export page info
#define EXPORT_CONTAINERS_FLAG	0x00000010	// Export container boxes
#define EXPORT_HEADERS_FLAG	0x00000020	// Export headers
#define EXPORT_FOOTERS_FLAG	0x00000040	// Export footers
#define EXPORT_FOOTNOTES_FLAG	0x00000080	// Export footnotes
#define EXPORT_EMBEDDED_OBJECTS_FLAG	0x00000100	// Export embedded graphics
#define EXPORT_PAGE_GRAPHICS_FLAG	0x00000200	// Export page pictures
#define EXPORT_STYLESHEETS_FLAG	0x00000400	// Export stylesheets
#define EXPORT_UNICODE_FLAG	0x08000000	// Write Unicode text
#define INCLUDE_LF_WITH_CR	0x02000000	// Add LF with CR

selection_only —If TRUE, the only current selection (or the selection specified in the *range* parameter) is exported. If *range* is NULL and *selection_only* is TRUE, only the current selection *range* is exported. If *range* is NULL and *selection_only* is FALSE, the whole document is exported.

FUNCTION RESULT: If this function is successful, zero is returned, otherwise an error code is returned.

5. Delete the object, or if you want to export another file, repeat steps 3 through 4.

Export File Example

```
#include "pgTxrCPP.h"

/* This function exports a file from a pg_ref, first creating an object for
   the appropriate file type. If all is well, NO_ERROR is returned. */

pg_error ExportFile (pg_ref pg, pg_filetype filetype, long feature_flags,
                     select_pair_ptr output_range, pg_boolean use_selection,
                     pg_file_unit f_ref)
{
    PaigeExportObject      filter;
    pg_globals_ptr         globals;
    long                  flags, file_begin;
    pg_error               result = NO_ERROR;

    if (!(flags = feature_flags))
        flags = EXPORT_EVERYTHING_FLAG;
    globals = pgGetGlobals(pg);

    switch (filetype)
    {
        case pg_text_type:
            filter = new PaigeExportFilter();
            break;

        case pg_rtf_type:
            filter = (PaigeExportObject) new
                PaigeRTFExportFilter();
            break;
    }
}
```

```

        case pg_paige_type:
            filter = (PaigeExportObject)
            new PaigeNativeExportFilter();
            break;

        default:
            return (pg_error)BAD_TYPE_ERR;
    }

    if (!output_range)
        file_begin = 0;
    else
        file_begin = output_range->begin;

    if ((result = filter->pgInitExportFile(globals, f_ref, MEM_NULL,
                                              NULL, file_begin)) == NO_ERROR)
        result = filter->pgExportFile(pg, output_range,
                                       flags, use_selection);

    delete filter;

    return result;
}

```

18.4

Determining the Feature Set

You can determine what data type(s) are supported by the exporter if you examine *object->feature_bits* immediately after creating the export object. This member will be initialized to some combination of the following:

EXPORT_TEXT_FEATURE	Can export raw text
EXPORT_TEXT_FORMATS_FEATURE	Can export stylized text
EXPORT_PAR_FORMATS_FEATURE	Can export paragraph formats
EXPORT_PAGE_INFO_FEATURE	Can export page dimensions
EXPORT_CONTAINERS_FEATURE	Can export containers
EXPORT_HEADERS_FEATURE	Can export headers
EXPORT_FOOTERS_FEATURE	Can export footers
EXPORT_FOOTNOTES_FEATURE	Can export footnotes
EXPORT_EMBEDDED_OBJECTS_FEATURE	Can export supported embed_refs
EXPORT_PAGE_GRAPHICS_FEATURE	Can export page-layout graphics
EXPORT_UNICODE_FEATURE	Can export UNICODE

EXAMPLE:

```

PaigeExportObject filter;

filter = (PaigeExportObject) new PaigeRTFExportFilter();

if (!(filter->feature_bits &
      EXPORT_EMBEDDED_OBJECTS_FEATURE))
  AlertUser("Any pictures in document will be lost. Save anyway?");
```

Resulting File Size

If exporting is successful, the physical end-of-file is set to the first position beyond the last byte written (if writing to a disk file). If exporting to memory, the *memory_ref* is set to the exact size that was saved.

File Type and Extension

For Windows development, it may be convenient to determine what type of file extension to create (e.g., “.txt”, “.rtf”, etc.); for Macintosh it may also be convenient to determine the default type (“TEXT”, “RTF_”, etc.). This might become increasingly important in the future if many export classes are developed.

Every export class will place the recommended file type or extension into the following member by its constructor function:

```
pg_by tefile_kind[KIND_STR_SIZE]; // Recommended filetype
```

If running in a Windows environment, *file_kind* will be initialized to the recommended 3-character extension (“TXT”, “RTF”, etc.). If running in a Macintosh environment, *file_kind* will get set to the recommended 4-character file type.

Exporting from C

If you need to export a file from a non-C++ environment — or if you want to import a file from a single line of code — you can do so by calling the following function:

```
pg_error pgExportFileFromC (pg_ref pg, pg_filetype filetype,  
    long feature_flags, long file_begin, select_pair_ptr output_range,  
    pg_boolean use_selection, pg_file_unit f_ref);
```

This function exports a file of type filetype into *pg*. The filetype parameter must be one of the following:

pg_text_type, pg_rtf_type, pg_paige_type	// Standard ASCII text // RTF format // Standard OpenPaige file type
--	--

The *feature_flags* parameter indicates which data type(s) you want to export, which can be any of the following bit settings:

#define EXPORT_EVERYTHING_FLAG	0x00FFFFFF	// Export everything
#define EXPORT_TEXT_FLAG	0x00000001	// Export raw text
#define EXPORT_TEXT_FORMATS_FLAG	0x00000002	// Export text formats
#define EXPORT_PAR_FORMATS_FLAG	0x00000004	// Export paragraph formats
#define EXPORT_PAGE_INFO_FLAG	0x00000008	// Export page info
#define EXPORT_CONTAINERS_FLAG	0x00000010	// Export container boxes
#define EXPORT_HEADERS_FLAG	0x00000020	// Export headers
#define EXPORT_FOOTERS_FLAG	0x00000040	// Export footers
#define EXPORT_FOOTNOTES_FLAG	0x00000080	// Export footnotes
#define EXPORT_EMBEDDED_OBJECTS_FLAG	0x00000100	// Export embedded graphics
#define EXPORT_PAGE_GRAPHICS_FLAG	0x00000200	// Export page pictures
#define EXPORT_STYLESHEETS_FLAG	0x00000400	// Export stylesheets
#define INCLUDE_LF_WITH_CR	0x02000000	// Add LF with CR

The *file_begin* parameter indicates the first file position to begin writing.

The *output_range* and *use_selection* parameters indicate the range of text to export: if *use_selection* is FALSE, *output_range* is ignored and the entire document is exported. If *use_selection* is TRUE, the selection specified in *output_range* is specified (or if NULL the current selection in *pg* is used).

The *f_ref* parameter must be a reference to an opened file ("refNum" for Mac, file *handle* for Windows).

If this function is successful, the contents of the *pg_ref* are written to the file, the end-of-file mark is set and *NO_ERROR* (0) is returned.

The OpenPaige Export Filter: Overridables

```
class PaigeExportFilter
{
    pg_char      file_kind[KIND_STR_SIZE];// Recommended
                           // filetype

    virtual pg_char_ptr pgPrepareEmbedData (embed_ref ref,
                                             long PG_FAR *byte_count,long PG_FAR
                                             *local_storage);

    virtual void pgReleaseEmbedData (embed_ref ref,
                                     long local_storage);

    virtual pg_error pgPrepareExport (void);
    virtual pg_boolean pgWriteNextBlock (void);
    virtual pg_error pgExportDone ();
};
```

NOTE: All of the class definitions are not shown. Only the members of potential interest and usefulness are given. For a complete description of this class, see *pgtxrcpp.h*.

Member-by-Member Description

file_kind — Contains the recommended file type (Mac) or file extension (Windows). This is initialized by the class constructor.

pgPrepareExport() — Called to make any preparations for exporting the file. No actual file transfer is performed, but this function should be used to initialize private members to perform the first “write”. There are no parameters to this function. The values taken from the application’s call to *pgInitExportFile()* will have been placed into the appropriate member values before *pgPrepareExport()* is called.

pg_boolean pgWriteNextBlock() — Called to export (write) the next block of text. A “block of text” means a block of one or more characters that are rendered in the same consistent format.

For example, if the outgoing text contained “***Bold_Plain_Italic***”, the export class must consider “***Bold_***”, “***Plain_***” and “***Italic_***” as three separate blocks. The first time *pgWriteNextBlock()* gets called, the text “***Bold_***” would be provided; the next time “***Plain_***” is provided, and so forth.

The text and format information is placed in the “*translator*” member of the class; this member is a record as defined in the following example:

```

struct pg_translator
{
    memory_ref   data; /* Data transferred (read) or to-transfer
                           (write) */
    memory_ref   stylesheet_table; /* Contains list of possible
                                   stylesheets */
    long         bytes_transferred; /* Number of bytes in buffer*/
    long         total_text_read; /* Total transferred
                                   to-moment */
    style_info   format; /* Style(s) and character
                           format of text */
    par_info     par_format; /* Paragraph format(s) of the text */
    font_info    font; /* Font applied to this text */
    pg_doc_info  doc_info; /* General document information */
    unsigned long flags; /* Attributes of last transfer */
    pg_boolean   format_changed; /* Set to TRUE if format has
                                 changed */
    pg_boolean   par_format_changed; /* Set to TRUE if par has
                                 changed */
    pg_boolean   font_changed; /* Set to TRUE if font has
                                 changed */
    pg_boolean   doc_info_changed; /* Set to TRUE if doc info
                                 changed */
};


```

Text byte(s) are available in *translator.data*; the byte size can be determined with *GetMemorySize(translator.data)*.

For each consecutive call to *pgWriteNextBlock()*, if *format_changed*, *par_format_changed* or *font_changed* are TRUE then the text format, paragraph format or font is different than the last *pgWriteNextBlock()* call, respectively.

For the best examples of pgReadWriteBlock() consult the source code files for each import class.

FUNCTION RESULT: If TRUE is returned, *pgWriteNextBlock()* will get called again if there is any more text to export; if FALSE is returned, exporting is aborted.

```
pgExportDone()
```

Called after exporting has completed. This function essentially balances “*pgPrepareExport()*”. Anything you allocated previously in *pgPepareExport()* should be disposed.

```
pg_error pgPrepareEmbedData()
```

Called to prepare *embed_ref* data to be exported. The purpose of this function is to make any data conversions necessary to provide a serialized, binary stream of data to be exported.

Upon entry, the *ref* parameter is the *embed_ref* that is about to be exported. This function needs to return a pointer to byte stream to transfer and the byte count of the byte stream should be stored in **byte_count*.

The *local_storage* parameter is a pointer to a long word; whatever is placed in **local_storage* will be returned in *pgReleaseEmbedData()*, below. The purpose of this parameter is to provide a way for *pgPrepareEmbedData()* to “remember” certain variables required to un-initialize the *embed_ref* data (for example, **local_storage* might be used to save a HANDLE that gets locked, hence it can be unlocked when *pgReleaseEmbedData()* is called).

Default Function

The *default pgPrepareEmbedData()* function processes a Mac picture by locking the *PicHandle* and returning a de-referenced pointer to the *PicHandle* contents; if the runtime platform is Windows, a metafile is processed by returning the metafile bits.

```
pgReleaseEmbedData ()
```

Called to balance a previous call to *pgPrepareEmbedData()*. The purpose of this function is to un-initialize anything that was done in *pgPrepareEmbedData()*, and it gets called after the *embed_ref* data has been exported.

Upon entry, the *ref* parameter is the *embed_ref*, the *local_storage* parameter will contain whatever value was set in **local_storage* during *pgPrepareEmbedData()*.

18.8

RTF Export Overridables

The RTF export class is derived from *PaigeExportFilter* and has some RTF-specific functions that can be overridden as well as data members that may prove useful:

```
class PaigeRTFExportFilter : public PaigeExportFilter
{
public:
    virtual pg_error OutputHeaders ();
    virtual pg_error OutputFooters ();
    virtual pg_error OutputEmbed ();
    virtual pg_error OutputCustomParams();

    pg_char def_stylename[FONT_SIZE];
    // "Normal" stylesheet name
}
pg_error OutputHeaders();
```

This member function is called to export document headers; the default function does nothing (since OpenPaige does not directly support headers). To implement this feature (in terms of export), (see “Custom RTF Output” on page 18-343 this document).

```
pg_error OutputFooters();
```

This member function is called to export document footers; the default function does nothing (since OpenPaige does not directly support footers). To implement this feature (in terms of export), (see “Custom RTF Output” on page 18-343 this document).

```
pg_error OutputEmbed();
```

This member function gets called to export an *embed_ref*. Upon entry, the *embed_ref* to be exported is available as:

```
this->translator.format.embed_object;
```

The default function handles the “supported” *embed_ref* types — *embed_mac_pict* and *embed_meta_file*. To implement exporting of other types, you need to override this function and handle the data transfer in some way that is appropriate.

```
OutputCustomParams();
```

This function gets called after all text and paragraph formatting attributes have been exported, but before any text has been exported for each call to *pgWriteNextBlock()*. The purpose of this function is to output additional formatting information.

For example, OpenPaige 2.0 does not support paragraph borders, but if they were implemented by your application you might want to output border information when appropriate.

The default function does nothing; to write your own RTF data, (see “Custom RTF Output” on page 18-343 this document).

18.9

Lower-level Export Member Functions

To create new or custom export classes, typically you would override *PaigeExportFilter* (or a subclass of *PaigeExportFilter*). When you do so, the following lower-level member functions are available to assist you in exporting data to the target file:

```
void pgWriteByte (pg_char the_byte);
```

This sends a single byte to the output file.

```
pgWriteNBytes (pg_char_ptr bytes, long num_bytes);
```

This sends to the output file; the bytes are taken from the bytes pointer.

```
void pgWriteDecimal (short decimal_value);
```

Sends an ASCII representation of *decimal_value* to the target file. For example, a binary value of -2 would be sent out as (ASCII) “-2”. All leading zeros are suppressed (i.e., a value of 1 is sent as “1”, not “000001”).

```
void pgWriteHexByte (pg_char the_byte);
```

Sends a hex representation of *the_byte* to the target file. For example, a binary value of 0x0A would be sent out as (ASCII) “0A”.

```
void pgWriteString (pg_char_ptr the_str, pg_char prefix, pg_char suffix);
```

Sends the contents of *the_str* (a null-terminated string) to the output file. If prefix is nonzero, that byte is sent first before the contents of the string are sent; if suffix is nonzero, that byte is sent after the contents of *the_str* is sent.

18.10

Custom RTF Output

If you have derived a new class from *PaigeRTFExportFilter*, the following member functions are available to assist you with exporting custom RTF data:

```
void WriteCommand (pg_char_ptr rtf_table, short table_entry,  
short PG_FAR *parameter, pg_boolean delimiter);
```

WriteCommand will write an RTF token word, followed by an optional parameter value and character delimiter to the output file.

The *table* parameter should be a null-terminated string containing one or more token word entries, each entry separated by a single space character. The *table_entry* parameter must indicate which of these elements to write.

NOTES:

- (1) The first element is 1, not zero.
- (2) The “token” entries in this string have no significance to this function; rather, the nth element (*table_entry*) of the space-delineated *table* is merely written to the output file.

The token word must not contain any special command character — only ASCII characters less than 0x7B should be contained in this string, and the token word must terminate with a space character (the space character is not sent to the output). This function will automatically prefix the token word output with the RTF command character (“\”).

If *parameter* is non-NULL, then the value in **parameter* is appended to the output as an ASCII numeral. For example, if the token were is “bonus” and **parameter* contained a value of 3, the resulting output would be:

```
“\\bonus3”
```

If *delimiter* is TRUE, a single space character is output following the token word; otherwise no extra characters are output.

EXAMPLE 1

```
pgWriteCommand((pg_char_ptr) “border \\0”, 1, NULL, FALSE);
```

OUTPUT:

```
“\\border”
```

EXAMPLE 2

```
short param;  
  
param = 24;  
pgWriteCommand((pg_char_ptr) "border \0", 1, &param, TRUE);
```

OUTPUT:

```
"\border24 "
```

EXAMPLE 3

```
pg_char custom_table[] = {"comment footer footerl footerf footerr  
footnote "};  
  
pgWriteCommand(custom_table, 6, NULL, TRUE);
```

OUTPUT:

```
"\footnote "
```

```
OutputCR (pg_boolean unconditional);
```

OutputCR outputs a hard carriage return. If *unconditional* is FALSE, the carriage return is not output unless no carriage returns have been output during the last 128 or

more characters; if *unconditional* is TRUE the carriage return is output regardless of the previously output characters.

```
short PointConversion (short value, pg_boolean convert_resolution,  
pg_boolean x10);
```

PointConversion converts *value* to points and/or decipoints (a decipoint is a point X 10). If *convert_resolution* is TRUE, the value given to this function is converted to points (1/72 of an inch) based on the current screen resolution setting. If *x10* is TRUE, the resulting output is multiplied times 10 before being returned as the function result.

Hence, if *value* is a screen size value (for example, the pixel width of a graphic), passing TRUE for both *convert_resolution* and *x10* would result in a true decipoint conversion.

19

CHAPTER

PARAGRAPH BORDERS AND SHADING

19.1

Borders

A “paragraph border” is a frame drawn around one or more paragraphs and is part of the paragraph format (*par_info*) definition.

Paragraph borders are defined as four potential sides to a frame. Any one side may be drawn or not. Hence, a paragraph border can be defined to show only part of the frame (such as the bottom side), or two sides, or all four sides, etc.

Setting a Border

Borders are set by changing the “table” structure within the *par_info* structure, as shown below. Applying the *par_info* to the desired portion of the text will render the affected paragraphs with that border definition:

```
struct par_info
{
    ... various members in par_info...

    pg_table      table;           /* Table and border info */

    ... more members of par_info
};
```

The table member contains information for both tables and paragraph borders:

```
struct pg_table
{
    ... various members of pg_table

    long        border_info;     /* Borders for paragraph */

    ... more members of pg_table
};
```

NOTE: The *pg_table* record, generally used for defining table formats, also contains the definition for the paragraph borders, if any. If *table.table_columns* is zero, *border_info* is applied to the whole paragraph; if *table.table_columns* is nonzero then *border_info* applies to frame of the table.

Border Definition

If *par_info.table.border_info* is zero, the paragraph has no borders. Otherwise, borders are defined by one or more of the following bit combinations:

```
#define PG_BORDER_LEFT      0x000000FF      /* Left border */
#define PG_BORDER_RIGHT     0x0000FF00      /* Right border */
#define PG_BORDER_TOP        0x00FF0000      /* Top border */
#define PG_BORDER_BOTTOM    0xFF000000      /* Bottom border */
```

Each of the above definitions define 8-bit fields within a long word for each side of a border; which bits you should set in each 8-bit field depends upon the desired border effect.

In other words, the lowest-ordered byte defines the properties of the left border line; the second lowest byte defines the properties of the right border line; the next higher bytes define the properties of the top and bottom lines.

For each of these four 8-bit fields, the following properties can be set:

Lower three bits: define the width of the border line, in pixels. This may be any value between 0 and 0x07, inclusively. If the value is zero no line is drawn, otherwise a line is drawn 1 to 7 pixels wide.

Upper five bits: define additional characteristics for the line, as follows:

```
#define PG_BORDER_GRAY      0x00000008      /* Gray border */
#define PG_BORDER_DOTTED     0x00000010      /* Dotted line */
#define PG_BORDER_SHADOW     0x00000020      /* Shadow effect */
#define PG_BORDER_DOUBLE    0x00000040      /* Double line(s) */
#define PG_BORDER_HAIRLINE   0x00000080      /* Hairline */
```

Example

The following border definitions are also provided that represent commonly applied borders:

```
#define PG_BORDER_ALLGRAY    0x08080808 /* All sides gray */
#define PG_BORDER_ALLDOTTED   0x10101010 /* All sides dotted */
#define PG_BORDER_ALLDOUBLE    0x40404040 /* All sides double */
#define PG_BORDER_ALLSIDES    0x01010101 /* All sides 1 pixel */
#define PG_BORDER_SHADOWBOX   0x21012101 /* Shadowbox all sides */
```

Some of these definitions need to be combined. For example, to obtain a four-sided double border you would set *par_info.table.border_info* to:

```
PG_BORDER_ALLDDOUBLE | PG_BORDER_ALLSIDES
```

To set a four-sided gray border you would use:

```
PG_BORDER_ALLGRAY | PG_BORDER_ALLSIDES
```

19.2

Paragraph Shading

Paragraph shading is an optional color that will fill the background of a paragraph. Usually this shading applies to table formats, yet paragraph shading can be drawn for non-table paragraphs as well.

Setting Paragraph Shading

Shading set by changing the “table” structure within the *par_info* structure, as shown below. Applying the *par_info* to the desired portion of the text will render the affected paragraphs with that shading (color) definition:

```
struct par_info
{
    ... various members in par_info...

    pg_table      table;          /* Table and border info */

    ... more members of par_info
};
```

The table member contains information for both tables and paragraph borders:

```
struct pg_table
{
    ... various members of pg_table

    long      border_shading;   /* Background shading */

    ... more members of pg_table
};
```

NOTE: The *pg_table* record, generally used for defining table formats, also contains the definition for paragraph shading, if any. If *table.table_columns* is zero, *border_shading* is applied to the whole paragraph; if *table.table_columns* is nonzero then *border_shading* applies to default background shading of the table.

Shading Definition

If *border_shading* is zero no shading is applied; otherwise, *border_shading* represents a “red-green-blue” component using the following bitwise fields:



0x00BBGGRR

The “BB” bits represent the blue component of the color, the “GG” bits represent the green component and “RR” represents the red component.

NOTE (Windows): These bits are identical to the bits in a COLORREF.

20

CHAPTER

OPENPAIGE HYPERTEXT LINKS

version 3.0 (FOR INTERNAL USE AND SOURCE CODE USERS ONLY)

20.1

General Concept

A “hypertext link” is similar to a character style and can be applied to groups of characters anywhere in the document. However, its attributes are independent to the text and paragraph formats.

OpenPaige maintains two hypertext link runs — a *source run* and *target run*.

The hypertext link *source run* generally contains all the visual links (e.g. displayed in a different color, underlined, and expected to provide some type of response when the user clicks).

The *target run* generally contains “markers” for the *source run* links to locate. In actuality, the *source* and *target runs* are independent of each other and each run knows nothing about the other. It is therefore the responsibility of the application to provide logical “linking” between them.

Most of the functions and definitions are in *pghtext.h*; you should therefore add the following to your code:

```
#include "pghtext.h"
```

Contents of a Hypertext Link

Every hypertext link is stored as a record structure containing the following information:

TEXT RANGE.

The beginning and ending position of the link. This text range is maintained by OpenPaige as the document is changed.

URL STRING.

Link-specific information represented by a *cstring*. The OpenPaige API refers to this mostly as the “URL” parameter, but in reality this is simply a string. Both source and target hypertext links each contain their own URL string; it is the application’s responsibility to understand and/or parse its contents.

DISPLAY STYLE(S).

Style(s) that define how the hypertext link should be drawn in various states. These styles are represented by OpenPaige stylesheet ID(s). For each link created there are default stylesheets created; the application can override these defaults, hence displaying the links in any text style that OpenPaige supports.

CLARIFICATION: This document makes reference to a “URL” member of the hypertext link record. The “URL” in this sense is merely a data string and is not

to be confused with a genuine network locator address (although it can be used as such by an application).

20.4

Setting New Links

Setting Source Links

```
long pgSetHyperlinkSource (pg_ref pg, select_pair_ptr selection,
                           pg_char_ptr URL, pg_char_ptr keyword_display,
                           ht_callback callback, long type, long id_num,
                           short state1_style, short state2_style,
                           short state3_style, short draw_mode);
```

PURPOSE

Sets a new source hypertext link. A link is “set” by applying the attributes (defined by the other parameters in this function) to one or more characters in the document.

PARAMETERS

<i>pg</i>	The <i>pg_ref</i> to receive the link.
<i>selection</i>	An optional range of text to apply the link. If <i>selection</i> is NULL, then current selection (highlighting) is used.
<i>URL</i>	An optional string that will get stored with the link. If NULL, no string is stored; otherwise, the URL parameters is considered a <i>cstring</i> of any length. The URL string can be accessed and/or changed later by your application if necessary.

keyword_display An optional string to insert that displays as the key word for the link. If this is NULL, the characters contained in the *selection* parameter become the “key word”; otherwise, the *keyword_display* parameter is inserted into the beginning of the specified selection and the character range of the link becomes the beginning of that insertion + the length of *keyword_display*.

callback Pointer to a callback function (which you provide) that is called when the hypertext link is clicked. If *callback* is NULL the default callback function is used.

type An optional *type* variable. This value can be used by the application to distinguish between different types of links.

id_num An optional unique ID value. This can be used for searching and connecting links. The typical use for *id_num* is to set this value to a number that exists in the same field for a target link. You can then call *pgFindHyperlinkTargetByID()*.

state1_style through *state3_style* — Optional stylesheet IDs that define the display attributes for three different hypertext links states. If the parameter is zero the default style is used (see below). The three “states” are actually arbitrary as the application generally should control the “state” of a link; at the lowest level, a “state” is simply the choice of display style to use at any given moment.

draw_mode The drawing mode to use. If *draw_none*, nothing redraws.

FUNCTION RESULT

The function returns the *id_num* value (which will be whatever was passed in *id_num*).

COMMENTS

All hypertext links must include at least one character in its selection in order to be valid. In other words you must not apply a hypertext link to an empty selection (where *selection begin == selection end*). The single exception, however, is when the *keyword_display* parameter is a valid non-empty *cstring*. In this case, the “selection” range becomes the current selection’s beginning + the length of *keyword_display*.

<i>State 1</i>	(the initial state when the link is set) — Blue with underline.
<i>State 2</i>	Red with underline.
<i>State 3</i>	Dark gray (no underline).

Setting Target Links

```
long pgSetHyperlinkTarget (pg_ref pg, select_pair_ptr selection,
                           pg_char_ptr URL, ht_callback callback, long type,
                           long id_num, short display_style, short
                           draw_mode);
```

PURPOSE

Sets a new target hypertext link. A link is “set” by applying the attributes (defined by the other parameters in this function) to one or more characters in the document. A target link differs from a source link mainly in the implementation from the application; essentially, both types of links contain the same kind of information.

PARAMETERS

<i>pg</i>	The <i>pg_ref</i> to receive the link.
<i>selection</i>	An optional range of text to apply the link. If <i>selection</i> is NULL, then current selection (highlighting) is used.
<i>URL</i>	An optional string that will get stored with the link. If NULL, no string is stored, otherwise the URL parameters is considered a <i>cstring</i> of any length. The URL string can be accessed and/or changed later by your application if necessary.

callback Pointer to a callback function (which you provide) that is called when the hypertext link is clicked. If *callback* is NULL the default callback function is used.

NOTE: for target links you will usually want a NULL *callback* since clicking on a target link probably requires no special action).

type An optional *type* variable. This value can be used by the application to distinguish between different types of links. For example, an index entry (to generate an index listing) would be different than a link to somewhere else in a document. For convenience there are some predefined types:

```
#define HYPERLINK_NORMAL 0x00000000 // Hyperlink normal  
  
#define HYPERLINK_INDEX     0x00000001//Hyperlink is an index  
  
#define HYPERLINK_TOC       0x00000002 // Hyperlink is TOC  
  
#define HYPERLINK_SUMMARY 0x00000010      // Summary link
```

NOTE: : The RTF importer will set HYPERLINK_INDEX and HYPERLINKS_TOC for index and table-of-contents entries wherever appropriate.

id_num An optional unique ID value. This can be used for searching and connecting links. The typical use for *id_num* is to initialize this value to a unique *id_num* that can be searched for. If you have created a source link to connect to this target, that same *id_num* can be placed in the target. Using the function *pgFindHyperlinkTargetByID()* allows you to find a link by the value in *id_num*. If the *id_num* parameter is zero, *pgSetHyperlinkTarget* initializes the target link *id_num* to a unique value (which does not exist in any other target link).

display_style Optional stylesheet ID that defines the display attributes of the link. If the parameter is zero the default style is used (see below).

draw_mode The drawing mode to use. If *draw_none*, nothing redraws.

FUNCTION RESULT

The function returns the *id_num* value (which will be the unique number chosen for the target link if the *id_num* parameter was zero, or the value in *id_num* if it was nonzero).

NOTE: unlike setting a source link, setting a target link automatically assigns a unique “ID” value if *id_num* is zero. You can find this link in the document using *pgFindHyperlinkTargetByID()*.

COMMENTS

All hypertext links must include at least one character in its selection in order to be valid. In other words, you must NOT apply a hypertext link to an empty selection (where *selection begin == selection end*).

DEFAULT DISPLAY

Target links display with a yellow background color. You can turn this display off by setting the following attribute with *pgSetAttributes2()*:

```
#define HIDE_HT_TARGETS
```

This value must be set with *pgSetAttributes2()* (note the “2”).

EXAMPLE:

To turn off the default display so target links display in their own native style(s) you would do the following:

```
long      flags;  
  
flags = pgGetAttributes2(pgRef);  
flags |= HIDE_HT_TARGETS;  
pgSetAttributes2(pgRef);
```

```
PG_PASCAL (void) ht_callback (paige_rec_ptr pg, pg_hyperlink_ptr  
hypertext, short command, short modifiers, long position, pg_char_ptr  
URL);
```

This is the function that gets called for various events (usually when a link is clicked). You need to provide a pointer to your own function that handles these events.

PARAMETERS

<i>pg</i>	The <i>paige_rec</i> that owns the link.
<i>hypertext</i>	The internal hypertext link record (see structure below).
<i>command</i>	The value defining the event (see table below).
<i>modifiers</i>	The state of the mouse (where applicable). These will be set to the appropriate bits. For example if <i>modifiers</i> contained EXTEND_MOD_BIT then the application has performed a shift-click. This can be important to determine the nature of a mouse click within a link; typically you may not want to “jump” to a link if the user is performing a shift-click or control-click, etc.
<i>position</i>	The text <i>position</i> of the link (relative to the beginning of the document).
URL	The “URL” string contained in the link. This will contain the character string given to the URL parameter when the link was created (or the string that was set using other function calls). NOTE: the URL parameter will never be NULL; if you created the link with a NULL pointer for URL, the parameter at this time will be an empty <i>cstring</i> .

COMMENTS

Do not try to use the URL data from the “hyperlink” parameter; use the URL parameter instead.

The *hyperlink* parameter points to a copy of the original record; it is therefore safe to alter (and even delete) the original (via the proper function calls) even from within this hook.

When responding to a hypertext link event you should call the default source callback function if you want the link display to change states. This function is called *pgStandardSourceCallback()*; when you do so, the link that has been clicked will change its display to *state 2* and all other links in the document will change to *state 1*.

EXAMPLE:

```
PG_PASCAL (void) HyperlinkCallback (paige_rec_ptr pg,
    pg_hyperlink_ptr hypertext, short command, short modifiers,
    long position, pg_char_ptr URL)
{
    // Call the standard callback first to get default behaviour:
    pgStandardSourceCallback(pg, hypertext, command, modifiers,
        position, URL);

    switch (command)
    {
        case hyperlink_mousedown_verb:
            // ... etc.
            break;
    }
}
```

CALLBACK COMMAND VALUES

hyperlink_mousedown_verb Called when link is first clicked

<i>hyperlink_doubleclick_verb</i>	Called if link is double-clicked
<i>hyperlink_mouseup_verb</i>	Called when mouse is up
<i>hyperlink_delete_verb</i>	Called when link gets deleted

20.6

Hyperlink Record Struct

```
struct pg_hyperlink
{
    select_pair    applied_range;           // Offset(s) of source
    pg_char        URL[FONT_SIZE + BOM_HEADER];// String data
    memory_ref    alt_URL;                // URL (if > FONT_SIZE - 1)
    ht_callback    callback;               // Callback function
    short          active_style;          // Style to show
    short          state1_style;          // Primary state style
    short          state2_style;          // Secondary state style
    short          state3_style;          // Style to show when invalid
    long           unique_id;             // Unique ID used for searching
    long           type;                  // Type of link
    long           refcon;                // App can keep whatever
};
```

The *applied_range* member contains the current text positions for the beginning and ending of the link. The URL member contains the URL string if it is < FONT_SIZE - 1. Otherwise, the string is inside *alt_URL*. The *unique_id*, *type* and *refcon* members are optional values that can be used by the application for locating specific links.

Finding by URL Strings

```
long pgFindHyperlinkTarget (pg_ref pg, long starting_position,  
    long PG_FAR *end_position, pg_char_ptr URL, pg_boolean  
    partial_find_ok, pg_boolean case_insensitive, pg_boolean scroll_to);  
  
long pgFindHyperlinkSource (pg_ref pg, long starting_position,  
    long PG_FAR *end_position, pg_char_ptr URL, pg_boolean  
    partial_find_ok, pg_boolean case_insensitive, pg_boolean scroll_to)
```

These functions can be used to perform a “search” that locates a specific link based on its URL string value. The *pgFindHyperlinkTarget* function searches for a target link while *pgFindHyperlinkSource* searches for a source link.

PARAMETERS

<i>starting_position</i>	The text position to begin the search, the first character in the document is position zero.
<i>end_position</i>	Optional pointer to a long word. If this is nonnull, the long word gets initialized to the text position following the link if found (the <i>*end_position</i> value remains unchanged if a match is not found).
<i>URL</i>	The string to search for (<i>cstring</i>).
<i>partial_find_ok</i>	If TRUE, a match is considered valid if URL matches only the first part of the link’s URL. For example, if searching for “Book” a match will be made on “Book1” and “Book2”, etc.
<i>case_insensitive</i>	If TRUE then the comparison is not case-sensitive.
<i>scroll_to</i>	If TRUE, the document is scrolled to the found location.

FUNCTION RESULT

If the link is found, the function returns the text position where the link begins (and if **end_offset* is nonnull it gets set to the link's ending position). If no match is found, the function returns -1.

Finding by “ID” Number

```
long pgFindHyperlinkTargetByID (pg_ref pg, long starting_position, long  
    PG_FAR *end_position, long id_num, pg_boolean scroll_to);  
  
long pgFindHyperlinkSourceByID (pg_ref pg, long starting_position,  
    long PG_FAR *end_position, long id_num, pg_boolean scroll_to);
```

These functions can be used to perform a “search” that locates a specific link based on its value in *id_num*. The link's *id_num* is usually set when you set the original source or target link. The *pgFindHyperlinkTargetByID* function searches for a target link while *pgFindHyperlinkSourceByID* searches for a source link.

PARAMETERS

<i>starting_position</i>	The text position to begin the search, the first character in the document is position zero.
<i>end_position</i>	Optional pointer to a long word. If this is nonnull, the long word gets initialized to the text position following the link if found (the <i>*end_position</i> value remains unchanged if a match is not found).
<i>id_num</i>	The value being searched for. The <i>id_num</i> member in the link is compared to the <i>id_num</i> parameter passed to this function. The link's <i>id_num</i> is usually set when you set the original source or target link.
<i>scroll_to</i>	If TRUE, the document is scrolled to the found location.

If the link is found, the function returns the text position where the link begins (and if `*end_offset` is nonnull it gets set to the link's ending position). If no match is found, the function returns -1.

20.8

Changing Existing Links

```
void pgChangeHyperlinkSource (pg_ref pg, long position,  
                           select_pair_ptr selection, pg_char_ptr URL,  
                           pg_char_ptr keyword_display,  
                           ht_callback callback, short state1_style,  
                           short state2_style, short state3_style,  
                           short draw_mode);  
  
void pgChangeHyperlinkTarget (pg_ref pg, long position,  
                           select_pair_ptr selection, pg_char_ptr URL,  
                           ht_callback callback, short display_style, short  
                           draw_mode);
```

These two functions are used to change the attributes of an existing hypertext link; `pgChangeHyperlinkSource()` changes a source link and `pgChangeHyperlinkTarget()` changes a target link.

All parameters are completely identical to `pgSetHyperlinkTarget()` and `pgSetHyperlinkSource()` except for the additional “`position`” parameter — this specifies where the link is located, i.e. its character position in the text. (There are several ways to find the character position, not the least of which is simply getting the selection range from the `pg_ref`, assuming it is within a link). See also the various utility functions that return a text position of a link.

For each parameter that is nonzero, that value is changed to the value specified; otherwise, the current corresponding value remains unchanged.

For example, a nonnull URL parameter changes the URL string, while a null pointer leaves the existing string unchanged.

20.9

Detecting Mouse Points

```
long pgPtInHyperlinkSource(pg_ref pg, co_ordinate_ptr point);  
  
long pgPtInHyperlinkTarget(pg_ref pg, co_ordinate_ptr point);
```

These two functions are used to detect which link, if any, contain a point. Use *pgPtInHyperlinkSource* for detecting a point in a source link and *pgPtInHyperlinkTarget* for detecting one in a target link.

The *point* parameter is a point in screen coordinates (NOT scrolled and NOT scaled).

FUNCTION RESULT

If a link contains the *point*, its beginning text position is returned. If no link contains a point, *point -1* is returned.

Changing Display State

```
void pgSetHyperlinkTargetState (pg_ref pg, long position, short state,  
    pg_boolean redraw);  
  
void pgSetHyperlinkSourceState (pg_ref pg, long position, short state,  
    pg_boolean redraw);
```

These functions can be used to change the display state of a link;
pgSetHyperlinkTargetState changes the display state of target links and
pgSetHyperlinkSourceState changes the display state of source links.

PARAMETERS

<i>position</i>	The text position of the link. Or, if <i>position</i> is -1 the <i>state</i> is applied to all the links of this type (i.e. all target links or all source links). For example, to force all source links to <i>state 0</i> you could call <i>pgSetHyperlinkSourceState(pg, -1, 0, TRUE)</i> .
<i>state</i>	One of three <i>states (0, 1 or 2)</i> . The “ <i>state</i> ” simply defines which of the three possible styles to display the link.
<i>redraw</i>	If TRUE the link(s) <i>redraw</i> their new <i>state</i> .

File I/O

There is no special function you need to call to read or write OpenPaige hypertext links. However, after reading or importing a file with possible links you must reinitialize your callback function pointers, if any:

```
void pgSetHyperlinkCallback (pg_ref pg, ht_callback source_callback,  
ht_callback target_callback);
```

This function walks through all existing links, sets the *callback* function in the source links to *source_callback* and the callback function in target links to *target_callback*.

Either function can be null, in which case the default *callback* is used.

20.12

Removing Links

```
void pgDeleteHyperlinkSource (pg_ref pg, long position, pg_boolean  
redraw);  
void pgDeleteHyperlinkTarget (pg_ref pg, long position, pg_boolean  
redraw);
```

These functions remove a source link or target link, respectively.

PARAMETERS

position indicates which link to remove; this must be a text position that exists somewhere within the link.

redraw If TRUE the document is redrawn showing the change.

NOTE: Only the applied link and its displayed styles, etc. are removed; the text itself as it exists in the document is not changed. For example, if the word “Book” existed in the document and had a target hypertext link applied to it, removing the link simply means there is no longer any associated link to this word yet the word “Book” remains in the text, drawn in its normal (non-link) style.

```
pg_boolean pgGetSourceURL (pg_ref pg, long position, pg_char_ptr  
    URL, short max_size);
```

```
pg_boolean pgGetTargetURL (pg_ref pg, long position, pg_char_ptr  
    URL, short max_size);
```

These functions return the contents of the URL string from a specific source or target link, respectively.

PARAMETERS

<i>position</i>	The text position of the link.
<i>URL</i>	Pointer to a character buffer (to receive the string).
<i>max_size</i>	The maximum number of characters that can be received in the buffer, including the null terminator of the <i>cstring</i> .

FUNCTION RESULT

If there is no link found at the specified text position, FALSE is returned (and no characters are copied into URL). Otherwise the string is set at URL (and truncated, if necessary, if the *string size > max_size*).

```
long pgGetSourceID (pg_ref pg, long position);
```

```
long pgGetTargetID (pg_ref pg, long position);
```

These functions return the unique “ID” value in a specific source or target link, respectively.

PARAMETERS

position The text position of the link.

FUNCTION RESULT

The unique ID value, if any, belonging to the specified link is returned.

NOTE: a value of zero is returned if the link's *id_num* member is zero or if there is not a link associated to the specified position.

```
pg_boolean pgGetHyperlinkSourceInfo (pg_ref pg, long position,  
                                          pg_boolean closest_one, pg_hyperlink_ptr hyperlink);  
  
pg_boolean pgGetHyperlinkTargetInfo (pg_ref pg, long position,  
                                          pg_boolean closest_one, pg_hyperlink_ptr hyperlink);
```

These two functions return the actual hyperlink record for a specific source or target link, respectively.

PARAMETERS

position The text *position* of the link.

closest_one If FALSE, the link must be found at the specified *position*, otherwise the link is found nearest to, or to the right of the specified *position*.

hyperlink Pointer to a *pg_hypertext* record. If the link is found the record is copied to this structure.

FUNCTION RESULT

FALSE is returned if no link is found at the specified *position* (or no link is found between the *position* and end of document when *closest_one* is TRUE).

```
void pgInitDefaultSource (pg_ref pg, pg_hyperlink_ptr link);  
void pgInitDefaultTarget (pg_ref pg, pg_hyperlink_ptr link);
```

These functions initialize a hypertext record to the defaults. Usually you won't need to call this function. It is mainly used for building hypertext links while importing files.

```
short pgNewHyperlinkStyle (pg_ref pg, pg_short_t red, pg_short_t  
green, pg_short_t blue, long stylebits, pg_boolean background);
```

This function creates a stylesheet that can be subsequently passed to a function that sets a new hypertext link.

PARAMETERS

red, green, blue define the R-G-B components of a color ("black" is the result of *red, green* and *blue* all zeros). This color is applied to the text if the *background* parameter is FALSE; otherwise, the color is applied to the text background.

stylebits Defines optional style(s) to apply to the text. This is a set of bits which can be a combination of the following:

#define	X_PLAIN_TEXT	0x00000000
#define	X_BOLD_BIT	0x00000001
#define	X_ITALIC_BIT	0x00000002
#define	X_UNDERLINE_BIT	0x00000004
#define	X_OUTLINE_BIT	0x00000008
#define	X_SHADOW_BIT	0x00000010
#define	X_CONDENSE_BIT	0x00000020
#define	X_EXTEND_BIT	0x00000040
#define	X_DBL_UNDERLINE_BIT	0x00000080
#define	X_WORD_UNDERLINE_BIT	0x00000100
#define	X_DOTTED_UNDERLINE_BIT	0x00000200
#define	X_HIDDEN_TEXT_BIT	0x00000400
#define	X_STRIKEOUT_BIT	0x00000800
#define	X_ALL_CAPS_BIT	0x00008000
#define	X_ALL_LOWER_BIT	0x00010000
#define	X_SMALL_CAPS_BIT	0x00020000

background If TRUE then the color is applied to the text background, otherwise the color is applied to the text.

FUNCTION RESULT

A new *stylesheet* ID is returned. If the exact *stylesheet* already exists its ID is returned instead (hence, you will not create duplicate styles). This *stylesheetID* can be given to the function(s) that set new hypertext links.

```
void pgScrollToLink (pg_ref pg, long text_position);
```

This function causes the document to scroll to the specified text position.

NOTE: the text position does not necessarily contain a link; rather, this is a convenience function that forces the document to scroll to the location specified.

21

CHAPTER

TABLES AND BORDERS

21.1

General

A table is tab-delineated text formatted as rows and columns of “cells.” The formatting information itself is paragraph-based, while the text itself is internally maintains each cell as tab or CR-delineated text and each row is delineated by a CR.

At a very low level, table attributes are applied with *pgSetParInfo()*. Higher level functions, described in this document, provide methods to insert new tables and format existing ones.

Table Info

Table attributes are part of *par_info.table* represented by the following record:

```
struct pg_table
{
    long    table_columns;      /* Number of columns (tables) */
    long    table_column_width; /* Default column width */
    long    table_cell_height; /* MINIMUM cell height */
    long    border_info;        /* Borders */
    long    border_spacing;    /* Extra spacing (for borders) */
    long    border_shading;    /* Border background shading */
    long    cell_borders;      /* Default borders around cells */
    long    grid_borders;      /* NON-PRINTABLE cell borders */
    long    unique_id;         /* Unique table ID */
    long    cell_h_extra;      /* Extra inset inside cells */
};
```

PARAMETERS

table_columns Number of columns in the table. If this is zero then the paragraph is not a table.

table_column_width The default width for each cell. If this is zero, cell widths are determined dynamically according to the width of the paragraph. For example, if the width of the paragraph after subtracting paragraph indents is 6 inches, a 6-column table will render 1" cells.

NOTE: individual column widths can be altered after a table is inserted.

table_cell_height The default height for a row. This is the minimum height for all rows. If zero, the height is determined by the height(s) of the text within the row.

border_info — Paragraph border information. If *table_columns* is zero, *border_info* defines the surrounding paragraph border lines (see section on Paragraph Borders).

<i>border_spacing</i>	The amount of extra spacing between border line(s) and the text, in pixels. This value is applied to paragraph borders.
<i>border_shading</i>	The background color for the paragraph or table. If this is zero the normal window color is used. Otherwise, this is a 24-bit representation of an RGB value (see RGB Values below).
<i>cell_borders</i>	The default border line(s) around each cell. This differs from <i>border_info</i> since it applies only to cells within a table.
<i>grid_borders</i>	The default border line(s) to display around cells if no other borders are present. These cell borders are not drawn when the document is printed; they apply only to table cells.
<i>unique_id</i>	USED INTERNALLY. The <i>table_id</i> is used to maintain unique paragraph records; DO NOT alter this value.
<i>cell_h_extra</i>	Extra space, in pixels, between cells.

21.3

RGB Values

Border and cell shading is represented by the following bitwise settings in a long word:



0x00BBGGRR

The “BB” bits represent the blue component of the color, the “GG” bits represent the green component and “RR” represents the red component.

NOTE (Windows): These bits are identical to the bits in a *COLORREF*.

NOTE: : These functions are defined in *pgTable.h*.

Inserting New

```
void pgInsertTable (pg_ref pg, long position, pg_table_ptr table,  
long row_qty, short draw_mode);
```

Inserts a new table beginning at the text position specified. The *position* parameter can be *CURRENT_POSITION*.

PARAMETERS

- | | |
|------------------|---|
| <i>table</i> | is a pointer to a <i>pg_table</i> record defining all the table attributes. |
| <i>row_qty</i> | indicates the desired number of rows. If this is zero at least one row is inserted. |
| <i>draw_mode</i> | causes the text to redraw if nonzero. |

NOTE: Since tables are a paragraph format, this function may insert carriage return(s) before and after the specified position to clearly delineate the format run.

```
void pgSetColumnWidth (pg_ref pg, long position, short column_num,  
                      short width, short draw_mode);
```

Changes the width of a specific column in a table.

PARAMETERS

- | | |
|-------------------|---|
| <i>position</i> | indicates the text position of the table, which can also be CURRENT_POSITION . This value can be the position of any character within the table (i.e. it does not need to be the very beginning of the table or a cell). If the specified <i>position</i> is no part of a table, this function does nothing. |
| <i>column_num</i> | The column defined by <i>column_num</i> gets set to the value in width; the first column is zero. |

```
void pgSetColumnBorders (pg_ref pg, long position, short column_num,  
                        long border_info, short draw_mode);
```

Changes the cell border line(s) of a specific column in a table.

PARAMETER

- | | |
|-------------------|---|
| <i>position</i> | indicates the text position of the table, which can also be CURRENT_POSITION . This value can be the position of any character within the table (i.e. it does not need to be the very beginning of the table or a cell). If the specified <i>position</i> is no part of a table, this function does nothing. |
| <i>column_num</i> | The column defined by <i>column_num</i> changes its cell borders to <i>border_info</i> ; the first column is zero. |

```
void pgSetColumnShading (pg_ref pg, long position, short column_num,  
long shading, short draw_mode);
```

Changes the cell shading (background color) of a specific column in a table.

PARAMETERS

- | | |
|-------------------|---|
| <i>position</i> | indicates the text position of the table, which can also be <i>CURRENT_POSITION</i> . This value can be the position of any character within the table (i.e. it does not need to be the very beginning of the table or a cell). If the specified <i>position</i> is no part of a table, this function does nothing. |
| <i>column_num</i> | The column defined by <i>column_num</i> changes its background color to shading; the first column is zero. |

```
void pgSetColumnAlignment (pg_ref pg, long position, short  
column_num, short alignment, short draw_mode);
```

Changes the cell text alignment (“justification”) of a specific column in a table.

PARAMETERS

- | | |
|-------------------|---|
| <i>position</i> | indicates the text position of the table, which can also be <i>CURRENT_POSITION</i> . This value can be the position of any character within the table (i.e. it does not need to be the very beginning of the table or a cell). If the specified <i>position</i> is no part of a table, this function does nothing. |
| <i>column_num</i> | The column defined by <i>column_num</i> changes its alignment to the value specified; the first column is zero. Alignment values are the same as paragraph justification values (<i>justify_left</i> , <i>justify_center</i> , <i>justify_right</i> , <i>justify_full</i>). |

```
pg_boolean pgIsTable (pg_ref pg, long position);
```

Returns TRUE if the specified *position* is within any part of a table.

PARAMETERS

position can be *CURRENT_POSITION*.

```
pg_boolean pgPtInTable (pg_ref pg, co_ordinate_ptr point,  
pg_boolean non_focus_only, select_pair_ptr offsets);
```

Returns TRUE if the specified *point* is anywhere within a table.

PARAMETERS

non_focus_only value is ignored; pass FALSE for compatibility.

offsets if non-NULL and the *point* is within a table, *offsets->begin* and *offsets->end* gets set to the beginning and ending text position for the whole table. (If the *point* was not within any table, *offsets* is unchanged).

```
memory_ref pgTableColumnWidths (pg_ref pg, long position);
```

Returns a *memory_ref* containing the width(s) for each column. The memory size of the reference will be equal to the number of columns in the table.

PARAMETERS

position indicates the text position of the table, which can also be *CURRENT_POSITION*. This value can be the position of any character within the table (i.e. it does not need to be the very beginning of the table or a cell). If the specified *position* is no part of a table, this function returns *MEM_NULL*.

```
void pgCellOffsets (pg_ref pg, long position, select_pair_ptr offsets);
```

Returns the text positions of the text contents of a specific cell.

PARAMETERS

position indicates the text position of the table, which can also be *CURRENT_POSITION*. This value can be the position of any character within the table. If the specified *position* is no part of a table, this function does nothing; otherwise, *offsets->begin* and *offsets->end* will return with the beginning and ending of the contents of the cell containing the original position.

NOTE: If the cell contents are empty, *offsets->begin* will be the same as *offsets->end*.

```
void pgTableOffsets (pg_ref pg, long position, select_pair_ptr offsets);
```

Returns the text positions for the beginning and ending of the whole table.

PARAMETERS

- position* indicates the text position of the table, which can also be *CURRENT_POSITION*. This value can be the position of any character within the table. If the specified *position* is no part of a table, this function does nothing; otherwise, *offsets->begin* and *offsets->end* will return with the beginning and ending of the whole table.

Inserting / Deleting Rows and Columns

```
void pgInsertColumn (pg_ref pg, long position, short column_num,  
tab_stop_ptr info, short draw_mode);
```

Inserts a new, empty column into the table that contains the text position specified.

PARAMETERS

- position* can be *CURRENT_POSITION*; if it is contained in no table this function does nothing.
- column_num* The new column is inserted before *column_num* (first column is zero). To append a column to the far right side of the table, *column_num* should be equal to the current number of columns (see *pgNumColumns*).

<i>info</i>	The new column assumes the attributes given in the <i>info</i> parameter; this is a “tab” record which utilizes the <i>tab_stop</i> record fields as follows:
<i>tab_stop.position</i>	Column width, in pixels. (Zero = automatic widths).
<i>tab_stop.type</i>	Justification. Set to <i>left_tab</i> , <i>center_tab</i> , etc. (Zero = default).
<i>tab_stop.leader</i>	Default cell borders.
<i>tab_stop.ref_con</i>	Default background shading (zero for none).

```
void pgInsertRow (pg_ref pg, long position, long row_num,
    short draw_mode);
```

Inserts a new, empty row into the table that contains the text position specified.

PARAMETERS

<i>position</i>	can be <i>CURRENT_POSITION</i> ; if it is contained in no table this function does nothing.
<i>row_num</i>	The new row is inserted before <i>row_num</i> (first row is zero). To append a row to the end of the table, <i>row_num</i> should be equal to the current number of rows (see <i>pgNumRows</i>).

```
void pgDeleteColumn (pg_ref pg, long position, short column_num,
    short draw_mode);
```

Removes a column (including its text contents).

PARAMETERS

- position* specifies a text position anywhere within a table and can be *CURRENT_POSITION*. If the *position* is contained in no table, or if there is only one column this function does nothing.
- column_num* specifies the column to delete and must be between zero and *pgNumColumns()* - 1.

```
void pgDeleteRow (pg_ref pg, long position, long row_num,  
                  short draw_mode);
```

Removes a row (including its text contents).

PARAMETERS

- position* specifies a text position anywhere within a table and can be *CURRENT_POSITION*. If the *position* is contained in no table, or if there is only one row this function does nothing.
- row_num* specifies the row to delete and must be between zero and *pgNumRows()* - 1.

Miscellaneous

```
short pgNumColumns (pg_ref pg, long position);
```

Returns the number of columns in the table containing *position*. If *position* is contained in no table this function returns zero.

```
long pgNumRows (pg_ref pg, long position);
```

Returns the number of rows in the table containing *position*. If *position* is contained in no table this function returns zero.

NOTE: the total number of rows is returned for the whole table regardless of the *position* parameter. For instance, a 10-row column would cause *pgNumRows()* to return 10 whether the *position* is in the first row, middle row or last row, etc.

Changing “Row” Information

There are no row-specific functions for tables since a table “row” is really a paragraph. Hence, to change attributes to a row you should use *pgSetParInfo()* and make the desired changes.

For example, setting the *justification* value for a table row (paragraph) will cause each of the cells in that row to assume the justification. Setting paragraph borders or shading for the row will affect all the cells in that row, etc.



CAUTION: DO NOT ALTER the tab settings or tab quantity in a paragraph format applied to tables; the tab array is used to record column attributes. Also, DO NOT ALTER the number of columns in the table record.

Getting Other Table Info

Table information is simply a member of *par_info*. To get information about a table that is not covered in one of the functions above, use *pgGetParInfo()*.

22

CHAPTER

FILE STANDARDS, INPUT & OUTPUT

NOTE: If you will only be saving files as OpenPaige native format or RTF and will be including no customized file formatting, see “OpenPaige Import Extension” on page 17-293 and “OpenPaige Export Extension” on page 18-325. Importing and exporting may be a simpler approach

The OpenPaige technology includes a file handling system to help implement the following:

- Platform-independent file transfers —a proposed standard and function set that enables OpenPaige software to read files saved by other C.P.O.S. as well as save or re-save files to be understood in reverse.
- Upgrade / update independent file transfers —the proposed standard guarantees upward and even backwards compatibility for future enhancements to OpenPaige with regards to file transfer. For example, every internal record structure, including style records, can theoretically be altered and enhanced, yet older files will still be loaded correctly and older software will even be able to read the newer files (eliminating, of course, any new feature set that was inherently saved).
- Application-independent file transfers —diverse applications, even on the same platforms, are able to read file saved by other applications even if unknown elements have been saved. Using OpenPaige’s file transfer methods, application-specific data embedded in the file is simply “skipped” without any adverse consequences.

- One thing to consider is OpenPaige structures that have longs would get flipped around (backwards) if you roll your own I/O. For example if you just slam an OpenPaige struct to a file as a byte stream it won't work on the other end. Fortunately OpenPaige's built-in I/O handler takes care of this problem. I strongly recommend you utilize the file "key" system provided. If special/custom I/O is required anywhere, take a look at the latest release notes regarding files -- there are now ways to "roll your own" while still using OpenPaige's system.
- A subset of functions for app-specific saves — OpenPaige makes it fairly easy to save and read your own data structures along with the OpenPaige object data, all the while maintaining compatibility with each concept listed above.

22.1

Up & Running

Since the information in this chapter can be somewhat complex in its entirety, the following example is provided for you to be "up and running" with file I/O by simply using the defaults.

```
/* DoSave saves the current pg_ref to a file. If file_stuff is not NULL a
   new file is to be saved (first-time saves and Save As)*/

void DoSave (HWND hWnd, OPENFILENAME far *file_stuff)
{
    int          file_ref, far *f_ptr;
    long         position;
    memory_ref  file_map;
    if ((file_ref = _lcreat(file_stuff->lpstrFile, 0)) != -1)
    {
        file_map = MemoryAlloc(&mem_globals, sizeof(int), 1, 0);
        f_ptr = UseMemory(file_map);
        *f_ptr = file_ref;
        UnuseMemory(file_map);
        position = 0;
        pgSaveDoc(test_pg, &position, NULL, 0, NULL, file_map, 0);

        DisposeMemory(file_map);
        _lclose(file_ref);
    }
}
```

```
/* In this file saving example, the ref_num parameter is a file reference
   created and opened using File OS functions. If there is a problem, an
   error result is returned. */

static OSEReference save_file (pg_ref pg, short ref_num)
{
    OSEReference      error;
    file_ref          filemap;
    long              file_position;
    short             *filemap_ptr;

    filemap = MemoryAlloc(&mem_globals, sizeof(short), 1, 0);
    filemap_ptr = UseMemory(filemap);
    *filemap_ptr = ref_num;
    UnuseMemory(filemap);

    error;
}

file_position = 0;

error = pgSaveDoc(pg, &file_position, NULL, 0, NULL, filemap, 0);

DisposeMemory(filemap);

return
```

NOTE: The “save” code is quite small. If you aren’t saving anything special, writing a document is fairly straightforward.

```
/* In this file reading example, the ref_num parameter is a file reference
   opened using File OS functions. The app assumes it is an OpenPaige
   file (saved with the example above). If there is a problem, NULL is
   returned, otherwise a new pg_ref is returned. */

pg_ref read_file (short ref_num)
{
    pg_ref      pg;
    OSErr       error;
    file_ref    filemap;
    long        file_position;
    short       *filemap_ptr;
    pg = pgNewShell(&paige_rsrv); /* Creates empty OpenPaige
                                   object */
    filemap = MemoryAlloc(&paige_rsrv.mem_globals, sizeof(short), 1, 0);
    filemap_ptr= UseMemory(filemap);
    *filemap_ptr= ref_num;
    UnuseMemory(filemap);

    file_position = 0;

    // NOTE: You can also use OpenPaige's PG_TRY, PG_CATCH here for
    // exception handling
    error = pgReadDoc(pg, &file_position, NULL, 0, NULL, filemap);
    if (error != noErr)
    {
        show_error(error);
        pgDispose(pg);
        pg = NULL;
    }
    DisposeMemory(filemap);

    return pg;
}
```

```
/* DoFileOpen opens an OpenPaige file which has already been
   specified by user. */

void DoFileOpen (HWND hWnd, OPENFILENAME far *file_stuff)
{
    int          file_ref, far *f_ptr;
    long         position;
    RECT        view_area;
    memory_ref  file_map;

    if ((file_ref = _lopen(file_stuff->lpstrFile, OF_READ)) != -1) {

        file_map = MemoryAlloc(&mem_globals, sizeof(int), 1, 0);
        f_ptr = UseMemory(file_map);
        *f_ptr = file_ref;
        UnuseMemory(file_map);

        position = 0;
        pgReadDoc(test_pg, &position, NULL, 0, NULL, file_map);

        DisposeMemory(file_map);
        _lclose(file_ref);

        GetClientRect(hWnd, &view_area);
        InvalidateRect(hWnd, &view_area, FALSE);
    }
}
```

If you want to “save” a *pg_ref* in the native, default format, call the following:

```
(pg_error) pgSaveDoc (pg_ref pg, long PG_FAR *file_position,  
    pg_file_key_ptr keys, pg_short_t num_keys, file_io_proc write_proc,  
    file_ref filemap, long doc_element_info);
```

This function writes all the information within *pg* to a specified file; the first byte is written to **file_position*. When the function returns, **file_position* will be updated to the next file location (hence, **file_position* minus the position before the function is called = total byte size written to the file).

If the ending file position of all OpenPaige data will not necessarily be the physical end-of-file, you must terminate the file properly. (Please see Section on page 398.)

The *keys* parameter is an optional pointer to a list of file keys known as *file handlers*. If this is a null pointer, all components of *pg* are written.

If the *keys* parameter is nonnull, then *num_keys* must indicate how many items are in the list pointed to by *keys*, and *pgSaveDoc* only writes the components in the list of keys.

The *write_proc* is a pointer to a function that should do the physical I/O. However, this parameter can be a null pointer, in which case the standard file transfer function is used.

If *write_proc* is nonnull, it must point to valid *file_io_proc* function —þsee “The *file_io_proc*” on page 34-705 if you want to write your own io function.

The *filemap* parameter is a *memory_ref* allocation that contains machine-specific information referencing the physical file that is to be written to.

NOTE: The *filemap* must be a file reference to an opened file with write permission. The way to accomplish this is shown in the following function example (the *f_ref* parameter is a file reference obtained from *FOpen*, or *PBOpen*, etc. for Macintosh or *_lopen*, etc. for Windows).

The *doc_element_info* parameter is used for identifying multiple *pg_ref* “documents” written to the same file. For a single document (or first in a series of *pg_ref* writes) *doc_element_info* should be zero.



CAUTION: If you intend to write any data following the OpenPaige data, or if the physical end-of-file will not exactly match the ending file position after *pgSaveDoc()*, it is essential that you terminate the OpenPaige file by calling *pgTerminateFile()*. Not doing so will result in unexplained crashes when the file is reopened.



CAUTION: OpenPaige does not set the physical end-of-file. In other words, if you created a file 1 megabyte in size and OpenPaige wrote only 10K of data, your physical file size will still be 1 megabyte. If appropriate you must truncate your file once all the data is saved.

How to create an OpenPaige filemap

```
file_ref make_paige_filemap (short f_ref)
{
    file_ref ref_for_file;      // will be function result
    short *f_ptr;              // Needs to init the "filemap"

    // Creates an allocation, 2 bytes
    ref_for_file = MemoryAlloc(&paige_rsrv.mem_globals, sizeof(short),
        1, 0);
    f_ptr = UseMemory(ref_for_file); // Gets pointer to allocation *f_ptr;
    // Fill in file ref
    UnuseMemory(ref_for_file);   // Unlock the allocation

    return      ref_for_file;
}
/* Once you have finished saving the file, you dispose the filemap as
 follows: */
DisposeMemory(filemap);
```

NOTE: For a complete understanding of memory allocations, as shown in the above examples, see “The Allocation Mgr” on page 25-441.

If *pgSaveDoc* is successful, zero is returned (implying no I/O errors). If unsuccessful, the appropriate error code will be returned (see “Error Codes” on page 39-765).

Saving text only

The best/fastest way to save text only is to walk through each block of text and write the text to a file. (OpenPaige maintains text as separate records, each record containing a piece of the whole document). The following is a brief example of how you can do this:

```
paige_rec_ptr          pg_rec;
pg_char_ptr            text;
text_block_ptr          block;
long                  num_blocks, text_size;

pg_rec = UseMemory(pg); /* First get pointer to "real"
                           OpenPaige record */
num_blocks = GetMemorySize(pg_rec->t_blocks); /* = # of blocks */
block = UseMemory(pg_rec->t_blocks);           // = first block

while (num_blocks)
{
    text_size = GetMemorySize(block->text);
    text = UseMemory(block->text);
/* At this point, text_size is number of text bytes and text is pointer to
   text, hence you can save *text to a file for text_size bytes. */
    UnuseMemory(block->text);
    ++block;
    --num_blocks;
}
UnuseMemory(pg_rec->t_blocks);
UnuseMemory(pg);
```

Terminating the File

If the ending file position of all OpenPaige data will not be the physical end-of-file, you must terminate the file properly using *pgTerminateFile* as shown below.

For example, if you called *pgSaveDoc* then set the physical end-of-file to the ending file position, your file save is complete (you do not need to terminate the file in any other way). However, if you called *pgSaveDoc* but you then want to write additional data of your own beyond that point, you must first call the following function:

```
(pg_error) pgTerminateFile (pg_ref pg, long PG_FAR *file_position,  
    file_io_proc write_proc, file_ref filemap);
```

This function writes a file key that specifies the logical end-of-file for the OpenPaige document. Later, when the file is read with *pgReadDoc*, OpenPaige will recognize this key as the logical end of file and discontinue reading any data beyond that position.

Upon entry, *pg*, *file_position* and *write_proc* should all be the same parameters that were given to *pgSaveDoc*.

NOTES:

- You do NOT need to call this function if the end of the OpenPaige document and physical end-of-file is identical (but it does not hurt to do so).
- The term “logical end of file” implies the end of the very last piece of data that can be read (later) by *pgReadDoc*. That includes all data written by *pgSaveDoc* and/or *pgWriteKeyData*.
- When and if *pgReadDoc* encounters the logical end-of-file, the file offset returned by *pgReadDoc* will be positioned at the first byte after the end-of-file (which would have been the first byte written by your application if you wrote non-OpenPaige data after this position).

Reading a Document

To read a document previously saved with *pgSaveDoc*, call the following:

```
(pg_error) pgReadDoc (pg_ref pg, long PG_FAR *file_position,  
    pg_file_key_ptr keys, pg_short_t num_keys, file_io_proc read_proc,  
    file_ref filemap);
```

In this function, *pg* must be a valid OpenPaige object reference for which all data that is read can be placed; *pg*, however, can be completely empty. If it does contain data (text, styles, etc.), those items get replaced with data that is read from the file; items that are not processed from the file (i.e., data components not recognized or components that don't even exist in the file) will leave that component in *pg* unchanged.

NOTE: Helpful hint: A function exists to create a completely “empty” *pg_ref* for purposes of *pgReadDoc* — see “A Quick & Easy Empty OpenPaige Object” on page 34-728.

When *pgReadDoc* is called, what occurs is as follows: a data component is read beginning at the specified file offset; the data component always includes a “header” that includes the data key as well as the data size. The file handler (*pg_handler*) is searched for that contains the data key and, if found, the file handler function is called to process the data. If a *pg_handler* is not found, the data is skipped (actually, before it is skipped a special “exception handler” is called which will be described later in this section).

Each data component is handled in this way, one element at a time until the end of file is reached.

NOTE: The “end of file” is not necessarily the physical end of file, rather it is determined by the file position given to *pgTerminateFile()*.

The *file_position* parameter must point to the first file offset to read, in bytes. The offset is relative to the beginning of the file (beginning is zero) and it must be the same position given to *pgSaveDoc()* when the file was written.

If *keys* is a null pointer, *pgReadDoc* will try to process every data element it reads. If *keys* is nonnull, it must be a pointer to a list of *num_keys* keys; if such a list is given, *pgReadDoc* will only consider processing the *keys* that are in the list.

The *read_proc* is a pointer to a function that should do the physical I/O. However, this parameter can be a null pointer, in which case the standard file transfer function is used.

If *read_proc* is *nonnull*, it must point to valid *file_io_proc* function — see “The *file_io_proc*” on page 34-705 if you want to write your own io function.

The *filemap* parameter is a *memory_ref* allocation that contains a file reference, native to the runtime platform.

NOTE: The *filemap* must be a file reference to an opened file with at least read permission. The way to accomplish this is shown in the example above for *pgSaveDoc*.

If *pgReadDoc* is successful, zero is returned (implying no I/O errors). If unsuccessful, the appropriate error code will be returned (see “Error Codes” on page 39-765 in the Appendix).

22.4

Verifying an OpenPaige-formatted File

You can verify if a file is a true OpenPaige file or not by calling the following:

```
(pg_error) pgVerifyFile (file_ref filemap, file_io_proc io_proc, long  
position);
```

Use this function to “test” any file to find out if it is truly an OpenPaige file. Upon entry, *filemap* and *io_proc* must be the same parameters you would pass to *pgReadDoc()*.

The *position* parameter specifies the file position, in bytes.

FUNCTION RESULT: If the function returns zero, the file is a valid OpenPaige file. Otherwise the appropriate error code is returned (usually “BAD_TYPE_ERR”).

Do you need the remaining info?

The rest of this chapter explains the details of extending the OpenPaige saving mechanisms to your own applications. If you are saving only the contents of a *pg_ref*, *you do not need to read anything else in this chapter*. If you are saving “custom” information, read on.

Saving Your Own Data Format

NOTE: There is nothing preventing you from writing and reading whatever you want before and after OpenPaige transfers the contents of a *pg_ref*. Calling *pgSaveDoc()* simply serializes a stream of objects beginning at the file position you have specified, and there is nothing to prevent you from writing other data after that location. If you consider the composite stream of OpenPaige data as one single “record” in a file, the concept of integrating your own data may be simplified.

On more than one occasion, an OpenPaige user has asked how some particular data format can be forced using the OpenPaige file mechanism, or how text can be saved as one continuous block of text, etc.

The answer is possibly non-intuitive, yet fairly simple once it is grasped:

1. If you have no reason to make OpenPaige automatically read your custom data, just write the data before or after the OpenPaige data and read it back the same way (see note above).
2. If you want OpenPaige to save the data for you and notify you when it reads it back, use *pgWriteKeyData* to save the structure and then use a custom handler to read the structure (see example below).

The pgWriteKeyData and Read Handler Method

If you want OpenPaige to write your data and notify you when it is read, the easiest way to go is to write the data with *pgWriteKeyData* and retrieve it with a *read handler*. If this method seems appropriate to your situation, the following sample code illustrates how this can be done:

```
void SaveMyData (some_arbitrary_struct *myData, long myDataSize,
    pg_file_key myFileKey)
{
/* First, save pg_ref using all the defaults. The "myFileRef" is a
   memory_ref containing the file reference specific to the machine. For
   Macintosh, the memory_ref contains the file refNum. For Windows,
   the memory_ref contains the integer result from OpenFile (or _lopen,
   etc.). */
long position;

position = 0; // We save file starting at first byte (but don't have to)
pgSaveDoc(pg, &position, NULL, 0, NULL, myFileRef, 0);

pgWriteKeyData(pg, myFileKey, (void *)myData, myDataSize,
    myRefCon, NULL, &position, myFileRef);
}

/* Notes: (1) "myRefCon" represents any value you want to save as a
   reference. You will get this value handed back to you in the read
   handler (below). "MyFileKey" can be any number >=
   CUSTOM_HANDLER_KEY. This value is used to identify the data
   item when the file is read later. (3) You can call a similar function as
   above multiple times. When the file is read, your read handler will get
   called for each occurrence of the data as it is read. */
```

The Read Handler

To read the data structure(s) back, you first install a read handler:

```
pgSetHandler(&paige_globals, myFileKey, myReadHandler, NULL,  
            NULL, NULL, NULL);
```

The value for *myFileKey* should be the same as the value used in the above example for writing the data.

Your read handler should look like this:

```
PG_PASCAL (pg_boolean) myReadHandler (paige_rec_ptr pg,  
    pg_file_key the_key, memory_ref key_data, long PG_FAR  
    *element_info, void PG_FAR *aux_data, long PG_FAR  
    *unpacked_size)  
{  
    /* OpenPaige calls this function each time it reads data from the file  
     * that was saved as the_key (previously written as "myFileKey" in the  
     * example above). You can ignore almost all of the parameters, the only  
     * two you probably care about are "key_data" (which holds the data that  
     * has been read from the file), and "element_info" (which points to  
     * "myRefCon" saved earlier). */  
}
```

Retrieving the data in the read handler: the data, as originally written to the file, will be contained in *key_data*. To get a pointer to the data, simply do:

```
ptr = UseMemory(key_data);
```

NOTE: be sure to do *UnuseMemory* after accessing the data in *ptr*.

To learn how large the data is, do:

```
data_size = GetMemorySize(key_data);
```

The Hybrid

Sometimes you need to save file data in some specific format, bypassing the OpenPaige file I/O system altogether, yet you want OpenPaige to save most of the *pg_ref* data items.

To do so, perform the following logic:

To save:

1. Call *pgSaveDoc* in the normal way (if you need to save regular *pg_ref* items).
2. Call *pgTerminateFile* (which tells OpenPaige there will be no more OpenPaige-based data).
3. At this point the file position will be known (i.e. the next byte offset to write some additional data). Write this data in any way you choose.

To retrieve the data:

1. Call *pgReadDoc* (if you used *pgSaveDoc* to save).
2. The file offset will return to you positioned on the first byte you originally wrote. Read the data in whatever method is appropriate.

NOTE: You can perform the “reverse,” if necessary, by calling *pgSaveDoc* AFTER you write your own data. This will still work so long as you provide the correct file position to *pgSaveDoc* to begin saving that same file position for *pgReadDoc* to begin reading.

Low-level “Pack” and “Unpack”

OpenPaige file mechanism provides some *OPTIONAL* utilities to “compress” a series of numbers so your data transfer is smaller. You can certainly use your own instead of these.

These functions make data portable between platforms. This is because they resolve the saving and retrieving certain numbers between the Mac and DOS which save those numbers backwards from each other. These function make those numbers portable.

By “series of numbers” is meant an array of longs or shorts, or consecutive fields in a record structure, etc.

For example, suppose you need to save a large record structure that consists mostly of zeros. Using the “pack” and “unpack” methods described below you can conserve a great deal of space.

```
#include "pgFiles.h"
(void) pgSetupPacker (pack_walk_ptr walker, memory_ref ref, long
    first_offset);
```

pgSetupPacker sets up a special record to begin packing or unpacking numbers. For “packing” numbers, you begin with a zero-size *pg_ref* and the packing functions append data to it; for unpacking, you begin with a *memory_ref* that already has packed data (or contains packed data read from a file) and retrieve the data with the unpacking functions (see below).

The *walker* parameter must be a pointer to a *pack_walk* record (defined in *pgFiles.h*). If you are packing/unpacking from a read or write handler, the *ref* parameter should be the *key_data memory_ref* given to you when a read or write handler is called. Or, if you are using the pack/unpack functions outside of a read or write handler, *ref* must be a valid *memory_ref* with a record size of 1 byte and a memory size of zero for packing, or a valid *memory_ref* containing previously packed data for unpacking.

The *first_offset* parameter should be zero.

Once the *pack_walk* record is “set up” you can use the functions given below.

NOTE: If packing numbers, once you are through, call *pgFinishPack*.

```
#include "pgFiles.h"
(void) pgPackNum (pack_walk_ptr out_data, short code, long value);
```

Adds a long or short numeric value to the packed data. The *out_data* parameter must point an initialized *pack_walk* record previously set up with *pgSetupPacker*.

The *code* parameter should be *short_data* if packing an integer or *long_data* for packing a long. The *value* parameter is the numeric value to pack.

```
#include "pgFiles.h"
(void) pgPackNumbers (pack_walk_ptr out_data, void PG_FAR *ptr,
                      short qty, short data_code);
```

Identical to *pgPackNum* except an array of numbers are packed. The *ptr* parameter must point to the first number in the array, the *qty* parameter indicates the number of elements in the array and *data_code* must be *short_data* if the elements are integers or *long_data* if the elements are longs. All elements must be the same type (all must be either shorts or longs, not a mixture).

```
#include "pgFiles.h"
(memory_ref) pgFinishPack (pack_walk_ptr walker);
```

Completes the packing within walker (by optimizing the compression and terminating the internal packed data structure).

If you have packed anything at all, you must call this function.



CAUTION: Do NOT call *pgFinishPack* if you have not actually packed any data (i.e., the original memory_ref is still zero size).

The function returns the same *memory_ref* you originally gave *pgSetupPacker*.

Unpacking

```
#include "pgFiles.h"  
(long) pgUnpackNum (pack_walk_ptr in_data);
```

Returns a number that was previously packed. The *in_data* parameter must be a pointer to an initialized *pack_walk* record (using *pgSetupPacker*).

NOTE: Numbers must be unpacked in the same order as they were packed. However, *pgUnapckNum* will simply return zero(s) if you ask for more numbers than were packed.

```
#include "pgFiles.h"  
(void) pgUnpackNumbers (pack_walk_ptr out_data, void PG_FAR *ptr,  
short qty, short data_code);
```

Identical to *pgUnpackNum* except an array of numbers are unpacked. The *ptr* parameter must point to the first number in the array to receive the numbers, the *qty* parameter indicates the number of elements in the array and *data_code* must be *short_data* if the elements are integers or *long_data* if the elements are longs. All elements must be the same type (all must be either shorts or longs, not a mixture) and they must be the same type(s) that were originally packed. If more numbers are asked for than were packed, this function fills the extra array elements with zeros.

NOTE: You do NOT call *pgFinishPack* for unpacking —þthat function is only used to terminate data after using the “pack” functions.

```
#include "pgFiles.h"
(void) pgPackBytes (pack_walk_ptr out_data, pg_char_ptr the_bytes,
    long length);
```

Appends *the_bytes* data of length size to the packed data in *out_data*.

NOTE: The data is not actually “compressed” but is simply included in the data stream and can be retrieved with *pgPackBytes* or *pgUnpackPtrBytes* below.

It is OK to mix *pgPackBytes* with *pgPackNum* or *pgPackNumbers* as long as you retrieve the data in the same order you packed it.

```
#include "pgFiles.h"
(void) pgUnpackPtrBytes (pack_walk_ptr in_data, pg_char_ptr out_ptr);
```

Unpacks data previously packed with *pgPackBytes*. The bytes are written to **out_ptr* in the same order they were originally packed. It is your responsibility to make sure *out_ptr* can contain the number of bytes about to be unpacked. (If you aren’t sure about the size of the unpacked data, or if the data might be arbitrarily huge, it might be better to use *pgUnpackBytes* below).

```
#include "pgFiles.h"
(long) pgUnpackBytes (pack_walk_ptr in_data, memory_ref out_data);
```

Identical to *pgUnpackPtrBytes* except the unpack data is placed in *out_data memory_ref*. The *memory_ref* will be sized to hold the total number of unpacked

bytes. The advantage of using this method versus *pgUnpackPtrBytes* is you do not need to know how large the data is.

```
#include "pgFiles.h"
(long) pgGetUnpackedSize (pack_walk_ptr walker);
```

Returns the size, in bytes, of the next data in walker. This function works for all types of data that have been packed, both numbers and bytes.

Rectangle

```
#include "pgFiles.h"
(void) pgPackRect (pack_walk_ptr walker, rectangle_ptr r);
(void) pgUnpackRect (pack_walk_ptr walker, rectangle_ptr r);
```

Packs/unpacks a rectangle *r*.

Co_ordinate

```
#include "pgFiles.h"
(void) pgPackCoOrdinate (pack_walk_ptr walker, co_ordinate_ptr point);
(void) pgUnpackCoOrdinate (pack_walk_ptr walker, co_ordinate_ptr
    point);
```

Packs / unpacks a *co_ordinate*.

Color

```
#include "pgFiles.h"
(void) pgPackColor (pack_walk_ptr walker, color_value PG_FAR *color);
(void) pgUnpackColor (pack_walk_ptr walker, color_value PG_FAR
    *color);
```

Packs / unpacks a *color_value* color into the packed data.

Shape

```
#include "pgFiles.h"
(long) pgPackShape (pack_walk_ptr walker, shape_ref the_shape);
(void) pgUnpackShape (pack_walk_ptr walker, shape_ref the_shape);
```

Packs / unpacks a shape *the_shape*.

Select pair

```
#include "pgFiles.h"
(void) pgPackSelectPair (pack_walk_ptr walker, select_pair_ptr pair);
(void) pgUnpackSelectPair (pack_walk_ptr walker, select_pair_ptr pair);
```

Packs / unpacks a *select_pair* pair.

23

CHAPTER

HUGE FILE PAGING

“File paging” is a method in which large files are not read into memory all at once; rather, only the portion(s) that are needed to display are read dynamically as the user scrolls or “pages” through the document.

23.1

Paging OpenPaige Files

Any file that has been saved with *pgSaveDoc()* (or with the custom control message *PG_SAVEDOC*) can be opened in “paging” mode by calling a different function instead of *pgReadDoc()*:

```
pg_error pgCacheReadDoc (pg_ref pg, long PG_FAR *file_position,  
const pg_file_key_ptr keys, pg_short_t num_keys,  
file_io_proc read_proc, file_ref filemap);
```

This function is 100% identical to *pgReadDoc()* except the document is set to disk-paging mode. This means that the text portion of the document is not loaded into memory all at once; rather, only the portions that are needed are loaded dynamically.

The parameter values should be completely identical to what you would pass to *pgReadDoc()*. However, the physical disk file *must remain open for disk paging to be successful*, and closed only after the *pg_ref* is finally disposed.

Not only should the file remain open, the *filemap* parameter must remain valid. For example, if *filemap* is a *memory_ref* (which it will be for the standard “open” function), that *memory_ref* and its content must remain in tact until the *pg_ref* has been disposed.

If *pgCacheReadDoc()* returns without error, all portions of the document except for its text will have been loaded into memory; the text portions will be loaded as needed during the course of the user’s session with this document.

Similarly, for tight memory situations, OpenPaige will unload text portions as required (if they have not been altered) to make room for other allocations. This unloading process occurs transparently even if you have not enabled virtual memory.

NOTE: Calling *pgDispose()* does not close the file; your application must close the file after the *pg_ref* has been destroyed. If you need to obtain the original file reference, see “*pgGetCacheFileRef()*” on page 23-409 this document. If you are using your own *file_io_proc*, that *file_io_proc* must be available at all times until the document is disposed.

23.2

OpenPaige Import Extension

If you are opening file(s) with the OpenPaige import extension, instead of calling *pgReadDoc()*, file paging is enabled by setting the *IMPORT_CACHE_FLAG* bit in the “*import_flags*” parameter — see Section page 17-298

TEXT File Paging

You can set a raw ASCII text file for file paging by using the OpenPaige import extension for ASCII text files. To enable file paging, set the *IMPORT_CACHE_FLAG* bit in the “*import_flags*” parameter — see Section page 17-302.

Paging text files causes only the text that is required for displaying to be loaded into memory.

NOTE: You must keep the text file open until the document is disposed.

23.3

Custom Control

Use the message *PG_CACHEREADDOC* instead of *PG_READDOC* to enable disk paging.

NOTE: *wParam* and *lParam* are identical with both messages. The file must remain open, however, until the control window is closed.

23.4

Getting the File Reference

```
file_ref pgGetCacheFileRef (pg_ref pg);
```

This function returns the file, if any, that was given to *pgCacheReadDoc()*. Or, if you enabled file paging with the OpenPaige import extension, the value returned from this function will be the original file reference given to the import class.

The usual reason for calling this function is to obtain the file reference before disposing the *pg_ref* so the file can be closed.

File Paging Save

```
pg_error pgCacheSaveDoc (pg_ref pg, long PG_FAR *file_position,
    const pg_file_key_ptr keys, pg_short_t num_keys,
    file_io_proc write_proc, file_ref filemap, long doc_element_info);
```

This function is identical to *pgSaveDoc()* except it should be called to save a file that is currently enabled for file paging (i.e., the document was previously opened with *pgCacheReadDoc()* or imported with the *IMPORT_CACHE_FLAG* bit).

Calling *pgCacheSaveDoc()* creates an identical file to *pgSaveDoc()* and accepts the same parameters to its function; the difference, however, is how it handles certain situations that might otherwise fail (for example, saving to the same file that is currently open for file paging).

It is safe to use *pgCacheSaveDoc()* even if the document is not enabled for file paging.

If this function is successful, the *filemap* parameter becomes the new file paging reference (the same as if you had reopened the file with *pgCacheReadDoc()*). It is therefore important that you close the previous file (if it was different) and that you do not close the new file just saved.

NOTE: Opening a file with *pgCacheReadDoc()* then re-saving to that same file with *pgCacheSaveDoc()* will only work correctly if the *filemap* parameter is exactly the same *file_ref* for both opening and saving.

Writing Additional Data

If you need to write additional data to an OpenPaige file it is safe to do so after *pgCacheSaveDoc()* returns; or, if you are certain that the file being written is a different file than the original file given to *pgCacheReadDoc()* it is safe to write data before and/or after *pgCacheSaveDoc()*.

You may also call extra functions such as *pgSaveAllEmbedRefs()* and *pgTerminateFile()* in the same way they are used with *pgSaveDoc()*.

23.7

OpenPaige Export Extension

If you are saving file(s) with the OpenPaige export extension, you can cause the same effect as *pgCacheSaveDoc()* by setting the *EXPORT_CACHE_FLAG* bit in the “*export_flags*” parameter — see See “OpenPaige Export Extension”, Chapter 18.

24

CHAPTER

MISCELLANEOUS UTILITIES

24.1

Require recalc

```
(void) pgInvalSelect (pg_ref pg, long select_from, long select_to);
```

The text from *select_from* to *select_to* in *pg* is “invalidated,” which is to say it is marked to require recalculation, new word wrap, etc.

Both parameters are byte offsets, relative to zero. No actual calculation is performed until the text (or highlighting) is drawn, or *pgPaginateNow* is called (see “Paginate Now” on page 24-414).

Highlight Region

```
pg_boolean pgGetHiliteRgn (pg_ref pg, select_pair_ptr range,
    memory_ref select_list, shape_ref rgn);
```

This function sets *rgn* to the “highlight” shape for the specified range of text.

The *rgn* parameter must be a valid *shape_ref* (which you create); when the function returns, that shape will contain the appropriate highlight region.

The text offsets that are used to compute the region are determined as follows: if *range* is not a NULL pointer, that selection pair is used; if *range* is NULL but *select_list* is not MEM_NULL, then *select_list* is used as a list of selection pairs (see below). If both are NULL, the current selection range in *pg* is used.

The *select_list* parameter, if not MEM_NULL, must be a valid *memory_ref* containing a list of *select_pair* records. Usually, a selection list of this type is used for discontinuous selections (see “Discontinuous Selections” on page 10-161 for information about *pgGetSelectionList* and *pgSetSelectionList*).

FUNCTION RESULT: TRUE is returned if the resulting highlight region is not empty.

Paginate Now

```
(void) pgPaginateNow (pg_ref pg, long paginate_to, short
    use_best_guess);
```

The OpenPaige object is forcefully “paginated” (lines computed) from the start of the document up to the text offset *paginate_to*.

If *use_best_guess* is TRUE, OpenPaige does not calculate every single line, rather it makes a guess as to the document's height.

If the document is already calculated, this function does nothing.

NOTES:

- (1) Full pagination, from top to bottom on a large document can take several seconds. However, it is the only guaranteed method to produce 100% accuracy on text height or line positions.
- (2) OpenPaige automatically calls this function for you in most cases that require it.

24.4

Style Info

```
(pg_boolean) pgFindStyleInfo (pg_ref pg, long PG_FAR *begin_position,  
    long PG_FAR *end_position, style_info_ptr match_style,  
    style_info_ptr mask, style_info_ptr AND_mask);
```

FUNCTION RESULT: This function returns “TRUE” if a specific style —or portions of a style —can be found in *pg*.

Upon entry, *begin_position* must point to a text offset (which is a byte offset, beginning at zero); when this function returns and a style found, **begin_position* will get set to the offset where the found style begins and **end_position* to the offset where that style ends in the text.

Styles are searched for by comparing the fields in *match_style* to all the *style_info* records in *pg* as follows: Only the fields corresponding to the nonzero fields in *mask* are compared; before the comparison, the corresponding value in *AND_mask* is AND'd temporarily with the value in the *style_info* record in question. If all fields match in this way, the function returns “TRUE” and sets *begin_position* and *end_position* accordingly.

If *match_style* is a null pointer, the function will always return “TRUE” (it will simply advance to the next style). If *mask* is null, then all fields are compared (so the whole

style must match to be TRUE). If *AND_mask* is null, no AND’ing is performed (and the whole field is compared).

24.5

Examine Text

```
pg_char_ptr pgExamineText (pg_ref pg, long offset, text_ref *text, long  
    PG_FAR *length);
```

This function provides a way for you to examine text directly in an OpenPaige object.

The *offset* parameter should be set to the absolute byte offset you wish to return (beginning at zero). The *text* parameter is a pointer to a *text_ref* variable which will get set to a *memory_ref* by OpenPaige before the function returns. The *length* parameter must point to a long, which also gets set by OpenPaige.

FUNCTION RESULT: A pointer is returned that points to the first character of offset; **text* is set to the *memory_ref* for that text, which you must “unuse” after you are through looking at the text (see below); **length* will get set to the text length of the pointer, which will be the number of characters to the end of the text block from which the text was taken (it won’t necessarily be the remaining length of all text in *pg*).

```
// This shows getting the text at offset 123:  
  
text_ref      ref_for_text;  
long          t_length;  
pg_char_ptr   the_text;  
  
the_text = pgExamineText(pg, 123, &ref_for_text, &t_length);  
  
// ... do whatever with the text, then:  
  
UnuseMemory(ref_for_text);/* .. otherwise it stays locked! */
```

**TECH
NOTE**

Examining some text

I'd like to know how to fetch the text from an OpenPaige document. I've read the manual and still don't get it. I've created an OpenPaige document in a dialog so I can allow the user to enter more than 255 characters. Inserting text is no problem. How do I get it back out. A hint would be fine, a snippet of code would be marvelous.

Although some of the solutions below will work, the method above described is more for high-speed direct text access used for find/replace features, or spell checking, etc.

In your case, however, I think walking through the text blocks using `pgExamineText` might be unnecessarily complex. Just use the following function:

```
text_ref pgCopyText (pg_ref pg, select_pair_ptr selection, short  
data_type); /* see "Copying Text Only" on page 5-109 */
```

Given a specific selection of text in “*selection*,” this returns a *memory_ref* that has the text you want. Very simple. The “*data_type*” parameter should be one of the following:

```
enum
{
    all_data,                                /* Return all data */
    all_text_chars,                           /* All text that is writing script */
    all_roman,                               /* All Roman ASCII chars */
    all_visible_data,                         /* Return all visible data */
    all_visible_text_chars, /*All visible text that is writing script */
    all_visible_roman                         /* All visible Roman ASCII chars */
};
```

Probably the one you want is “*all_data*” or “*all_text_chars*.”

If “*selection*” is NULL the text returned will be the currently selected (highlighted) text, otherwise it returns the text within the specified selection (which is probably what you want). This parameter should therefore point to a *select_pair* record which is defined as:

```
typedef struct select_pair
{
    long      begin;           // beginning of selection
    long      end;             // end of selection
};
```

To copy all text, “begin” should be zero and “end” should be *pgTextSize(pg)*.

The function returns a “*text_ref*” which is a *memory_ref*. To get the text inside, do this:

```
Ptr   text;
text = UseMemory(ref); /* .. where "ref" is function result */
```

Then when you're finished looking at the text, do:

```
UnuseMemory(ref);
```

Finally, to dispose the *text_ref* call *DisposeMemory(ref)*.

This should be the way to go.

TECH NOTE

Examining text across the text blocks

I am using pgExamineText to access the text in the OpenPaige Object I am searching. This creates some problems because of the OpenPaige text blocks.

It depends on what you are searching for. Under normal conditions, OpenPaige always splits a block on a CR (carriage return) character (including the CR as its last character, which means it can't ever break in the middle of a line or word. And by "normal" conditions I mean a document composed of reasonably sized paragraphs where CR's exist at, say, every few hundred characters. If you have some mongo paragraph that goes for pages, the block gets split somewhere else with no other choice. Even then, however, it tries to break it at a word boundary and not in the middle.

Hence you might improve your searching by checking for CR at the end of the block -- it would only be when you're searching on something that must cross a CR boundary would it be necessary to cross the block.

In any event, it also depends on how you are actually doing the search/compare. If you're using some black-box code that requires a continuous text pointer, then I see why you have a problem. But if you rolled your own, why can't you just increment to the next buffer with a new *pgExamineText*?

A second related issue has to do with non-case sensitive searches. To handle this I convert the find string & all the text in the OpenPaige target to upper case (c toupper function) and search in the regular way.

Again, I am wondering if you're doing your own compare-character function versus calling someone's "compare" black box. I've written character compare searches many times, and to do case insensitive compares I simply convert the character

from each pointer to upper case (in a separate variable) before comparing. Of course you can do all that at once by copying all of it to a buffer. I'm not sure which way is fastest.

... it appears that I need to allocate memory, move the text into it and work with the copy. It looks like `MemoryDuplicate` may be the way to go.

Maybe, but what would be a lot faster is to allocate a worst-case `memory_ref`, then use `MemoryCopy`. The reason this would be a lot faster is you wouldn't need to keep creating a `memory_ref`, rather you would just slam the text straight into your allocation for each block. And, the way OpenPaige Allocation Mgr works is that almost no "`SetHandleSize`" would ever occur.

If you want to concatenate two text blocks together in your `memory_ref`, you should first do `MemoryCopy` for the first one, then for the second you do:

```
ptr = AppendMemory(memory_ref, size_of_2nd_block, FALSE);
BlockMove(text_ptr_of_send_block, ptr, size_of_2nd_block);
UnuseMemory(memory_ref);
```

For additional speed, if you elect to do the `MemoryCopy` method, you might consider bypassing `pgExamineText` and going directly to the block. You can do this using the same functions OpenPaige uses (the "offset" param is the desired text offset):

```
paige_rec_ptr          pg_rec;
text_block_ptr          block;

pg_rec = UseMemory(pg);           // pg = your pg_ref
block = pgFindTextBlock(pg_rec), offset, NULL, FALSE);
text_ptr = UseMemory(block->text);
```

... then when through with block:

```
UnuseMemory(block->text);
UnuseMemory(pg_rec->t_blocks);
UnuseMemory(pg);
```

You can also get total number of blocks as:

```
num_blocks = GetMemorySize(pg_rec->t_blocks);
```

NOTE: you need to include "*pgText.h*" which contains the low-level function prototype for *pgFindTextBlock*.

TECH NOTE

Things to know about text blocks

Text blocks are an important part of OpenPaige. We have found that only by using text blocks can you get acceptable performance. In fact, these text blocks are around 2K in size by default. If text was not put into blocks you would get performance like TextEdit when text exceeds small blocks. As you know, it comes to a crawl when the text is larger than about 5K.

There are some important things you may want to know about text blocks however.

First of all, you should not look at the text using *HandleToMemory*, etc. OpenPaige provides functions for getting a locked pointer to a chunk of text.

Second, you should not change the text by inserting directly into a block. You can exchange a character while in *pgExamineText*. But if you try and do any direct insertions, the block will be messed up, and all the subsequent styles will be wrong.

Third, OpenPaige does its very best to break text blocks at a carriage return. If there is a carriage return within the block, OpenPaige breaks there. If not, it simply breaks it at a convenient place. Therefore, you cannot be assured what the

last character is. You must use the length given you by *pgExamineText*. There is no character that you can check to know where the end of the text block is. OpenPaige cannot assume you will want to use any particular character. No matter what character we might pick, someone will be using it in their data.

To access all the text, you simply walk through the blocks using *pgExamineText*.

24.6

Information about a particular character

```
(long) pgCharType (pg_ref pg, long offset, long mask_bits);  
(pg_short_t) pgCharByte (pg_ref pg, long offset, pg_char_ptr  
char_bytes);
```

The two functions above will return information about a character.

FUNCTION RESULT: The function result of *pgCharType* will be a set of bits describing specific attributes of the character in *pg* at byte location *offset*.

The *mask_bits* parameter defines which characteristics you wish to know; this parameter should contain the bit(s) set, according to the values listed below, that you wish to be “tested.”

For example, if all you want to know about a character is whether or not it is “blank,” you would call *pgCharType* and pass BLANK_BIT in *mask_bits*; if you wanted to know if the character was blank or if the character is a control character, you would pass BLANK_BIT | CTL_BIT, etc. Selecting specific character info bits greatly enhances the performance of this function.

The result (and mask) can contain one or more of the following bits:

```

#define BLANK_BIT           0x00000001      /* Character is blank */
#define WORD_BREAK_BIT      0x00000002      /* Word breaking char */
#define WORD_SEL_BIT         0x00000004      /* Word select char */
#define SOFT_HYPHEN_BIT     0x00000008      /* Soft hyphen char */
#define INCLUDE_BREAK_BIT   0x00000010      /* Word break but include with word */
#define INCLUDE_SEL_BIT      0x00000020      /* Select break but include with word*/
#define CTL_BIT              0x00000040      /* Char is a control code */
#define INVIS_ACTION_BIT    0x00000080      /* Char is not a display char, but
                                             arrow, bs, etc. */

#define PAR_SEL_BIT          0x00000100      /* Char breaks a paragraph */
#define LINE_SEL_BIT         0x00000200      /* Char breaks a line (soft CR) */
#define TAB_BIT               0x00000400      /* Char performs a TAB */
#define FIRST_HALF_BIT        0x00000800      /* 1st half of a multi-byte char */
#define LAST_HALF_BIT         0x00001000      /* Last half of a multi-byte char */
#define MIDDLE_CHAR_BIT       0x00002000      /* Middle of a multi-byte char run */
#define CONTAINER_BRK_BIT    0x00004000      /* Break-container bit */
#define PAGE_BRK_BIT          0x00008000      /* Break-repeating-shape bit */
#define NON_BREAKAFTER_BIT   0x00010000      /*Char must stay with char(s) after it */
#define NON_BREAKBEFORE_BIT  0x00020000      /*Char must stay with char(s) before it*/
#define NUMBER_BIT             0x00040000      /* Char is numeric */
#define DECIMAL_CHAR_BIT     0x00080000      /* Char is decimal (for decimal tab) */
#define UPPER_CASE_BIT        0x00100000      /* Char is UPPER CASE */
#define LOWER_CASE_BIT        0x00200000      /* Char is lower case */
#define SYMBOL_BIT             0x00400000      /* Char is a symbol */
#define EUROPEAN_BIT          0x00800000      /* Char is ASCII-European */
#define NON_ROMAN_BIT         0x01000000      /* Char is not Roman script */
#define NON_TEXT_BIT           0x02000000      /* Char is not really text */
#define FLAT_QUOTE_BIT        0x04000000      /* Char is a "flat" quote */
#define SINGLE_QUOTE_BIT      0x08000000      /* Quote char is single quote */
#define LEFT_QUOTE_BIT         0x10000000      /* Char is a left quote */
#define RIGHT_QUOTE_BIT        0x20000000      /* Char is a right quote */
#define PUNCT_NORMAL_BIT      0x40000000      /* Char is normal punctuation */
#define OTHER_PUNCT_BIT        0x80000000      /* Char is other punctuation in multibyte*/

/* Convenient char_info macro for any quote char in globals: */
#define QUOTE_BITS (FLAT_QUOTE_BIT | SINGLE_QUOTE_BIT | LEFT_QUOTE_BIT |
                RIGHT_QUOTE_BIT)

/* CharInfo / pgCharType convenient mask_bits */

#define NON_MULTIBYTE_BITS (~(FIRST_HALF_BIT | LAST_HALF_BIT))
#define WORDBREAK_PROC_BITS (WORD_BREAK_BIT | WORD_SEL_BIT |
                           NON_BREAKAFTER_BIT | NON_BREAKBEFORE_BIT)

```

NOTE: When *pgCharType* is called, OpenPaige calls the *char_info* function for the style assigned to the character at the specified offset.

If you need additional information about a character — or to obtain the character itself —use *pgCharByte*. This function will return the length of the character at byte location offset (remember that a character can be more than one byte). In addition to returning the length, the character itself will be copied to the buffer pointed to by *char_bytes*; make sure that this buffer contains enough space to hold a potential multibyte character.

When calling *pgCharByte*, if the specified offset calls for a byte in the middle of a character, the appropriate adjustment will be made by OpenPaige so the whole character is returned in *char_bytes*; the function result (length of character) will also reflect that adjustment. Hence, it will always return the whole character size even if offset indicates the last byte of a multibyte character.

You can also use *pgCharByte* just to determine the length of a character: by passing a NULL pointer to *char_bytes*, *pgCharByte* simply returns the character size.

TECH NOTE

Control characters don't draw

OpenPaige makes the assumption that all control characters (less than ASCII space) should be "invisible." Rightly or wrongly, this is the default behavior we chose to avoid drawing unwanted, garbage characters. Hence, if you insert a "command" char (ASCII 17) it will be drawn as a blank.

The correct workaround is to override OpenPaige's default character handling in this one special case. This is not as difficult or complex as it may first seem and I will illustrate the exact code you need to implement:

Right after *pgInit*, you need to place a function pointer in OpenPaige globals default style "hook" for getting character info. This function pointer will point to some small code that you will write (which I will show you). Let's suppose your OpenPaige globals is called "*paigeGlobals*" and this (new) function you will write is called "*CommandCharInfo*." Right after *pgInit*, you do this:

```
paigeGlobals.def_style.procs.char_info = CommandCharInfo;
```

This sets “*CommandCharInfo*” as the “default” function for all future styles, and OpenPaige calls that function to find out about a character of text. The *CommandCharInfo* function definition must look like the function example below. This function’s main duty in life is to tell OpenPaige that the command character is NOT blank, otherwise it just falls through and calls the standard *charInfo* function:

```
// This function can be used to override "get character info."  
  
#include "defprocs.h" // YOU MUST INCLUDE THIS for function to  
compile  
  
PG_PASCAL (long) CommandCharInfo (paige_rec_ptr pg,  
style_walk_ptr style_walker, pg_char_ptr data, long global_offset,  
long local_offset, long mask_bits)  
{  
    if (data[local_offset] == 17) // if "command char"  
        return (mask_bits &  
(WORD_BREAK_BIT | WORD_SEL_BIT));  
  
    // .. otherwise just call the standard OpenPaige charInfo function:  
  
    return pgCharInfoProc(pg, style_walker, data, global_offset,  
local_offset, mask_bits);  
}
```

For more information on char info proc see “*char_info_proc*” on page 27-498.

Many applications that want to display the Command Character may want to display other special characters, so I thought you

might prefer including something like the attached code in your examples as an alternative to the above.

```
PG_PASCAL (long) CommandCharInfo(paige_rec_ptr pg,
    style_walk_ptr style_walker, pg_char_ptr data, long global_offset,
    long local_offset, long bits)
{
    switch(data[local_offset])
    { //include <Fonts.h>
        case commandMark:
        case checkMark:
        case diamondMark:
        case appleMark:
            return (bits &
(WORD_BREAK_BIT|WORD_SEL_BIT));
    }
    return
pgCharInfoProc(pg,style_walker,data,global_offset,local_offset,bits);
}
```

Finding The Boundaries (word, line or paragraph)

```
(void) pgFindWord (pg_ref pg, long offset, long PG_FAR *first_byte, long
    PG_FAR *last_byte, pg_boolean left_side, pg_boolean smart_select);
(void) pgFindCtlWord (pg_ref pg, long offset, long PG_FAR *first_byte,
    long PG_FAR *last_byte, short left_side);
(void) pgFindPar (pg_ref pg, long offset, long PG_FAR *first_byte, long
    PG_FAR *last_byte);
(void) pgFindLine (pg_ref pg, long offset, long PG_FAR *first_byte, long
    PG_FAR *last_byte);
```

NOTE: The term “find” in these functions does not imply a context search; rather, it refers to locating the bounding text positions at the beginning and ending of a section of text.

These function can be used to locate words, paragraphs, or lines.

For all functions, the *offset* parameter should indicate where to begin the search. This is a byte offset, beginning at zero.

For *pgFindWord*, **first_byte* and **last_byte* will get set to the nearest word boundary beginning from offset.

NOTE: **first_byte* can be less than offset, but **last_byte* will always be equal to or greater than offset. If *left_side* is TRUE, the word to the immediate left is located if offset is not currently in the middle of a word.

For example, suppose the specified offset sat right after the word “the” and before a “.”. If *left_side* is FALSE, the “word” that is found would be “.” but if *left_side* is TRUE, the word found would be “the”.

The *smart_select* parameter tells *pgFindWord* whether or not to include trailing blank characters for the word that has been found. If *smart_select* is TRUE, then trailing blanks (“spaces”) that follow the word are included. Example: If the text contained “This is a test for find word,” if *smart_select* is TRUE then finding the word “test” will return the offsets for “test_” (where “_” represent spaces).

The *pgFindCtlWord* function works exactly the same as *pgFindWord* except “words,” in this case, are sections of text separated by control codes such as tab and CR. (“Control codes” is used here to explain this function, but in actuality a character is considered only a “control” char by virtue of what is returned from the *char_info_proc* — see “Customizing OpenPaige” on page 27-485.

The *pgFindPar* and *pgFindLine* return the nearest paragraph boundaries or the nearest line boundaries to offset, respectively.

24.8

Line and Paragraph Numbering

NOTE: IMPORTANT NOTE: The attribute bit COUNT_LINES_BIT must be set in the *pg_ref* for any of the following functions to work. This attribute can be set either by including it with other bits in the *flags* parameter for *pgNew*, or can be set with *pgSetAttributes*.



CAUTION: Constantly counting lines and paragraphs, particularly within a large document with wordwrapping enabled and complex style changes can consume considerable processing time. Hence, the COUNT_LINES_BIT has been provided to enable line counting only for applications that truly need this feature.

Line Numbering

```
(long) pgNumLines (pg_ref pg);
```

Returns the total number of lines in *pg*. This function will return zero if COUNT_LINES_BIT has not been set in *pg* (see IMPORTANT NOTE above).

NOTE: A “line” in an OpenPaige object is simply a horizontal line of text which may or may not end with a CR or LF character. If wordwrapping has been enabled, a line can terminate either because it wordwrapped or because it ended with CR.



CAUTION: WARNING: This function may consume a lot of time if the document is relatively large and has not been paginated to the end of the document. This is because OpenPaige cannot possibly know how many wordwrapping lines exist unless it computes every line in the document from beginning to end; even if wordwrapping is disabled, OpenPaige must still count all the line breaks (CR characters) if text has recently been inserted. **NOTE** that OpenPaige will always take the fastest approach wherever possible, e.g. if the document has already been fully paginated this function will return a relatively instant response.

```
(long) pgOffsetToLineNum (pg_ref pg, long offset, pg_boolean  
line_end_has_precedence);
```

Returns the line number that contains offset text position. The line number is one-based (i.e., the first line in *pg* is “1”). The *offset* parameter can be any position from 0 to *pgTextSize(pg)*, or CURRENT_POSITION for the current insertion point.

This function will always return at least one line even if the document has no text (since an empty document still has one line albeit blank).

If *line_end_has_precedence* is TRUE, then the line number to the immediate left of *offset* is returned in situations where that offset is on the boundary between two lines.

NOTE: The only time this happens is when the specified offset is precisely at the end of wordwrapping line and there is another line below that.

For example, consider the insertion point within the following two lines:

```
This is a line of text in OpenPaige and the insert point  
|  
is sitting on the end of the line above.
```

NOTE: In the example above, the “|” point text offset could be interpreted to be the end of the first line OR the beginning of the next line. Since OpenPaige can’t possibly know which one is desired, the *line_end_has_precedence* parameter has been provided. From the above example, if *line_end_has_precedence* is TRUE then the first line would be returned, otherwise the second line would be returned.

```
(void) pgLineNumToOffset (pg_ref pg, long line_num, long *begin_offset,  
long *end_offset);
```

Returns the text offset(s) of *line_num* line. The *line_num* parameter is assumed to be 1-based (i.e., the first line of text is “1” and not “0”).

The beginning text position of the line is returned in **begin_offset* and the ending position is returned in **end_offset*; both values will be zero-based (first position of text is zero). Either *begin_offset* or *end_offset* can be a null pointer, in which case it is ignored.

Paragraph numbering

```
(long) pgNumPars (pg_ref pg);
```

Returns the total number of paragraphs in *pg*. This function will return zero if COUNT_LINES_BIT has not been set in *pg* (see **IMPORTANT NOTE** at the top of this section).

NOTE: A “paragraph” in an OpenPaige object is simply a block of text that terminates with a CR character (or CR/LF), or the last (or only) block of text in the document. This has nothing to do with wordwrapping, and in fact if wordwrapping has been disabled then a line and paragraph are one and the same (since lines would only break on a CR character).

```
(long) pgOffsetToParNum (pg_ref pg, long offset);
```

Returns the paragraph number that contains offset text position. The paragraph number is one-based (i.e., the first paragraph in *pg* is “1”). The offset parameter can be any position from 0 to *pgTextSize(pg)*, or CURRENT_POSITION for the current insertion point.

This function will always return at least one paragraph even if the document has no text (since an empty document still has one “paragraph” albeit empty).

```
(void) pgParNumToOffset (pg_ref pg, long par_num, long *begin_offset,  
long *end_offset);
```

Returns the text offset(s) of *par_num* paragraph. The *par_num* parameter is assumed to be 1-based (i.e., the first paragraph of text is “1” and not “0”).

The beginning text position of the paragraph is returned in **begin_offset* and the ending position is returned in **end_offset*; both values will be zero-based (first position of text is zero). Either *begin_offset* or *end_offset* can be a null pointer, in which case it is ignored.

NOTE: The ending offset of a “paragraph” will be the position after its CR character (or the end of text if last or only paragraph in the document).

Line and paragraph bounds

```
(void) pgLineNumToBounds (pg_ref pg, long line_num, pg_boolean  
want_scrolled, pg_boolean want_scaled, line_end_has_precedence,  
rectangle_ptr bounds);
```

Returns the bounding rectangular area that encloses *line_num* line. The line number is assumed to be 1-based (first line in *pg* is “1” and not “0”).

The bounding rectangle is returned in ** bounds* (which must not be a null pointer).

If *want_scrolled* is TRUE, the bounding rectangle will be offset to reflect the current scrolled position of *pg*, if any; if *want_scaled* is TRUE the bounding rectangle will be scaled to *pg*’s current scaling factor, if any.

NOTE: The width of the rectangle that is returned will be the width of the text in the line, which is not necessarily the width of the visible area nor is it necessarily the same as the document's page width; the line width can also be zero if the line is completely empty.

```
(void) pgParNumToBounds (pg_ref pg, long par_num, pg_boolean  
want_scrolled, pg_boolean want_scaled, rectangle_ptr bounds);
```

Returns the bounding rectangular area that encloses *par_num* paragraph. The paragraph number is assumed to be 1-based (first paragraph in *pg* is “1” and not “0”).

The bounding rectangle is returned in **bounds* (which must not be a null pointer).

If *want_scrolled* is TRUE, the bounding rectangle will be offset to reflect the current scrolled position of *pg*, if any; if *want_scaled* is TRUE the bounding rectangle will be scaled to *pg*'s current scaling factor, if any.

NOTE: The width of the rectangle that is returned will be the width of all composite lines within the paragraph, which is not necessarily the width of the visible area nor is it necessarily the same as the document's page width; the paragraph width can also be zero if the paragraph is completely empty.

TECH NOTE

Getting pixel height between lines

What's the best way to calculate the pixel height of the text between given startline and endline? (replacing TEGetHeight(endLine, startLine, mactE)).

The easiest approach depends on how you are currently determining the text location of these two “lines.” In your question you mention copying the lines to another *pg_ref*. But how did you figure out where the boundaries are of these two lines?

I will assume that you already know the text offset position for the start of each line. In this case, you can simply use “*pgCharacterRect*” for each text position and subtract the first rectangle's top from the second rectangle's bottom, which would be the line height difference between them.

Another method which is not as fast (but is certainly faster than your chosen method of copying the text into a temp *pg_ref*) is to make a temporary highlight region for the text range, then get the enclosing bounds rect for the highlight. To get a highlight region, use “*pgGetHiliteRgn*” (you also have to know the text positions for each line). The way this function works is that you first create a shape (using *pgRectToShape(&pgm_globals, NULL)*) and passing that shape to *pgGetHiliteRgn*. Then to get the “bounds” area of the shape, you use *pgShapeBounds(shape, &rectangle)*.

24.9

Character type

```
(long) pgFindCharType (pg_ref pg, long char_info, long PG_FAR *offset,  
pg_char_ptr the_byte);
```

This function locates the first character in *pg* that matches *char_info*, beginning at byte offset **offset*.

The *char_info* parameter should be set to one or more of the character info bits as explained for *char_info_proc*. See “Information about a particular character” on page 24-422.

For example, to search for a “*return*” character, you would pass PAR_SEL_BIT for *char_info* (which will locate a character that can break a paragraph).

If *the_byte* pointer is nonnull, the character located, if any, gets placed into the buffer it points to.



CAUTION: You must be sure that the character found will fit into the buffer, since characters in OpenPaige can be more than one byte. If you aren’t sure, then pass a null pointer for *the_byte* until you get the information about the character, then make another call to get the data.

FUNCTION RESULT: The complete character type is returned (all the appropriate *char_info_proc* bits will be set). The *offset* parameter will be updated to the byte offset for the character found.

However, if this function returns with **offset* the same value as the *text size* in *pg*, the requested character was not found.

24.10

Change counter

```
(long) pgGetChangeCtr (pg_ref pg);  
(long) pgSetChangeCtr (pg_ref pg, long ctr);
```

OpenPaige maintains a “changes made” counter which you can use to detect changes made to the object; for every change made (insertions, deletions, style changes, etc.), the *change* counter is incremented. Additionally, a *pgUndo* will decrement the counter.

This counter begins at zero when a new *pg_ref* is created; to get the counter, call *pgGetChangeCtr*. To set it, call *pgSetChangeCtr* with *ctr* as the new value.

TECH NOTE

When does change counter change?

I'm using this counter to tell myself whether I need to resave the document. Why is the count different from what I expect?

This counter is changed by OpenPaige anytime IT thinks it needs to be changed. It changes for EVERYTHING. We use our own change counter in the demo to keep track of when we need to resave the document.

I suggest that you may want to keep your own change counter.

```
(void) pgTextRect (pg_ref pg, select_pair_ptr range, pg_boolean  
    want_scroll, pg_boolean want_scaled, rectangle_ptr rect);  
(void) pgCharacterRect (pg_ref pg, long position, short want_scrolled,  
    short want_scaled, rectangle_ptr rect);
```

These functions can be used to compute outline(s) around one or more characters.

For *pgTextRect*, a rectangle is returned in *rect* that exactly encloses the text range in *range*. If *want_scroll* is TRUE, the rectangle is “scrolled” to the location where it would appear on the screen, otherwise it remains relative to *pg*’s top-left of *page_area*. If *want_scaled* is TRUE, the rectangle is scaled to the scale factor set in *pg*.

To get the rectangle surrounding a single character, call *pgCharacterRect* which does exactly the same thing as *pgTextRect* except you give it a single byte offset.

```
(long) pgPtToChar (pg_ref pg, co_coordinate_ptr point, co_coordinate_ptr  
    offset_extra);
```

FUNCTION RESULT: This function returns the (byte) offset of the first character that contains *point*. If *offset_extra* is non-null, the point is first offset by that much before the character is located.

Getting the Max Text Bounds

OpenPaige computes the smallest rectangle that will fit around all text when you call:

```
(void) pgMaxTextBounds (pg_ref pg, rectangle_ptr bounds, pg_boolean paginate);
```

Returns the smallest bounding rectangle pointed to in *bounds* that encloses all the text in *pg*. The *bounds* parameter must point to a rectangle and can't be a null pointer.

The dimensions of *bounds* essentially gets set to the top of the first line for the rectangle's top, the line furthest to the left and right for the rectangle's left and right sides, and the furthest line to the bottom for the rectangle's bottom.

If *paginate* is TRUE then OpenPaige will repaginate the document if necessary to render the most accurate possible dimensions.

NOTE: When paginate is TRUE the pagination can be slower, but if you pass “FALSE” you won't always get an accurate measurement.

CAUTION: Paginating a large document can consume a lot of time. However, the only way OpenPaige can possibly return exact dimensions is if every line has been calculated from top to bottom.



How to call pgMaxTextBounds

```
rectangle bounds; long doc_width;
pgMaxTextBounds(pg, &bounds, TRUE);
doc_width = bounds.bot_right.h - bounds.top_left.h;
```

The *doc_width* in the above example would be the width of the WIDEST text line (from the left margin to the right side of the last character).

Expanding the page_area as text is typed

I want to set an ever expanding page_area that grows as the user types, but only if I need to. How and when should I do that with pgMaxTextBounds?

As for changing the page area of the pg_ref, yes you should use *pgSetAreas* and/or *pgSetAreaBounds* -- but only when it really changes and/or only when you physically want to expand it.

To answer your question as to WHEN you figure out the doc width, I would not do it every key insertion (you are right, that would be VERY slow particularly when text gets fairly large). The best way to detect the document's height has grown is to examine a field inside the pg_ref called "*overflow_size*". This field gets set by OpenPaige when/if one or more characters have flowed below the bottom of your page area.

However, for this feature to work you need to set *CHECK_PAGE_OVERFLOW* with *pgSetAttributes2()*. By setting this attribute, OpenPaige will check the "*character overflow*" situation after every operation that can cause text to change.

So after anything that might cause an overflow (which would notify the need to change the page rectangle), check *overflow_size* as follows:

```
long CheckOverflow(pg_ref pg)
{
    paige_rec_ptr pg_rec;
    long overflow_amt;

    pg_rec = UseMemory(pg);
    overflow_amt = pg_rec->overflow_size;
    UnuseMemory(pg);

    return (overflow_amt);
```

In the above example, the function result is the number of character(s) that overflow the bottom of the page rectangle. If *overflow_size* is -1, the text overflows the bottom only by a single CR character (i.e. blank line).

Unique value

This function obtains a unique ID value unique within a *pg_ref*.

```
(long) pgUniqueID(pg_ref pg);
```

This simply returns a number guaranteed to be unique (“unique” compared to the previous response from *pgUniqueID*).

This function simply increments an internal counter within *pg* and returns that number, hence each response from *pgUniqueID* is “unique” from the last response. The very first time this function gets called after *pgNew*, the result will be “1.”

The intended purpose of this function is to place something in a *style_info* or *par_info* record to make it “unique” so it will be distinguished from all other style runs in *pg*. Other than that, this function is rarely used by an application.

For example, if an application applied a customized style to a group of characters, as far as OpenPaige is concerned that style might look exactly like the style(s) surrounding those characters; since OpenPaige will automatically delete redundant style runs, customized styles generally need to place something in one of the *style_info* fields to make it “unique.”

Filling a Structure

```
#include "MemMgr.h"
(void) pgFillBlock (void PG_FAR *block, long block_size, pg_char value);
```

pgFillBlock fills a memory block of *block_size* byte size with byte value in *pg_char* parameter)

Splitting a long byte

```
#include "pgUtils.h"
(short) pgLoWord(long value);
(short) pgHiWord(long value);
```

It is often necessary to split a long into two shorts. This is a cross platform way of doing exactly that. The low word returns the least significant short, the high word returns the most significant.

High word Low word

Ox12345678

```
#include "pgUtils.h"
(long) pgAbsoluteValue(long value);
(pg_fixed) pgRoundFixed (pg_fixed fix);
(pg_fixed) pgMultiplyFixed (pg_fixed fix1, pg_fixed fix2);
(pg_fixed) pgDivideFixed (pg_fixed fix1, pg_fixed fix2);
(pg_fixed) pgFixedRatio (short n, short d);
```

pgAbsoluteValue — returns an absolute value.

pgRoundFixed — rounds the fixed number to the nearest whole (but is still a *pg_fixed*). For example, 0x00018000 will return as 0x00020000.

pgMultiplyFixed — multiplies two fixed decimal numbers (a fixed decimal is a long whose high-order word is the integer and low-order word the fraction. Hence, 0x00018000 = 1.5).

pgDivideFixed — divides fixed number fix1 into fix2 (a fixed decimal is a long whose high-order word is the integer and low-order word the fraction. Hence, 0x00018000 = 1.5).

pgFixedRatio — returns a fixed number which is the ratio of n / d (a fixed decimal is a long whose high-order word is the integer and low-order word the fraction. Hence, 0x00018000 = 1.5).

25

CHAPTER

THE ALLOCATION MANAGER

This section deals exclusively with the Allocation Manager within OpenPaige (the portion of software that creates, manages and disposes memory allocations).

25.1

Up & Running

The Allocation Manager used by OpenPaige is full of features that have been requested by developers and used by OpenPaige itself. All these features are available to you as a developer.

Like most of OpenPaige, there are just some basics to know about the Allocation Manager to initially use it effectively.

These are:

1. To allocate a block of memory, you call a function that returns an “ID” code (not a pointer or an address).
2. Then to access that memory, you pass the “ID” code to a function which returns an address to that memory.

3. Once you are through accessing that memory, you report its “non-use” by calling another function.
4. “Reporting” to the allocation manager when you are accessing a memory block and when you are through makes virtual memory possible (blocks can be purged that are not in use).
5. Memory allocations do not have to be byte-oriented, rather they can be groups of logical records. For example, a memory allocation can be defined as a group of 100-byte records.

Simple example to allocate some memory and use it.

```
/ *Allocation: */  
  
memory_ref allocation;  
allocation = MemoryAlloc(&mem_globals, sizeof(char), 100, 0);  
  
/* Note: "mem_globals" is the pgm_globals field in the OpenPaige  
globals, same struct given to pgInit and pgNew.  
  
The "allocation" result is not an address, but an "ID" code. To get the  
address, call:  
*/  
  
char *memory_address;  
memory_address = UseMemory(allocation);  
  
/* In the above, not only is the memory addressed returned but the  
memory is now locked and unpurgable. Thus it is important to  
"report" when you are through accessing it: */  
  
UnuseMemory(allocation);/* Tell allocation mgr we are done. */  
  
// Once you are completely through, dispose the allocation:  
  
DisposeMemory(allocation);
```

Theory

Since OpenPaige is intended to operate on multiple platforms, it became necessary to remove the majority of its code as far away from a specific operating system as possible.

An integral part of any computer OS is its memory management system. However, no two memory management designs are alike, and for this reason OpenPaige's Allocation Manager works as follows:

1. OpenPaige only creates memory allocations through high-level functions, far removed from the operating system. Among these functions are *MemoryAllocate*, *MemoryDuplicate* and *MemoryCopy*.
2. Regardless of platform, functions to allocate memory remain constant (the same function names and parameters are the same regardless of the OS).
3. To allow for virtual memory and debugging features, OpenPaige must inform the Allocations Manager, as a rule, when it is about to access a block of memory and when it is through accessing that block. The purpose of this is threefold:
 - (C) If no part of OpenPaige is accessing a memory block, the Allocation Manager can “unlock” the block and allow it to relocate for maximum memory efficiency,
 - (D) Blocks of memory can be temporarily purged if they are not being accessed.
 - (E) Debugging features can be implemented: since the main software must “ask” for access to a block of memory, the Allocation Manager can check the validity of the block at that time (when running in “debug mode”).
4. Since memory is never allocated directly, the Allocation Manager can provide additional features to a block of memory. Among the features that exist in OpenPaige's Allocation Manager are logical record sizes (a block of memory can be an array of records, as opposed to bytes), nested “lock memory” capability (more than one function can “lock” a block from relocating or purging, in which case the block can not be free for relocation or purging until each “lock” has been “unlocked”).

Memory Block References

As far as OpenPaige (and your application) is concerned, when memory is allocated the Allocation Manager does not return a memory address; rather, it returns an “I.D.” number called a *memory_ref*. You can consider a *memory_ref* as simply a long word

whose value, when given later to the Allocation Manager, will identify a block of memory.

25.4

Access Counter

Frequent reference is made in this chapter to a memory reference's access counter.

Every block of memory created through the Allocation Manager has an associated access counter. This counter increments every time your program requests the block to become locked (non-relocatable and non-purgeable), and decrements for every request to unlock the block (making it re-locatable and purgeable). The purpose of this is to allow nested “lock/unlock” logic as opposed to a simple locked or unlocked state: using the access counter method, Allocation Manager will make a block relocatable or purgeable only when its access counter is zero. This provides protection against memory blocks moving “out from under” nested situations.

25.5

Logical vs. Physical Sizes

Every allocation made through the Allocation Manager is considered to have two sizes: a logical size and a physical size. (For how this is implemented, see “The `extend_size` parameter” on page 25-447).

The physical size of a block is the actual amount of reserved memory that has been allocated, in bytes; the logical size, however, may or may not be the same amount and in fact is often smaller.

The physical size of an allocation might be, for example, 10K but its logical size might be as small as zero. The purpose of the two-size distinction is speed and performance. Depending on the OS, physically resizing a block of memory can consume large amounts of time, particularly in tight situations where thousands of blocks require relocation or purging just to append additional memory to one block. For this reason, the Allocation Manager may elect to allocate a block larger (physical size) than what you have asked for but “tell” you it is a smaller size (logical size); then if you asked for that block to be extended to a large size, the extra space might already exist, in which case the

Allocation Manager merely changes its logical size without any need to expand the block physically.

Generally, it is a block's logical size —~~not~~ physical size —~~by~~our program should always work with.

25.6

Purged Blocks

All references in the Chapter to “purging” and “purged blocks” imply virtual memory, in which a block’s contents are saved to a scratch file so that the allocation can be temporarily disposed. Such allocations are not lost, rather they recover on demand by reloading from the scratch file. At no time does the Allocation Manager permanently dispose an allocation unless you explicitly tell it to do so.

25.7

Starting Up

The Allocation Manager must have already been started before `Y` was called. You need to make any function calls to initialize this portion of the software. To start OpenPaige with the Allocation Manager and for details on `pgMemStartup` see “Software Startup” on page 2-10.



CAUTION: You must not, however, use any functions listed below unless you have called `pgMemStartup`.

NOTE: You can theoretically use the Allocation Manager, by itself, without ever initializing OpenPaige.

Allocation

To allocate memory through the Allocation Manager, call one of the following:

```
(memory_ref) MemoryAlloc (pgm_globals_ptr globals, pg_short_t  
    rec_size, long num_recs, short extend_size);  
(memory_ref) MemoryAllocClear (pgm_globals_ptr globals, pg_short_t  
    rec_size, long num_recs, short extend_size);
```

MemoryAlloc allocates a block of memory and returns a *memory_ref* that identifies that block; *MemoryAllocClear* is identical except it clears the block (sets all bytes to zero).

By allocation is meant a block of memory of some specified byte size that becomes reserved exclusively for your use, guaranteed to remain available until you de-allocate that block (using *DisposeMemory*, below).

Both functions return a *memory_ref*, which is a reference “I.D.” to the allocation. You should not consider a *memory_ref* as an address, nor a pointer. Rather, give this reference to the various functions listed below to get a pointer to the memory block, change its allocation size, make it purgeable or nonpurgeable, etc.

The *memory_ref* returned is always nonzero if it succeeds or MEM_NULL (zero) if it fails. The easiest way to check for failures is by using OpenPaige’s try/catch exception handling. See “The TRY/CATCH Mechanism” on page 26-1 and the example, “Creating a *memory_ref*” on page 26-6.

The *globals* parameter must point to the *mem_globals* you gave to *pgMemStartup*. Or, if you have initialized OpenPaige with *pgInit()* you can also access *mem_globals* through the OpenPaige globals:

```
paige_globals.mem_globals;
```

The size of the allocation is determined $rec_size * num_recs$, where rec_size is a record size, in bytes, and num_recs is the number of such records in the block. Hence, you can create allocations that are considered arrays of records, if necessary.

For example, allocating a block of $rec_size = 16$ and $num_recs = 100$, the total byte size of the allocation would be 1600. The intended purpose of allowing a record size, as opposed to always creating blocks consisting of single bytes is to provide high-level features of accessing record elements.

If you only want a block of bytes, without regard to any “record” size, simply create an allocation with a “record” size of 1.

A rec_size of zero are not allowed; a num_recs value of zero, however, is allowed.

The `extend_size` parameter

The purpose of the `extend_size` parameter is to provide the Allocation Manager with some insight, for performance purposes, as to how large the allocation might grow from subsequent `SetMemorySize` calls.

To understand this fully, a distinction between a `memory_ref`'s “logical size” versus “physical size” must be clarified: when a `memory_ref` is initially created, its logical size is simply the size that was asked for (which is $rec_size * num_recs$). However, the actual size allocation can be greater than the logical size which essentially provides an extra “buffer” that can be utilized to change the logical size later without the necessity to physically resize the allocation through OS calls.

A good example of this would be the allocation a large string whose initial byte size begins at zero, yet it is expected to grow larger in size as time goes by, perhaps as large as 500 bytes in length. If such a memory allocation started at a physical byte size of zero, then it would become necessary (and very slow) to ask the OS to physically resize the allocation each and every time new byte(s) were appended.

However, if such an allocation were initially created with a 500-byte `extend_size` (but a logical size of zero), it would never need to physically resize unless or until the string grew larger than 500 bytes.

Hence, *MemoryAlloc* could create such an allocation whereby the physical size and logical size are different:

```
MemoryAlloc(&mem_globals, sizeof(byte), 0, 500);
```

The *extend_size* is therefore an enhancement tool, and should be set to a reasonable amount according to what the resizing forecast holds for that allocation. If the allocation will never be resized, *extend_size* should be zero.

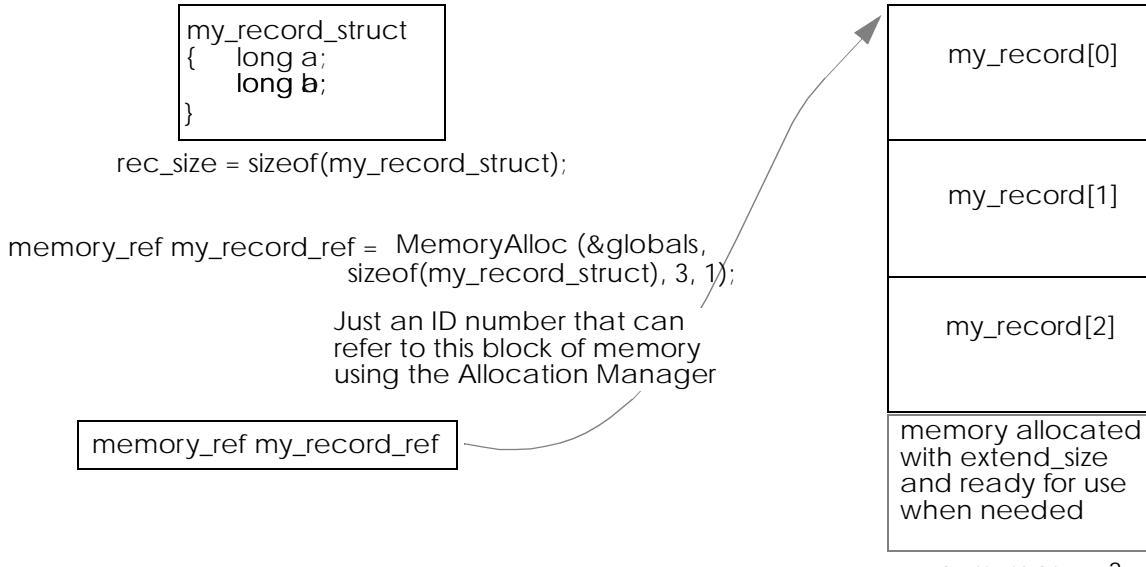
NOTE: The value of *extend_size* does not necessarily imply future memory resizing will occur or will not occur, rather it is a performance variable only: the Allocation Manager will still resize a memory allocation even if *extend_size* is zero (although possibly slower than if *extend_size* were larger).

See also “Logical vs. Physical Sizes” on page 25-444.

NOTE: The `extend_size` indicates a number of records (each of size `rec_size` bytes), not bytes.

FIGURE #26

RELATION OF `rec_size` AND `num_size`



De-Allocation

Once you no longer need a memory allocation, pass its `memory_ref` to the following:

```
void DisposeMemory (memory_ref ref);
```

`DisposeMemory` physically disposes the block assigned to `ref`, and `ref` is no longer a valid reference thereafter.

```
(memory_ref) MemoryDuplicate (memory_ref src_ref);
(void) MemoryCopy (memory_ref src_ref, memory_ref target_ref);
```

MemoryDuplicate returns a new *memory_ref* whose data content and record size is exactly the same as *src_ref*. In effect, this function returns a “clone” of *src_ref*, but it is a new, independent *memory_ref*.

MemoryCopy copies the contents of *src_ref* into *target_ref*.

Memcpy differs from *MemoryDuplicate* in that for *Memcpy* both *src_ref* and *target_ref* are allocations that already exist. *MemoryDuplicate* actually creates a new *memory_ref* for you, so it cannot already exist.

The logical size of *target_ref* can be any size, even zero, as *MemoryDuplicate* will change its size as necessary. Record sizes of each *memory_ref*, however, must match.

The access counters are not set, since the memory is allocated but not in use.

TECH NOTE

What is the difference really between “*MemoryCopy*” and *MemoryDuplicate*”?

*Please do comment on the appropriate situation for using “*MemoryCopy*” and “*MemoryDuplicate*”.*

I can clarify the difference in usage between *MemoryCopy* and *MemoryDuplicate*, it is very simple:

MemoryDuplicate is to obtain a “clone” of a *memory_ref*.

MemoryCopy is to FILL IN an already existing *memory_ref* with the contents of another.

In my own code, I am constantly wanting to copy contents of a *memory_ref* into one that I created earlier. One example of this is some routine that wants to keep copying a bunch of different *memory_refs* -- to copy an array of “tabs” for instance. It would be a lot slower to create a *memory_ref* with *MemoryDuplicate*, then dispose it, then create it again, then

dispose it, etc. A much cleaner was is to create it ONCE, then keep copying different *memory_refs* into it.

25.10

Accessing Memory

Using memory

To obtain a pointer to a block of memory allocated from *MemoryAlloc* or *MemoryAllocClear*, call one of the following:

```
(void PG_FAR*) UseMemory (memory_ref ref);  
(void PG_FAR*) UseForLongTime (memory_ref ref);
```

UseMemory and *UseForLongTime* takes a *memory_ref* in *ref* and returns a pointer to the memory block assigned to that reference. The *ref*'s access counter is incremented, which means that the memory block is now guaranteed to neither relocate nor purge (see “Access Counter” on page 25-444).

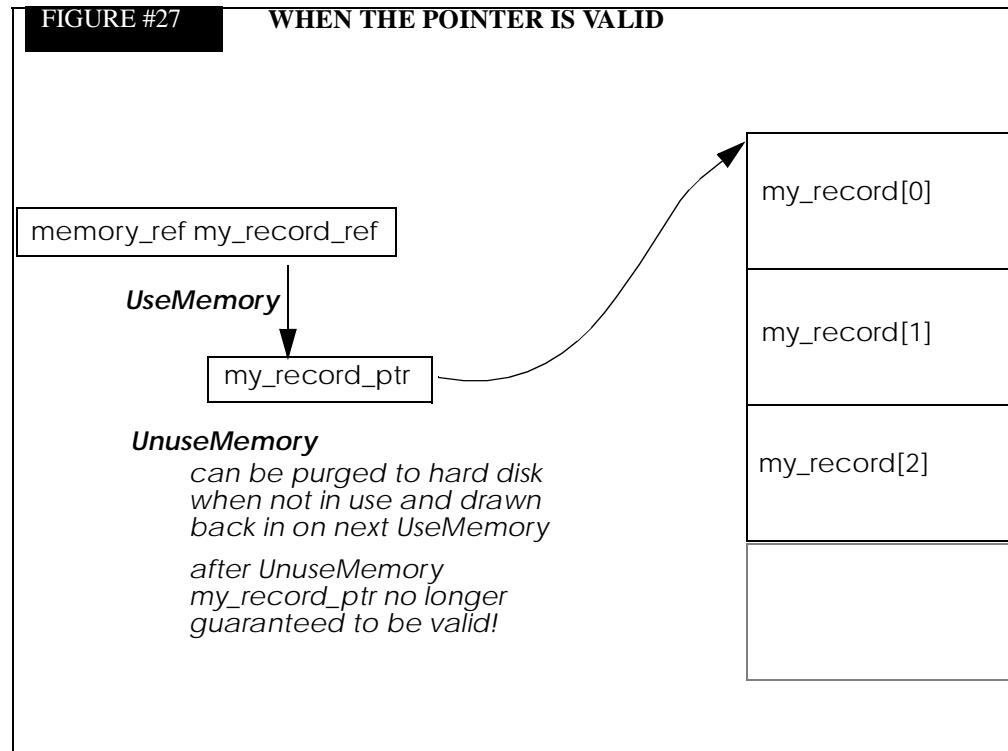
The primary purpose of *UseMemory* is to tell the Allocation Manager that a particular block of memory is now “in use,” in which case it is marked as unpurgeable and non-relocatable.

UseForLongTime does exactly the same thing as *UseMemory* except the memory block is relocated in the most optimum way, before locking, to avoid memory fragmentation. The purpose of using this function as opposed to *UseMemory* is for situations where you know the block will stay locked for quite a while and you don’t want to cause unreasonable fragments.

NOTE: Don’t use *UseForLongTime* too liberally because it is substantially slower than *UseMemory* (since the machine often needs to relocate the memory).

UseMemory and *UseForLongTime* calls can be nested, but each must be eventually balanced with *UnuseMemory* or else the block will remain in a locked state, which in

turn can cause memory difficulties such as fragmentation and the inability to change the allocation size.



Unuse memory

Once you are finished using the pointer returned from *UseMemory* or *UseForLongTime*, call the following:

```
(void) UnuseMemory (memory_ref ref);
```

Essentially, *UnuseMemory* decrements ref's access counter. If its access counter goes to zero, the allocation is then free to relocate or purge.

It is therefore important that all *UseMemory* and *UseForLongTime* calls get eventually balanced with *UnuseMemory*, otherwise unwanted locked memory fragments will result.

FIGURE #28

**WHERE TO USE THE IMPORTANT ALLOCATION
MEMORY FUNCTIONS**

The main program

```
my_record_struct *my_record_ptr;  
memory_ref my_record_ref = MemoryAlloc (&globals,  
           sizeof(my_record_struct), 3, 1);
```

A procedure

```
my_record_ptr = UseMemory(my_record_ref);  
               // my_record_ptr is valid, locked pointer to the data  
UnuseMemory(my_record_ref);
```

```
DisposeMemory(my_record_ref);
```

“Random Access” Pointers

You can obtain a pointer to a specific “record” within a block of memory by calling the following:

```
(void PG_FAR*) UseMemoryRecord (memory_ref ref, long wanted_rec,  
long seq_recs_used, short first_use);
```

This function is similar to *UseMemory* except a pointer to a specified record of an allocation is returned.

The *wanted_rec* is the record number you need a pointer to (first record is zero). The record size (originally defined in *rec_size* for *MemoryAlloc*) determines which physical byte the resulting pointer will reference. For instance, if the record size were, 128 bytes, a *UseMemoryRecord* for *wanted_rec* of 10 would return a pointer to the 128*10th byte.

The *seq_recs_used* parameter should indicate how many additional sequential records beyond *wanted_rec* record you want access to. The purpose of this parameter is for future Allocation Manager enhancements in which partial block(s) can be loaded into memory from a purged state. In such a case, *UseMemoryRecord* needs to know how many additional sequential records, besides *wanted_rec*, you would like to have loaded into memory if the allocation has been purged.

For example, suppose a block of memory consisting of 1000 records is temporarily purged (which really means its contents have been saved to a “scratch” file and the block currently does not physically exist in memory). A for full access to all records would require the Allocation Manager to load the entire allocation (all 1000 records).

UseMemoryRecord, however, could get away with loading only a few records within that allocation, but it needs to know how many sequential records you intend to access beyond *wanted_rec*.

If you want to use all records following *wanted_rec*, whatever that quantity might be, you can also pass USE_ALL_RECS (value of -1) for *seq_recs_used*.

If *first_use* is TRUE, the block’s access counter is incremented (same thing that occurs from a *UseMemory* call); if *first_use* is FALSE, the access counter remains unchanged. The purpose of this parameter is for situations where you intend to randomly access many records from the same *memory_ref* within the same routine, but you

essential need only one *UseMemory* to lock the allocation; otherwise, you would need to balance every random access with *UnuseMemory*.

Thus, setting *first_use* to TRUE is essentially sending the Allocation Manager the message, “Please lock the allocation,” then subsequent *UseMemoryRecord* calls with *first_use* as FALSE is saying “I know the allocation is already locked, so just give me another pointer.”

An *UnuseMemory* call must eventually balance each *UseMemoryRecord* call that gave TRUE for *first_use*.

NOTE: OpenPaige loads the whole allocation specified in *UseMemoryRecord* (does not do partial loads). However, to guarantee future compatibility, you should assume that all records in the allocation lower than *wanted_rec* and all records greater than *wanted_rec + seq_recs_used* are purged, not loaded, and therefore not valid should you attempt to access them with the same pointer.

25.12

“Quick Record”

If you simply want a copy of a single record from an allocation, call the following:

```
void GetMemoryRecord (memory_ref ref, long wanted_rec, void  
PG_FAR *record);
```

Record number *wanted_rec* (the first record is zero) in *ref* is copied to the structure pointed to by *record*. The access counter in *ref* is unchanged. Hence, *GetMemoryRecord* provides a way to get a single record without the need to balance *UseMemory / UnuseMemory*.

It is your responsibility to make sure *record* is sufficient size to hold a record from *ref*.

NOTE: *GetMemoryRecord* will work correctly regardless of the *memory_ref*'s access counter state and regardless of whether or not the allocation has been purged.

Memory sizes

```
(void) SetMemorySize (memory_ref ref, long wanted_size);  
(long) GetMemorySize (memory_ref ref);
```

SetMemorySize changes the logical size of *ref* to *wanted_size*. *GetMemorySize* returns the logical size of *ref*.

For both functions, the “size” is *not* a byte size, but rather a record quantity. A *SetMemorySize(ref, 10)* for an allocation whose record size is 500 bytes, the allocation is set to 5000 bytes, *i.e.* $10 * 500$; *SetMemorySize(ref, 10)* for a 1-byte record size allocation would result in a logical byte size of 10, and so on.

If *SetMemorySize* fails for any reason, an OpenPaige exception is raised (see “Exception Handling” on page 26-1).

GetMemorySize returns the current size of *ref* (number of records within *ref*).

Changing the size of an allocation whose access counter is nonzero might fail! (A nonzero access counter means sufficient *UnuseMemory* calls have not been made to balance *UseMemory* calls, resulting in a locked allocation).

NOTE: *GetMemorySize* will work correctly regardless of the *memory_ref*'s access counter state and regardless of whether or not the allocation has been purged.

```
(short) GetMemoryRecSize (memory_ref ref);  
(long) GetByteSize (memory_ref ref);
```

GetMemoryRecSize returns the record size in ref (which will be whatever size you gave *MemoryAlloc* or *MemoryAllocClear* when the allocation was made). This function is useful for generic functions that need to know a *memory_ref*'s record size.

GetByteSize returns the byte size of ref (as opposed to the number of records as in *GetMemorySize*). Essentially a *memory_ref*'s byte size is its record size times number of logical records.

NOTE: Both functions above will work correctly regardless of the *memory_ref*'s access counter state and regardless of whether or not the allocation has been purged.

**TECH
NOTE**

A bigger or smaller record size

Can I make my record size bigger after it is allocated?

No. You can only change the number of records. You can create a new *memory_ref* and copy the old data into the new one using *pgBlockMove*.

Insert

```
(void PG_FAR*) InsertMemory (memory_ref ref, long offset, long
    insert_size);
(void PG_FAR*) AppendMemory (memory_ref ref, long append_size,
    pg_boolean zero_fill);
```

InsertMemory — inserts *insert_size* records into *ref*'s allocation at record position offset, then returns a pointer to the first record inserted. The new record(s) are not initialized to anything — the allocation size is simply increased by *insert_size* and record(s) are moved to make room for the insertion.

AppendMemory — does the same thing except the “insertion” is added to the end of the memory block: the allocation is increased by *append_size* and a pointer to the first record of the appendage is returned. If *zero_fill* is TRUE, the appended memory is cleared to zeros.

Both *InsertMemory* and *AppendMemory* — assume record quantities, not byte sizes (i.e., *InsertMemory* for a ref whose record size is 100 will insert 200 bytes if *insert_size* = 2).

For both functions, the access counter in *ref* is incremented (or not) according to the following rules:

- if *ref*'s access counter is zero upon entry, the requested memory is inserted, the access counter is incremented by 1 and the allocation is set to its “used” state (locked, unpurgeable);
- if the access counter is 1 upon entry, it is decremented to zero and unlocked, the requested memory is inserted, then the access counter is incremented and the allocation is set to its “used” state;
- if the access counter is greater than 1, nothing occurs and the situation is considered illegal, generating an error if debugging has been enabled (see “Debug Mode” on page 25-465).

The reasoning behind these rules for the access counter when inserting memory is the common situation where multiple insertions need to occur within a loop. Since *InsertMemory* and *AppendMemory* allow an access counter of “1,” each repetitive insertion can avoid the requirement of calling *UnuseMemory*.



CAUTION: For insertions with an access counter of “1”, the pointer you had prior to *InsertMemory* or *AppendMemory* might be invalid after memory has been inserted (the block might relocate). Therefore, always update your pointer with whatever is obtained from the function result.

TECH NOTE

UnuseMemory after InsertMemory or AppendMemory

So do I need to do a UnuseMemory after these?

InsertMemory and *AppendMemory* really are the same as *SetMemorySize* to a larger number of records, then a (single) *UseMemory*. So you need to do a single *UnuseMemory()* after a series of repetitive of Inserts. In other words, if you called *InsertMemory()* or *AppendMemory()* 100 times, you only need to do ONE *UnuseMemory()*.

```
struct my_special_struct
{
    short index_number;
}
for (i=0; i<100, i++)
{
    my_new_record = InsertMemory(the_ref, i,
        sizeof(my_special_struct));
    my_new_record.index_number = i;
}
UnuseMemory(the_ref);
```

```
(void) DeleteMemory (memory_ref ref, long offset, long delete_size);
```

DeleteMemory deletes *delete_size* records in *ref* beginning at offset. Both *delete_size* and offset are record quantities, not bytes.

The access counter is not changed by this function. However, the access counter must be zero when this function is called.

25.15

Purging Utilities

NOTE: All references in the Chapter to “purging” and “purged blocks” imply virtual memory, in which a block’s contents are saved to a scratch file so that the allocation can be temporarily disposed. If the scratch file was not set up when the Allocation Manager was initialized, there will be no purging.

NOTE: t is not to be confused with “purging” resources on the Mac. Allocation Manager knows nothing about the Mac other than basic things about the file system. It handles its own “purging” without the Resource Manager.

An allocation is said to be “purged” when additional memory space needs to be freed, thus an allocation is saved to a “scratch” file and it is temporarily disposed.

Purge priorities

The priority for purging, i.e., what *memory_refs* should get purged first can be controlled by calling the following:

```
(void) SetMemoryPurge (memory_ref ref, short purge_priority,  
pg_boolean no_data_save);
```

The *ref* allocation's purging priority is set to *purge_priority*. The *purge_priority* can be any number between 0 and 255, with 0 as the lowest priority (will get purged first above all others). The *purge_priority* parameter can also be *NO_PURGING_STATUS* (*0xFF*), in which case it will never be purged.

If *no_data_save* is TRUE, the contents of *ref* do not need to be saved to a scratch file when purged. Another way to state this is a *ref* with TRUE for *no_data_save* is known to have nothing in its contents of any value or consequence, thus Allocation Manager can simply purge it without saving any of its contents.

An example of a *memory_ref* that could be set for *no_data_save* would be an "offscreen bitmap" buffer. After it is used to transfer an image, an application might not care if all its contents get temporarily disposed, because on the next usage whole new contents (new bits) will be created all over again anyway.

NOTE 1: This function will still work regardless of *ref*'s access counter state and regardless of whether or not it is purged.

NOTE 2. A *memory_ref* whose access counter is nonzero will not be purged, even if its purge priority is zero.

NOTE 3. Setting "*NO_PURGING_STATUS*" on a *memory_ref* that has already been purged will not take effect until it is unpurged. In other words, changing purge status does not automatically reload purged allocations —you still need to access its pointer (such as *UseMemory*) if you want its contents loaded into memory.

```
(pg_error) MemoryPurge (pgm_globals_ptr globals, long  
minimum_amount, memory_ref mask_ref);
```

MemoryPurge will purge *memory_ref(s)* until at least *minimum_amount* of memory (in bytes) has become available.

The *globals* parameter must be a pointer to the same structure given to *MemoryAlloc* (which is also the *mem_globals* field within the structure given to *pgInit*).

If *mask_ref* is non-null, that *memory_ref* is considered “masked” (protected) and will not be purged during this process.

All purgeable, unlocked allocations will be purged, one at a time and in the purge priority they are set for (lowest purge priorities are taken first) until *minimum_amount* of available space has been achieved.

If *minimum_amount* fails to become available, even after purging every eligible allocation, *MemoryPurge* will return an error (see “Error Codes” on page 39-1 in the Appendix); if successful, *NO_ERROR (0)* will be the function result.

The *minimum_amount* specified is for the total memory available, which means if there is already enough or nearly as much available as *minimum_amount*, very little will get purged.

NOTE 1: The amount of “available memory” is based on what was given to pgInit for *max_memory* minus the total physical sizes of all existing *memory_refs* —þsee *pgInit*.

NOTE 2. You normally do not need to call this function since *MemoryPurge* gets called for you as required for allocations and resizing blocks. The function has been provided mainly for freeing memory for objects that you are not allocating with the OpenPaige Allocation Manager.

NOTE 3. Even though this function might return no error (success), that still does not necessarily guarantee a block of *minimum_amount* can be allocated since the available memory might not be contiguous.

For more information on errors, see “Error Codes” on page 39-1 in the Appendix.

25.16

Allocation Manager Shutdown

```
(void) pgMemShutdown (pgm_globals_ptr mem_globals);
```

Call this function once you are through using the Allocation Manager. Be sure it is called after *pgShutdown*.

NOTE (Macintosh): This function is not necessary if you will be doing *ExitToShell()*.

See “OpenPaige Shutdown” on page 2-13.

Unuse & dispose

```
(void) UnuseAndDispose (memory_ref ref);
```

UnuseAndDispose decrements the access counter in *ref*, then disposes the allocation. This function does exactly the same thing as:

```
UnuseMemory(ref);
DisposeMemory(ref);
```

Memory globals

```
(pgm_globals_ptr) GetGlobalsFromRef (memory_ref ref);
```

GetGlobalsFromRef returns a pointer to *pgm_globals* located from an existing *memory_ref*. This function is useful for situations where you do not have access to the “*globals*” structure. Any valid, non-disposed *memory_ref*, locked or unlocked, purged or not, is can be used for *ref*. For more information on getting *pgm_globals_ptr* see “Get globals from pg_ref, paige_rec_ptr, etc.” on page 26-11.

```
#include "pgTraps.h"
(memory_ref)HandleToMemory (pgm_globals *mem_globals, Handle h,
    pg_short_t rec_size);
(Handle)MemoryToHandle (memory_ref ref);
```

HandleToMemory accepts handle *h* and returns a *memory_ref* for that Handle.

FUNCTION RESULT: After this function is called, the Handle is now “owned” by the Allocation Manager, which is to say you should no longer access that Handle nor should you dispose it.

Access to the Handle’s contents must be made from that point on using the functions given above (*UseMemory*, *UseMemoryRecord*, etc.).

The *mem_globals* parameter must point to the same structure as given to *MemoryAlloc*.

The *rec_size* must contain the record size for the new *memory_ref*, which must be an even multiple of the original Handle. If unknown, then make *rec_size* = 1.

It does not matter if Handle *h* is locked or unlocked, but it should at least temporarily be unpurgeable.

MemoryToHandle performs the reverse: it returns a Handle built from *memory_ref* ref. Again, once this call is made, *ref* is no longer valid and must not be given to any Allocation Manager functions.

NOTE (Windows): The term “Handle” is typedef’d from HANDLE, so the two terms are synonymous.

NOTE: These functions do not perform huge copies. Rather, they convert Handles to *memory_refs* and visa versa by appending some special information before and after the data contents, or removing this appendage. So it is generally safe to do *HandleToMemory*, *MemoryToHandle* under fairly tight situations that could not withstand the doubling of a Handle’s size.

25.18

Debug Mode

There are two compiled versions of OpenPaige software, one for “debug mode” and one or “non-debug” or runtime mode.

In debug mode, *memory_refs* are checked for validity, including the verification of appropriate access counters, each time they are given to one of the functions listed above. While this significantly reduces the speed of execution, it does aid substantially in locating bugs that would otherwise crash your system.

For example, calling *SetMemorySize* for an allocation that is currently “in use” (access counter nonzero) could fail and/or crash your program. Under debug mode, however, you would be warned immediately if an attempt to change the size of an allocation was made on a locked block.

Object Code Users (Macintosh)

There are two sets of Macintosh (or Power Mac) object code libraries: one for “debug” and the other for “non-debug.” As a general rule, you should use the debug versions to develop your application, then switch to non-debug before release (non-debug runs much faster).

NOTE (Windows): Object code for “debug” mode is not supported. This is because Windows General Protection Mode can be used instead and is generally superior.

Source Code Users

Debug/non-debug is controlled by the following *#ifdef* in *CPUDefs.h*:

```
#define PG_DEBUG
```

If that *#define* exists, the source files are compiled in “debug” mode.

Source-level Debug Break (all Mac users)

To run OpenPaige debug libraries, you must include *pgDebug.c* in your project. When doing so, you can place a source-level debugger break at the location shown below; when the Allocation Manager detects a problem, the code will break at this spot.

```
char pgSourceDebugBreak (memory_ref offending_ref, char
    *debug_str)
{
    mem_rec      PG_FAR  *bad_mem_rec;
                    // This gets coerced to examine it
    char         *examine;

/******** DEBUG BREAK, MEMORY ERROR!!! *****/

examine = debug_str;           // <<<< PLACE DEBUGGER BREAK
HERE!
bad_mem_rec=(mem_recPG_FAR*)pgMemoryPtr(offending_ref);
pgFreePtr(offending_ref);

/******** DEBUG BREAK, MEMORY ERROR!!! *****/
```

NOTE: The error message string is a pascal string.

Debug Assert Messages

The debugger “assert” is simply a debugger break with one of the following messages:

Out of memory— Block of requested size cannot be allocated (or block cannot be resized). If virtual memory has been enabled, this will only happen if the block is so huge there is insufficient, contiguous memory available.

Purge file not open— Memory needs to be purged but “scratch” file doesn’t exist or is closed.

Attempt to resize —locked memory Allocation is locked, yet a *SetMemorySize* has been attempted.

NIL memory_ref—*memory_ref* is a null pointer and/or an address inside of it is null.

Bogus memory_ref— address An address in a *memory_ref* is bad (would result in a bus error for Mac).

Internal damage in memory_ref —*memory_ref*'s address OK but certain characteristics are missing (so it is assumed “damaged” or overwritten).

Overwrite error —blast 1 of 4 bytes beyond the logical size of a *memory_ref* has been overwritten.

Access counter invalid for operation —*paccess* counter is illegal for given function. Examples: *SetMemorySize* and access!= 0 (illegal); *UnuseMemory* and access counter == 0 (illegal); *DisposeMemory* and access counter!= 0.

Bogus memory_ref —*pMemory_ref* given is not a *memory_ref* but some other address.

Operation on disposed memory_ref —*pMemory_ref* given has been disposed.

Error in purging —*pAn* allocation was writing to a scratch file an I/O error resulted (such as out of space).

Error in un-purging —*pRead* error occurred while recovering a purged allocation from scratch file.

Attempt to access record out of range —*pUseMemoryRecord* asking for a record beyond the size of the allocation.

Structure integrity failed —*pthis* message occurs when structural damage has occurred to the *style_info* or *par_info* run. For example, a style run might (incorrectly) reference a *style_info* that does not exist.

Writing Your Own Purge Function

The standard purge function is a built-in part of the Allocation Manager which purges (disposes) memory that is not being used to make room for new allocations. The to-be-purged blocks are saved to a “temp” file so they can be resurrected later when asked to be used by OpenPaige or by the application.

If necessary, you can replace the standard purge function with one of your own. To do so, first declare a function as follows:

```
PG_FN_PASCAL pg_error my_purge_proc (memory_ref ref_to_purge,  
pgm_globals_ptr mem_globals, short verb);
```

In the *pgm_globals* structure (same one passed to *MemoryAlloc*), the purge field contains a pointer to the purge function. What you need to do is place a pointer to your purge function, as defined above, into that field:

```
paige_rsrv.mem_globals.purge = my_purge_proc;
```

The *paige_rsrv* variable is the same structure given to *pgInit*, and *mem_globals* is the Allocation Manager subset (same one given to *MemoryAlloc*).

When the Allocation Manager purges memory, it locates memory refs that are purgeable and passes each of them, one at a time, to the purge function; additionally, when a *memory_ref* needs to be reloaded (unpurged), the purge function is called again to unpurge the data. The standard purge function handles this by saving the contents of the *memory_ref* to a temp file, then setting the ref’s byte size to *sizeof(mem_rec)*; then when unpurging, the allocation is resized to the original size and data is read from the temp file.

The temp file reference used by the standard purge function is stored in the *purge_ref_con* field in *pgm_globals* (see “Memory globals” on page 25-464).

In addition to purging and unpurging, the purge function is also called to initialize “virtual memory” and to completely dispose an allocation that is currently purged.

Whether the purge function is getting called to purge, unpurge, initialize or dispose an allocation depends on the verb parameter, which will be one of the following:

```
typedef enum
{
    purge_init,                                /* Initialize VM */
    purge_memory,                             /* Purge the reference */
    unpurge_memory,                           /* Unpurge the reference */
    dispose_purge                            /* Purged ref will be disposed */
};
```

For each verb, the purge function must perform the following:

purge_init — “Virtual Memory” must be set up. When *purge_init* is the reason for the function call, “*ref_to_purge*” will be NULL. The standard function initializes the “temp” file (whose file reference will already be contained in *mem_globals>purge_ref_con*).

purge_memory — The *ref_to_purge* memory must be purged. The Allocation Manager will only call with *purge_memory* if the reference is not yet purged, i.e. it won’t try to purge the same reference twice. The standard purge function saves *ref_to_purge*’s data to the temp file and sets the physical allocation size to *sizeof(mem_rec)*.

unpurge_memory — The *ref_to_purge* memory must be unpurged. The Allocation Manager will only call with *unpurge_memory* if the reference has been purged, i.e. it won’t try to unpurge the same reference twice. The standard purge function resets the physical size of *ref_to_purge* and loads the data from the temp file.

dispose_purge — The *ref_to_purge* is already purged but is about to be disposed. THE PURGE FUNCTION DOES NOT DISPOSE THE MEMORY, rather it does whatever is necessary knowing that the purged allocation will be disposed forever. The standard purge function “deletes” the saved data on the temp file, and does nothing else.

FUNCTION RESULT: The purge function should return NO_ERROR (zero) if all was successful, otherwise it should return the appropriate error code per *pgErrors.h*.

Memory Globals

The following structure is used by the Allocation Manager (and is also a subset of *pg_globals*):

```
struct pgm_globals
{
    short      signature; /* Used for checking/debugging */
    short      debug_flags; /* Debug mode, if any */
    memory_ref master_list; /* List of all active memory_refs */
    long       master_list_size; /* Size of ref_list (even if
                                  zeros) */
    long       master_handle; /* HANDLE for master list
                               (Windows only) */
    long       next_master; /* Next master list element */
    long       total_unpurged; /* Total bytes not purged */
    long       max_memory; /* Max memory (set by app) */
    long       purge_threshold; /* Amount extra to purge */
    void      *spare_tire; /* Extra memory for tight
                           situations */

    void PG_FAR *machine_var; /* Machine-specific generic ptr */
    mem_debug_proc debug_proc; /* Called when a bug is
                                detected */
    purge_proc  purge; /* Called to purge/unpurge */
    long       purge_ref_con; /* Reference for purge proc */
    memory_ref purge_info; /* Machine-based purge information*/
    long       next_mem_id; /* Used for unique ID's for refs */
    /* ID to use for MemoryAlloc's */
    long       active_id; /* Which ID to ignore for purging */
    long       last_message; /* Last message in exception
                            handling */
    pg_fail_info_ptr top_fail_info; /* Current exception in
                                    linked list */
    pg_error_handler last_handler; /* Last app handler
                                    before Paige */
}
```

```

short          last_error;           /* Last error, or zero */
memory_ref debug_check;           /* Used for debugging */
memory_ref dispose_check;         /* Used for debugging */
short          debug_access;        /* Used with above field */
void PG_FAR   *app_globals;       /* Ptr to globals for PAIGE*
}
// in pgMemMgr.h which is included by Paige.h

typedef pgm_globals PG_FAR *pgm_globals_ptr;
/* in pgSetJmp.h which is included by pgMemMgr.h */

```

For more information on *pg_globals*, see “Changing Globals” on page 3-21. For more information on error codes see “Error Codes” on page 39-1.

26

CHAPTER

EXCEPTION HANDLING

26.1

The TRY/CATCH Mechanism

OpenPaige provides a fairly straightforward method of detecting runtime errors (such as disk I/O errors, memory errors, etc.) without the requirement of checking every function result or excessive code.

This is accomplished by using a set of predefined macros: *PG_TRY*, *PG_CATCH*, and *PG_ENDTRY*.

Although this mechanism is patterned after exception handling in C++, you do not need to be using C++ to utilize OpenPaige error detection features (nor are any C++ “header” files or libraries required).

Anywhere in your application that calls an OpenPaige function that can fail for “legitimate” reasons, such as allocating memory or reading/writing files, you simply bracket your code as follows:

```
PG_TRY (&mem_rsrv)
{
    ... make calls to OpenPaige functions here such as
    allocating memory, or pgNew, or pgCopy, etc. —anything that can
    abort from an error.
}

PG_CATCH
{
    ... if any error causes OpenPaige to abort a function,
    this part of your code is executed; otherwise this part is not executed.
    Hence you would do whatever is appropriate here such as an error
    alert to user.
}

PG_ENDTRY;
{
    ... code is executed here if no error; also it is executed
    here if the code under PG_CATCH does nothing to abort the program
    any further.
}
```

The above example shows the simplest form of error detection: none of the code under *PG_TRY* is necessarily required to check for errors at all since anything fatal within OpenPaige (such as out of memory or a disk error) will throw CPU execution into the first line of code under *PG_CATCH*. This is done automatically.

The parameter, *mem_rsrv* after *PG_TRY* must be a pointer to the global structure given to *pgMemStartup* earlier (see “Software Startup” on page 2-10 for information about *pgMemStartup*).

NOTE: *PG_TRY*, *PG_CATCH* and *PG_ENDTRY* macros are automatically available by including *Paige.h* (the actual definitions for these exist in *pgExceps.h* which is #included in *Paige.h*).

Last Error

If your code executes under *PG_CATCH* that means OpenPaige aborted something due to a fatal error. You can learn what the error code was by examining the memory globals (same structure given to *PG_TRY*) as follows:

```
mem_rsrv.last_error;
```

Nested TRY/CATCH

PG_TRY / PG_CATCH / PG_ENDTRY can be “nested” throughout your application, in as many places as required. What literally occurs is that the CPU gets forced to the *PG_CATCH* that corresponds to the most recent *PG_TRY*; then if the code under *PG_CATCH* decides to abort that section of code, it can force an additional exception using *pgFailure* (given below), in which case the next most recent *PG_CATCH* (from some other place in your program, if any) gets executed. In short, *TRY/CATCH* can be effectively “daisy chained” in this fashion so any fatal error can cycle up through any level of nested subroutines —ball without the need to even check for errors!

Refinements

There are many situations where your code might need to “force” an exception after detecting additional errors while executing code between *PG_TRY* and *PG_CATCH*. There are also many situations where your *PG_CATCH* code needs to abort the entire

subroutine, returning control to some other part of the program. The following functions are available for this purpose:

```
(void) pgFailure (pgm_globals_ptr globals, pg_error error, long message);
```

This function forces unconditional execution to the code under *PG_CATCH* that belongs to the most recent *PG_TRY*. For example, if you use *pgFailure* while executing the code under *PG_TRY*, then the first line under *PG_CATCH* in that section will get executed; if you use *pgFailure* under *PG_CATCH*, then the first line under *PG_CATCH* belonging to the previous *PG_TRY* (somewhere higher up in your program) gets executed. You would most often use *pgFailure* when executing *PG_CATCH* to completely abort an operation.

The *globals* parameter must be a pointer to *pgm_globals* (same structure given in *pgMemStartup*). The *error* and *message* parameters are stored in *globals->last_error* and *globals->last_message*, respectively, and can be any value(s) appropriate.

```
(void) pgFailNIL (pgm_globals_ptr globals, void PG_FAR *allocation);
```

This function can be used to force an exception if *allocation* parameter is a null pointer. The *globals* parameter must be a pointer to *pgm_globals* (same structure given in *pgMemStartup*).

What actually occurs when *pgFailNIL* is called is the following:

```
if (!allocation)
    pgFailure(globals, NO_MEMORY_ERR, 0);

#include "pgSetJmp.h"      // which is included in Paige.h

(void) pgFailError (pgm_globals_ptr globals, pg_error error);
```

This function can be used to force an exception if *error* parameter is nonzero. The *globals* parameter must be a pointer to *pgm_globals* (same structure given in *pgMemStartup*).

What actually occurs when *pgFailError* is called is the following:

```
if (error)
    pgFailure(globals, error, 0);

#include "pgSetJmp.h"      // which is included in Paige.h

(void) pgFailNotError (pgm_globals_ptr globals, pg_error
acceptable_error, pg_error actual_error);
```

This function can be used to force an exception if *actual_error* parameter is nonzero and it does not equal *acceptable_error*. The *globals* parameter must be a pointer to *pgm_globals* (same structure given in *pgMemStartup*).

A typical use of this function is to force an exception for file I/O errors unless the error is nonfatal. For example, there might be some code that keeps reading a data file until “end-of-file-error” occurs. In such a case, you would want to abort if an error was detected other than end-of-file error.

What actually occurs when *pgFailNotError* is called is the following:

```
if (error)
    if (actual_error != acceptable_error)
        pgFailure(globals, actual_error , 0);

#include "pgSetJmp.h"      // which is included in Paige.h

(void) pgFailBoolean( pgm_globals_ptr pgm_globals_p, pg_boolean b);
```

This function can be used to force an exception if *b* is “TRUE.” The *globals* parameter must be a pointer to *pgm_globals* (same structure given in *pgMemStartup*).

What actually occurs when *pgFailBoolean* is called is the following:

```
if (b)
    pgFailure(globals, BOOLEAN_EXCEPTION, 0);
```

26.5

Bridging to C++ Exceptions

If you are using C++ and its TRY/CATCH mechanism, you can “bridge” an OpenPaige failure to the standard C++ exception handling by calling “Failure” (defined in C++ headers). Here’s an example:

Code that follows PG_CATCH

```
Failure(mem_globals.last_error, mem_globals.last_message);
```

Creating a memory_ref

Let’s take a simple but common example of using this method to detect insufficient memory when attempting to create a *memory_ref*. Here’s how it would look (the

mem_globals variable is the same structure that you gave to *pgMemStartup* when you initialize OpenPaige):

```
{  
    memory_ref    SomeAllocation;  
    PG_TRY(&mem_globals)  
    {  
        SomeAllocation = MemoryAlloc(&mem_globals, 1, 100000, 0);  
  
        /* More code follows, etc., but only gets executed if above allocation was  
           successful. */  
    }  
    /* If above code succeeded, "PG_CATCH" does NOT get executed. */  
    PG_CATCH  
    {  
        /* If it gets here, your  
           allocation failed!*/  
  
        DisposeFailedMemory(&mem_globals);  
        CautionAlert(...);  
        /* Alert user that attempt  
           failed, or whatever*/  
    }  
    PG_ENDTRY;  
    /* Above statement must be  
       given to balance PG_TRY statement.*/  
}
```

When you execute the above code, by virtue of making the *PG_TRY* statement, OpenPaige now knows that any failure to create memory should invoke the exception handler and jump to your *PG_CATCH* statement. Hence, if *MemoryAlloc* fails, the CPU is immediately forced to the line that contains “*PG_CATCH*.” At that place in your code you can do whatever to recover or alert the user or raise your own exception, etc.

The above example is the simplest of all cases since it only creates one *memory_ref*, hence, there really is nothing to “recover.” It gets slightly more involved when you create, say, multiple *memory_ref*s and you need to dispose the allocations that succeeded. I usually handle this by setting them all to “null” so I know which ones succeeded in *PG_CATCH*:

```

{
    memory_ref    allocation1, allocation2, allocation3;
    allocation1 = allocation2 = allocation3 = MEM_NULL;
                /* set all to null */
    PG_TRY(&mem_globals)
    {
        allocation1 = MemoryAlloc(&mem_globals, 1, 100000, 0);
        allocation2 = MemoryAlloc(&mem_globals, 1, 100000, 0);
        allocation3 = MemoryAlloc(&mem_globals, 1, 100000, 0); }
    }
    /* If ALL above code succeeded, "PG_CATCH" does NOT get executed.
     */
}

PG_CATCH
{
    /* If it gets here, then ONE of the allocations failed!*/
    if (allocation1)      DisposeFailedMemory(allocation1);
    if (allocation2)      DisposeFailedMemory(allocation2);
    if (allocation3)      DisposeFailedMemory(allocation3); }
{
    PG_ENDTRY;
}
}

```

In the above example, *PG_CATCH* gets automatically executed upon the first failure of the three *MemoryAlloc*'s. At that time, we dispose only the *memory_refs* that are non-NULL (which means they were successfully created).

NOTE: We call *DisposeFailedMemory* instead of *DisposeMemory*. This is a special “dispose” that OpenPaige provides for this case. It disposes the *memory_ref* regardless of its locked or “used” state so it doesn’t jump into the low-level debugger.

Own error checking

The above examples illustrate where OpenPaige itself, by virtue of *MemoryAlloc*, automatically invokes the exception handler. There will be other cases, however, when you want to cause a similar exception for your own error checking (but you haven't called an OpenPaige function). One example of this would be calling "*NewHandle*" and having it return NULL (this indicating it failed). Here's how you do that:

```
{  
Handle h;  
PG_TRY(&mem_globals)  
{  
h = NewHandle(100000);  
pgFailNIL(&mem_globals, h);  
/* Jump to PG_CATCH if h == nil*/  
}  
// more code if above succeeds.  
  
PG_CATCH  
{  
/* if it gets here then NewHandle() failed. */  
}  
PG_ENDTRY;  
}
```

In the above, we use "*pgFailNIL*", which checks for h being a null pointer and if so, throws an exception (causing *PG_CATCH*) to immediately execute).

There are other "*pgFailxxx*" functions to raise an exception in other ways. Using "*pgFailure*", for example forces an exception unconditionally (see "*pgSetJmp.h*" to see the various functions and/or the docs on this).

Error checking for pgNew, pgCopy, etc.:

There is the possibility you might need to recover from a failed *pgNew* (also *pgCopy* would be same thing). You do this the same way as in my second example of creating allocations -- except for a *pg_ref* you call a special error-recovery-dispose:

```
{  
    pg_ref  MyNewPG;  
    pg_ref = MEM_NULL;  
    PG_TRY(&mem_globals)  
    {  
        MyNewPG = pgNew(.., .., );  
    }  
  
    /* If ALL above code succeeded, "PG_CATCH" does NOT get  
     * executed. */  
  
    PG_CATCH  
    {  
        /* If it gets here, then OpenPaige did not  
         * succeed and rasied an exception */  
  
        pgFailureDispose(MyNewPG);  
    }  
    PG_ENDTRY;  
}
```

The function “*pgFailureDispose*” is called for situations like the above when none or only part of the *pg_ref* may have been created.

NOTE: *pgFailureDispose* can accept a “null” *pg_ref*, so if you initially set the *pg_ref* to *MEM_NULL* you can pass it to *pgFailureDispose* safely.

Get globals from pg_ref, paige_rec_ptr, etc.

So I am buried deep within a bunch of functions and I need to do a PG_TRY/PG_CATCH.

All I have is a pg_ref.

How do I get the globals I need for PG_TRY?

The availability of "memory globals" will generally depend on the kind of program you are developing.

In a regular application, you generally keep memory globals around as a static record that is accessible by any module of the program. Hence, the "availability" of globals is merely a matter of design, usually by including the necessary application header file. Example:

```
//Inside one of your application headers:  
extern pg_globals  pgm_globals    mem_globals;
```

Hence, "*mem_globals*" is available anywhere you include the above header.

For certain circumstances where only a *memory_ref* (or a *pg_ref*) is available, however, you can also get the memory globals by calling "*GetGlobalsFromRef.*"

Suppose, for instance, all you had available is “*ref*,” where “*ref*” is a *memory_ref* (or a *pg_ref*). You can get a copy of memory globals as follows:

```
pgm_globals_ptr mem_globals;
mem_globals = GetGlobalsFromRef(ref);
Getting a pgm_globals_ptr from a paige_rec_ptr:
pgm_globals_ptr my_pgm_globals = pgp->globals->mem_globals;
PG_TRY (my_pgm_globals)
{
}
PG_CATCH
{
}
} PG_ENDTRY
```

27

CHAPTER

CUSTOMIZING OPENPAIGE

This section discusses the low-level “hook” structure of OpenPaige and general guidelines of customizing the look and feel of text display.

27.1

Standard Procs

```
(void) pgSetStandardProcs (pg_globals_ptr globals);
```

This function initializes all the standard low-level function pointers for styles, paragraph formats and general OpenPaige hooks.

The *globals* parameter should be a pointer to the same globals given to *pgInit* and *pgNew*. (Actually, globals can be a pointer to any *pg_global* record. For example, an application may want to set up different “versions” of globals or copies of globals; but the normal use of this function would be to reset the standard functions in the globals record currently in use).

The intended purpose of this function is to reinitialize all the standard functions after temporarily changing them to something else.

OpenPaige “Add-on” Extensions

For future OpenPaige extensions, *pgSetStandardProcs* will still work correctly even if some of the low-level functions require special function pointers from the extension(s) as the “standard.”

This is accomplished by the *extend_proc* which OpenPaige will now call every time *pgSetStandardProcs* is invoked (and after the standard functions are set). For this purpose the following values are possible for the *verb* parameter when *extend_proc* is called:

```
typedef enum
{
    pg_std_procs,      /* Standard procs have been initialized */
    pg_new,           /* pgNew has been called */
    pg_dispose        /* About to do a pgDispose */
};
```

27.2

Style Functions

If you want to do anything at all with text styles or paragraph formatting that is beyond the scope (or different) than the way OpenPaige will normally handle formatting, you must first understand the following basic design concept on which OpenPaige is founded:

1. Every *style_info* record contains an extensive set of function pointers that, when called, perform all the associated tasks for that style, including text measurement (determining width of characters), display, height computation (ascent, descent, etc.), and information about characters (which char is a control code, which one is a line breaking char, etc.).

2. All new *style_info* records, by default, are initialized with OpenPaige standard functions: every function pointer gets set with the appropriate default procedure for that aspect of the style, none are null.
3. To alter the way a style behaves or draws, you simply replace the appropriate function pointer(s) within that *style_info* record with your own.

The end result of this method is that any section of text “knows how to measure and draw” itself.

27.3

Standard Low-Level Function Access

A subset of the above design concept is the public availability of OpenPaige standard low-level style functions.

An OpenPaige user has access to all the standard low-level functions that are normally placed into a *style_info* record by default. The reason this can be important is because a custom style function, which you create, has the ability to make a call to the “standard” function any time when it becomes necessary to facilitate your feature.

For example, suppose you had a requirement to create a “boxed” style which draws an outline around the text. To draw the text itself, you simply call the standard OpenPaige low-level function that draws text for any given style; then you would draw the outlining box. A great deal of coding time can be saved with this feature. See “Creating a simple custom style” on page 30-37 for a sample implementation.

The typical use for calling one of these functions is for situations where you only want to ALTER something only slightly from the standard and you want to avoid the necessity of writing huge code to replace the standard handling.

Another obvious example is using the *line_measure* function to build a line of text. As we have frankly stated in our own documentation, using this function to completely replace OpenPaige’s standard handling is a mistake due to its enormous complexity. However, this function can become useful if you replace it with your own function that FIRST CALLS THE STANDARD FUNCTION to build the line; from that point you could alter the results. See “Anatomy of Text Blocks” on page 36-1 for additional information on line structures.

To call a standard low-level style function, simply include “*defprocs.h*”. The standard functions are listed with their corresponding hook below.

27.4

Setting Style Functions

Every *style_info* record contains the following structure as one of its components:

```
typedef struct
{
    style_init_proc init;           /* Initialize style_info */
    install_font_proc install;     /* Set up "current" font & style */
    measure_proc measure;          /* Measure char positions */
    merge_proc merge;              /* Substitute other text */
    char_info_proc char_info;      /* Return info about a char */
    text_draw_proc draw;           /* Draw the character(s) */
    dup_style_proc duplicate;      /* Style will get duplicated */
    delete_style_proc delete_style; /* Style will get deleted */
    alter_style_proc alter_style;   /* Style will get altered */
    save_style_proc save_style;    /* Style about to be written to
                                    disk */

    copy_text_proc copy_text;       /* Text of style will be copied */
    delete_text_proc delete_text;  /* Text of style will be deleted */
    setup_insert_proc insert;       /* Set up for insert */
    track_control_proc track_ctl;  /* Track "control" type style*/
    style_activate_proc activate;   /* Activate/deactivate */
}

pg_style_hooks;
```

In each field shown above, a pointer to an appropriate function exists. Every style must contain these function pointers, but any (or all) styles can be different functions.

Hence, to customize a style, you need to decide which of these functions you need to “override,” then change the pointer(s) in the style record so OpenPaige will call your function for that task.

NOTE (Windows 3.1 Users): Function pointers you use to override the OpenPaige functions must be created with *MakeProInstace()*.

27.5

Setting / Changing Function Pointers

There are three general methods of changing function pointer(s) for styles.

1. Use *pgSetStyleInfo*

The first way is to simply use *pgSetStyleInfo*: set your mask parameter to all zeros except for the style functions you wish to change, and place pointers to your functions into the new *style_info* record (see “style_info” on page 30-21 for details about *pgSetStyleInfo*). Doing it this way you will literally apply your customization to whatever range(s) of text you prefer.

2. Set the style procs

The second method is to use the following function(s):

```
void pgSetStyleProcs (pg_ref pg, pg_style_hooks PG_FAR *procs,  
    style_info_ptr match_style, style_info_ptr mask_style, style_info_ptr  
    AND_style, long user_data, long user_id, pg_boolean inval_text,  
    short draw_mode);  
  
(void) pgSetParProcs (pg_ref pg, pg_par_hooks PG_FAR *procs,  
    par_info_ptr match_style, par_info_ptr mask_style, par_info_ptr  
    AND_style, long user_data, long user_id, pg_boolean inval_text,  
    short draw_mode)
```

This function applies procs to all styles that match a specified criteria, as follows: each field of a *style_info* record in *pg* is compared to the same field in *match_style* if the corresponding field in *mask_style* is nonzero; in other words, only nonzero fields in *mask_style* are compared. Before each comparison is performed, the field in *pg*'s *style_info* record is temporarily AND'd with the corresponding field in *AND_style* before the comparison.

Either *match_style*, *mask_style* or *AND_style* can be null, in which case the following occurs: if *match_style* is null, then all styles in *pg* are changed (no comparisons are made). If *mask_style* is null, every field is compared and must match; if *AND_style* is null, no AND'ing is performed.

Only styles that completely match the comparison criteria based on *match_style*, *mask_style* and *AND_style* are changed and, if so, all functions in procs are placed into that style.

Additionally, for every style that is changed, *user_data* and *user_id* are placed in the *style_info* record (see “style_info” on page 30-21 for more information about the *style_info* record).

If *intval_text* is TRUE, the text for which the changed styles apply is “invalidated” (tagged to require re-word-wrapping and line calculations).

If *draw_mode* is nonzero the text is redrawn (see “Draw Modes” on page 2-30).

This function is mainly used to restore all custom function pointers for “opened” files.

pgSetParProcs is 100% identical to *pgSetStyleProcs* except paragraph style records are changed.

3. Initialize function pointers

The third method is to initialize function pointers while a file is being “read”. This is done using the file handler functions as described in “File Handlers” on page 34-1 (see also “Special “Initializing” Handlers” on page 34-23).



CAUTION: Warning: Style functions can not be null, ever. They must point to a valid function even if that function does nothing. As a general rule, if you don't need to change a style function, leave the default that OpenPaige has initialized.

4. Set “default” for all styles

This method should be used when you want to set one or more style functions to be used for all styles.

This is done by simply setting up the default style in pg_globals with the appropriate function pointer(s). The default style is called “*def_style*” and is a *style_info* record which OpenPaige will copy for every new style insertion.

NOTE (Windows 3.1 Users): Function pointers you use to override the OpenPaige functions must be created with *MakeProInstanc()*.

27.6

Function Definitions

The following is a definition and description of each of these functions, what each parameter means and general comments on how you might use the function to create special features.

style_init_proc

PURPOSE: To initialize the *style_info* record.

STANDARD FUNCTION: The default function, *pgStyleInitProc*, figures out the text ascent, descent and default leading; for the Mac version, it also figures out a 16-bit “style” word it can give to *QuickDraw* for the text style; for Windows it builds a *Font Object HANDLE*.

```
PG_FN_PASCAL (void, style_init_proc) (paige_rec_ptr pg, style_info_ptr
style, font_info_ptr font);
```

The *style* record is to be initialized; the font parameter is a pointer to the *font_info* record associated with this style.

NOTE 1. Important: OpenPaige determines character heights solely from the information in the *style_info* record; specifically, *style_info.ascent*, *style_info.descent* and *style_info.leading*. Additionally, *top_extra*, *bot_extra* and superscript/subscript values will affect the height of characters. It is therefore important that you initialize these fields to reflect the appropriate vertical “bounding” areas of text drawn in that format.

NOTE 2. When computing the height for offscreen bitmap display, OpenPaige uses only the ascent, descent and leading fields. You can therefore avoid excessive memory usage for bitmap drawing by using *top_extra* and *bot_extra* to define “non text” boundaries such as picture frames.

install_font_proc

PURPOSE: To set the font and style as the “current font” for subsequent drawing.

STANDARD FUNCTION: The default function, *pgInstallFont*, sets the current device to the font, style, color and *char_extra* values all taken from the *style_info* and *font_info* records. If *include_offscreen* is TRUE, all the same values are set in the internal offscreen port as well. If scaling is enabled (not 1:1), the point size is scaled accordingly and the scaled point size is used instead.

```
PG_FN_PASCAL (void, install_font_proc) (paige_rec_ptr pg,
    style_info_ptr style, font_info_ptr font, style_info_ptr composite_style,
    pg_boolean include_offscreen);
```

The *pg* parameter is the *paige_rec* affected by this font. The *style* and *font* parameters point to the style and font record to install, respectively; neither will ever be a null pointer.

If *composite_style* is nonnull, this function must copy the contents of the *style_info* it actually used to set up the device (in certain cases, the original *style_info* may be temporarily altered, in the case of “superimpose” style variations, ALL CAPS, etc.).

If *include_offscreen* is TRUE, OpenPaige will want to use the same format when and if it draws to an offscreen bitmap during for the next text display (see “text_draw_proc” on page 27-501).

measure_proc

PURPOSE: To obtain the width of character(s).

STANDARD FUNCTION: The default function, *pgMeasureProc*, determines the character pixel positions as if each were drawn from left to right beginning at **positions*. Special flags are set in each corresponding element in **types*.

```
PG_FN_PASCAL (void, measure_proc) (paige_rec_ptr pg,
    style_walk_ptr walker, pg_char_ptr data, long length, pg_short_t slop,
    long *positions, short *types, short measure_verb, long current_offset,
    pg_boolean scale_widths, short call_order);
```

The walker parameter points to a *style_walk* record that contains pointers to the style and font to be measured.

NOTE: The paragraph formatting pointers in walker can be NULL or uninitialized.

data and *length* — define the text and length (in bytes), respectively.

slop — contains the number of “extra” pixels to include in the measurement, i.e., how much extra space to add for justification purposes (as in full justification).

positions —parameter points to an array of longs; the first long in that array will already be set to a number, which is the starting position, in pixels, for the first character in **data*; the remaining elements in **positions* will be uninitialized. The job of this function is to fill in the remaining longs with the position for all remaining characters as

they would appear on the screen if drawn from **positions* pixel position, including the ending position of the last byte.

For example, if the text had 3 bytes, each of them 8 pixels wide, and the first element in positions was 70, you would fill in the long's in positions as follows:

```
70, 78, 86, 92
```

types — parameter is a pointer to an array of shorts; what you must fill in into this array is the character type of each byte in data. The character type is defined by setting any (or all, or none) of the following bits:

```
#define SOFT_HYPHEN_BIT      0x00000008      /* Soft hyphen char */
#define CTL_BIT                0x00000040      /* Char is a control code */
#define PAR_SEL_BIT            0x00000100      /* Char breaks a paragraph */
#define LINE_SEL_BIT           0x00000200      /* Char breaks a line (soft CR) */
#define TAB_BIT                0x00000400      /* Char performs a TAB */
#define CONTAINER_BRK_BIT      0x00004000      /* Break-container bit */
#define PAGE_BRK_BIT           0x00008000      /* Page breaking char */
```

For each character, the corresponding **types* element should contain either zero (meaning the character is none of the above), or a combination of these bits.

EXAMPLE:

If there are 4 bytes to measure consisting of “a, b, c” followed by <CR>, the **types* elements should be set to:

```
0, 0, 0, PAR_SEL_BIT | CTL_BIT
```

NOTE: types uses only the lower half of these #defines.

The *measure_verb* parameter indicates one of two reasons *measure_proc* is being called, which are:

```
typedef enum
{
    measure_width_locs,          /* Measure for char widths only */
    measure_draw_locs           /* Measure for relative drawing */
};
```

The difference between these two verbs is that *measure_width_locs* calls for the locations of characters to define the cascading width of each character, while *measure_draw_locs* calls for the literal locations (relative to horizontal screen *positions) that characters will appear on the screen. For standard Roman text these two measurements are identical. However, for right-to-left scripts they are not identical.

For example, Arabic characters aligned as “abcd” in memory will display as “cdba” on the screen. Hence, if each character were 10 pixels wide, the relative screen locations should be 40, 30, 20, 10, 0; if measuring purely for character widths, however, the *positions elements must be 0, 10, 20, 30, 40.

current_offset —parameter indicates the current offset into all text, which will match with the first byte of *data. For example, if OpenPaige is measuring text at absolute byte offset 1200, *current_offset* will be 1200.

scale_widths — parameter indicates whether or not the text is currently scaled: if TRUE, the measured text will eventually be used to convert a screen point to a character position that is scaled to something other than 1:1.

NOTE: If *scale_widths* is TRUE that does not mean the character position must be scaled, rather that the function must compensate for potential errors in scaling.

For example, suppose a document is currently scaled by 50% and the text to be measured is 24 point. However, the relative screen locations of scaled-down 12 point text do not necessarily correspond to exactly 50% of 24-point text. Hence, there will be an inaccuracy if the text were being measured to compute a character from a scaled coordinate.

If *scale_widths* is TRUE, the Macintosh function computes the same scaled text it would normally draw in scaled mode, then upscales *positions.

EXAMPLE:

If scaling is currently 50% and point size is 12, then 6 point text is measured then each resulting character position is multiplied X 2.

call_order—parameter indicates whether there will be one more *measure_proc* call for the current block of text or if this section of text is the end of the block: if *call_order* is -1 the text to be measured is the last part of the block.

NOTE: The “block” in this case is not necessarily all one style and in fact can be many styles (and potentially many different *measure_proc* functions). For Macintosh WorldScript measuring, it is necessary to know if *measure_proc* is being called for the last time in a sequence of bytes in order to set the last location of right-to-left script correctly. (Normally you won’t care what the value of *call_order* is).

Multibyte Characters

The data given to *measure_proc* is always at a byte level, regardless of the character type. If you write your own *measure_proc*, it is your responsibility to return the correct responses anyway.

For example, suppose data had 10 bytes, but each byte represented 1/2 of a two-byte character. If each double-byte character were 8 pixels wide, you would fill *positions with something like this:

```
0, 0, 8, 8, 16, 16, 24, 24, 32, 32, 32
```

NOTE (Macintosh): The *style*, *font* and *point* size will have already been set in the current *GrafPort* before *measure_proc* is called.

NOTE: The *measure_proc* never gets called if the text is hidden (*styles[hidden_text_var]* is TRUE and “hide hidden text” is on).

PURPOSE: To temporarily substitute the text for this style with something else.

STANDARD FUNCTION: The default function, *pgMergeProc*, does nothing.

This particular function is mainly for application features for “mail merge” and similar functionality.

```
PG_FN_PASCAL (short, merge_proc) (paige_rec_ptr pg, style_info_ptr  
style, pg_char_ptr text_data, pg_short_t length, text_ref  
merged_data, long ref_con);
```

This function gets called only when the application has called *pgMergeText* (see “Mail Merging” on page 29-1).

style — parameter points to the style for which this call is intended; *text_data* will point to the first character affected by the style and length the number of bytes given in *text_data*.

merged_data — parameter will be an empty *memory_ref*. The job of this function is to fill *merged_data* with whatever new text it wishes to insert instead of the text that already exists. If *merged_data* is set to zero size, the “old” text is deleted with no new substitute.

ref_con — parameter will contain a value provided by the application.

FUNCTION RESULT: If this function returns FALSE, the existing text in this style is not affected (stays the same), otherwise the existing text is replaced with the text in *merged_data* even if *merged_data* is empty.

See “Mail Merging” on page 29-1.

PURPOSE: To return specific information about a byte of text.

STANDARD FUNCTION: The default function, *pgCharInfoProc*, returns the various bit settings listed below for standard ASCII, Roman and non-Roman Macintosh character sets.

```
PG_FN_PASCAL (long, char_info_proc) (paige_rec_ptr pg,
style_walk_ptr style_walker, pg_char_ptr data, long block_offset, long
offset_begin, long offset_end, long char_offset, long mask_bits);
```

This function gets called at various times for OpenPaige to determine the nature of an arbitrary byte of text. Upon entry, the *walker* parameter points to a *style_walk_ptr* containing the following information:

```
typedef struct
{
    long          current_offset; /* Current style offset position */
    style_info_ptr cur_style;      /* Current text style */
    par_info_ptr   cur_par_style;  /* Current paragraph style */
    font_info_ptr  cur_font;       /* Current font record */
    style_run_ptr  next_style_run; /* Next style run record */
    style_run_ptr  next_par_run;  /* Next paragraph run record */
    style_run_ptr  prev_style_run; /* Previous style run */
    style_run_ptr  prev_par_run;  /* Previous paragraph style run */
    style_info_ptr style_base;     /* used internally */
    par_info_ptr   par_base;       /* used internally */
    font_info_ptr  font_base;      /* used internally */
    pg_short_t    last_font;      /* used internally */
    long           t_length;      /* Text size from original pg_ref */
    style_info     superimpose;   /* Composite superimpose style */
}
style_walk;
```

The *style_walk* record is provided for this function's reference only; the *style_walk* structure is described in more detail under “Style Walkers” on page 32-1.



CAUTION 1: You must not alter the contents of walker directly.



CAUTION 2: The paragraph format pointers might be NULL.

data — parameter will point to one or more bytes; the byte in question is at offset *char_offset*. For example, if *char_offset* is 7, the byte being questioned is *data[7]*. This function only gets called to learn about a single byte at a time; for multibyte characters you must respond with the appropriate bits set to indicate what part of a character the byte in question represents.

block_offset — parameter will be the absolute offset, relative to all text in *pg*, for the first byte of the *text_block* record from which the text is derived. For example, if *block_offset* were 1900, the data can be found at the *text_block* record, within *pg*, whose begin member is 1900; the purpose of this parameter is for special-case character testing for multiple language scripts (*block_offset* helps *char_info* find out if the text prior to *data* is a different script).

However, if *block_offset* is NO_BLOCK_OFFSET (value -1), the data does not belong to any text block. Some examples of when this can occur would be a byte stream that is about to be inserted but not yet part of a *pg_ref*, or a group of characters within an *undo_ref*, etc.

offset_begin and *offset_end* — parameters indicate the range of byte(s) within *data* that are valid for purposes of looking “ahead” and “before” *data[char_offset]*. Usually, *offset_begin* will be zero and *offset_end* will be some *value >= char_offset*. The purpose of these parameters is for checking adjacent character(s) for determining double versus single byte status of a character.

mask_bits — parameter indicates which character type(s) need to be checked; the bits set in *mask_bits* correspond one for one to the function result bits given below.

For example, if *mask_bits* contained BLANK_BIT and CTL_BIT, then the only characteristic that needs to be checked for *data[local_offset]* is whether or not the

character is blank and whether or not it is a control character. The purpose of *mask_bits* is to optimize the performance of *char_info_proc* by providing a hint as to which data types can be ignored.

FUNCTION RESULT: The appropriate combination of the following must be the function result (but the bits don't need to be set if they were not set in *mask_bits*):

#define BLANK_BIT	0x00000001	/* Character is blank */
#define WORD_BREAK_BIT	0x00000002	/* Word breaking char */
#define WORD_SEL_BIT	0x00000004	/* Word select char */
#define SOFT_HYPHEN_BIT	0x00000008	/* Soft hyphen char */
#define INCLUDE_BREAK_BIT	0x00000010	/* Word brk but include w/ word */
#define INCLUDE_SEL_BIT	0x00000020	/* Select brk but include w/ word */
#define CTL_BIT	0x00000040	/* Char is a control code */
#define INVIS_ACTION_BIT	0x00000080	/* Char implies command or action */
#define PAR_SEL_BIT	0x00000100	/* Char breaks a paragraph */
#define LINE_SEL_BIT	0x00000200	/* Char breaks a line (soft CR) */
#define TAB_BIT	0x00000400	/* Char performs a TAB */
#define FIRST_HALF_BIT	0x00000800	/* 1st half of a multi-byte char */
#define LAST_HALF_BIT	0x00001000	/* Last half of a multi-byte char */
#define MIDDLE_CHAR_BIT	0x00002000	/* Middle of a multi-byte char */
#define CONTAINER_BRK_BIT	0x00004000	/* Break-container bit */
#define PAGE_BRK_BIT	0x00008000	* Break-repeating-shape bit */
#define NON_BREAKAFTER_BIT	0x00010000	//Char must stay with char(s)after it
#define NON_BREAKBEFORE_BIT	0x00020000	/* Char must stay with char(s) before it */
#define NUMBER_BIT	0x00040000	/* Char is numeric */
#define DECIMAL_CHAR_BIT	0x00080000	/* Char is decimal (for decimal tab) */
#define UPPER_CASE_BIT	0x00100000	/* Char is UPPER CASE */
#define LOWER_CASE_BIT	0x00200000	/* Char is lower case */
#define SYMBOL_BIT	0x00400000	/* Char is a symbol */
#define EUROPEAN_BIT	0x00800000	/* Char is ASCII-European */
#define NON_ROMAN_BIT	0x01000000	/* Char is not Roman script */
#define NON_TEXT_BIT	0x02000000	/* Char is not really text */
#define FLAT_QUOTE_BIT	0x04000000	/* Char is a "flat" quote */
#define SINGLE_QUOTE_BIT	0x08000000	/* Quote char is single quote */
#define LEFT_QUOTE_BIT	0x10000000	/* Char is a left quote */
#define RIGHT_QUOTE_BIT	0x20000000	/* Char is a right quote */
#define PUNCT_NORMAL_BIT	0x40000000	/* Char is normal punctuation */
#define OTHER_PUNCT_BIT	0x80000000	/* Char is other punctuation */

NOTE: Important: OpenPaige, as a whole, knows nothing at all about “character types” and therefore relies utterly on the information provided by *char_info_proc*:

For an example see “Control characters don’t draw” on page 24-12.

text_draw_proc

PURPOSE: To draw the text for a style.

FUNCTION RESULT: The default function, *pgDrawProc*, draws the text using the standard styles and color as defined in the *style_info* record, plus any other styles that are appropriate (such as strikeout, word underline, etc.).

```
PG_FN_PASCAL (void, text_draw_proc) (paige_rec_ptr pg,
    style_walk_ptr walker, pg_char_ptr data, pg_short_t offset,
    pg_short_t length, draw_points_ptr draw_position, long extra, short
    draw_mode);
```

walker — parameter contains information about the text style, font and paragraph formatting (for more information about the *style_walk* record see “char_info_proc” on page 27-498 and “Style Walkers” on page 32-1).

data, *offset* and *length* — provide the pointer to text, offset into that text to start, and the number of bytes to draw, respectively. All text parameters are in bytes; if the text is something other than bytes it is this function’s responsibility to work that out.

The text is guaranteed to never be zero length, and is guaranteed to not contain any “blanks” that should not be drawn (such as tabs, CR’s, etc.). Only text for this style will be given: the data will never cross style boundaries nor will the text ever cross line boundaries (it will always be given for a whole line or a portion of a line).

The *draw_position* is a pointer to a record that defines exactly where to draw the text as follows:

```
typedef struct
{
    co_ordinate    from;                      /* Draw from */
    co_ordinate    to;                        /* Draw to */
    long           real_offset;        /* Actual offset into all text */
    long           ascent;          /* Distance from baseline to top*/
    long           descent;          /* Distance to baseline to bottom */
    long           line_offset;       /* Offset where line begins */
    long           compensate_h; // Amount of x-axis compensation
    point_start_ptr starts;        /* Current point_start record */
    shape_ref      bitmap_exclude; /* Exclusion rects or NULL */
    co_ordinate    bitmap_offset;   /* Offset to "real" point */
    co_ordinate    vis_offset;      /* Total amount point
                                    starts were offset */
    text_block_ptr block;          /* Current text block */
}
draw_points, *draw_points_ptr;
```

The text is to be drawn at coordinate *draw_position->from*; after drawing, *draw_position->to* must be set to the ending “pen” position (ending coordinate where the text stops). The *real_offset* field contains the actual byte position (within *pg*) of the text to be drawn relative to all text in the *pg_ref*.

The *ascent* and *descent* — fields define the line’s height from the current vertical position (which will be *draw_position->from.v*).

compensate_h — field is currently not used (but reserved for future enhancement).

starts — field is a pointer to the current *point_start* record. The value in *starts->flags* can be useful for special drawing as any of the following might be set in this field:

#define LINE_BREAK_BIT	0x8000	/* Line ends here */
#define PAR_BREAK_BIT	0x4000	/* Paragraph ends here */
#define SOFT_PAR_BIT	0x2000	/* Soft CR ends line */
#define RIGHT_DIRECTION_BIT	0x1000	/* Text is right to left */
#define LINE_GOOD_BIT	0x0800	/* This line requires no recalc */
#define NEW_LINE_BIT	0x0400	/* New line starts here */
#define NEW_PAR_BIT	0x0200	/* New paragraph starts here */
#define WORD_HYPHEN_BIT	0x0100	/* Draw a hyphen after this text */
#define TAB_BREAK_BIT	0x0080	/* Tab char terminates this line */
#define HAS_WORDS_BIT	0x0040	/* One or more word breaks exist */
#define CUSTOM_CHARS_BIT	0x0020	/* Style(s) are custom */
#define SOFT_BREAK_BIT	0x0010	/* Start breaks on soft hyphen */
#define BREAK_CONTAINER_BIT	0x0008	/* Line breaks for next container */
#define BREAK_PAGE_BIT	0x0004	/* Line broke on page break */
#define LINE_HIDDEN_BIT	0x0002	/* Line is invisible (hidden) */
#define NO_LINEFEED_BIT	0x0001	/* Line does not advance vertically */
#define TERMINATOR_BITS	0xFFFF	/* ALL ONES if terminator record */

bitmap_offset — field indicates how far the display is offset from its screen position to draw within the offscreen bitmap (if that is the drawing mode).

vis_offset — field indicates how much was added to the display to obtain the real screen position; usually, this is the “scroll position” of the text.

block — field contains a pointer to the current *text_block* record.

The two parameters in *text_draw_proc* — *pxtra* and *draw_mode* — *pd* define the amount of space (in pixels) to make up for justification and the current drawing mode, respectively.

NOTE (Macintosh): On scaling for Macintosh: If text is scaled, the fields

draw_position will already reflect the scaling (i.e., the coordinates will already be scaled) and the point size will also have been scaled and set appropriately. Therefore you do not need to do anything “special” for scaling in this function.

NOTE: On blank characters: THE SIZE OF TEXT WILL ALWAYS EXCLUDE “INVISIBLE” CHARACTERS, including trailing spaces. Example: If a 4-byte line of text were 3 bytes followed by a carriage return, the *length* parameter

passed to *text_draw_proc* will be 3 (not 4). Also, if a line of text has embedded tab characters (or other similar controls), multiple calls to *text_draw_proc* will be made, each of which omit the tab characters. The function is not called at all if omitting non-displaying chars results in zero length.

NOTE: More about blank characters: “Blank” characters are determined to be so as a response from *char_info_proc*. OpenPaige knows nothing about the nature of characters. Hence, if you embed a stream of characters for special purposes, you can declare each of them as “visible” (or not) simply by writing your own *char_info_proc*.

Rather than actually drawing a character, sometimes all you need do is change the character attributes. See “Control characters don’t draw” on page 24-12.

dup_style_proc
delete_style_proc

PURPOSE: To duplicate any structure(s) in a *style_info* record, or to delete any structure(s) in the *style_info* record.

STANDARD FUNCTION: The default functions, *pgDupStyleProc* and *pgDeleteStyleProc*, do nothing (there are normally no allocated structures within a *style_info* record). These functions are mainly for special application features.

```
PG_FN_PASCAL (void, dup_style_proc) (paige_rec_ptr src_pg,
paige_rec_ptr target_pg, short reason_verb, format_ref all_styles,
style_info_ptr style);
PG_FN_PASCAL (void, delete_style_proc) (paige_rec_ptr pg,
pg_globals_ptr globals, short reason_verb, format_ref all_styles,
style_info_ptr style);
```

Whenever OpenPaige duplicates (copies) a *style_info* record internally, *dup_style_proc* is called. This would give the application a chance to duplicate any structures it may have placed in the *style_info* record. For duplication, both source and target *paige_rec*’s are given. The source will be the original OpenPaige document from

which the item is being copied; the target is the *paige_rec* for which the copy is being applied. Either might be NULL depending on the reason the function is being called.

Whenever OpenPaige is about to delete a *style_info* record, *delete_style_proc* is called giving the application a chance to dispose any structures it may have placed in the *style_info* record.

globals is sometimes used in cases where *pg* can be NULL if style records are getting disposed from an *undo_ref*, but Windows version must have a pointer to the globals when a style is deleted.

For both duplicate and delete functions, a *verb* parameter is given to indicate the reason the function is being called, which will be one of the following:

```
enum
{
    prepare_undo_text_reason,
    prepare_undo_style_reason,
    prepare_undo_typing_reason,
    undo_delete_reason,
    undo_style_reason,
    copy_reason,
    paste_reason,
    for_next_insert_reason,
    new_stylesheet_reason,
    internal_clone_reason,
    not_used_reason,
    pgdispose_reason,
    disposeundo_reason,
    delete_text_reason,
    pg_new_reason
}
```

A good example of this would be if a picture structure were kept in one of the *style_info* fields, and if OpenPaige made a copy of the style, you would want to also duplicate the picture; for deletion, you would want to delete the picture, and so forth.

Neither function gets called when you “set” a style for the first time, but rather it is called for other situations such as Copy, Paste and deleting all the text for a style.

The parameter *all_styles* is the *memory_ref* containing all the *style_info* records (of which the *style* parameter is a part of). The purpose of this parameter is to provide the array of style records for special situations where *pg* is a null pointer (see below).



CAUTION: In these particular functions, *pg* can be a null pointer. This is because both of these functions can get called in relation to “undo” and “redo” functions that are not associated with a *pg_ref* at the time they are required. If you need to examine the array of *style_info* records, use the *all_styles* parameter.

TECH NOTE

Source and destination *pg_refs* when duplicating or deleting

I'm doing some custom style work and I'm trying to follow the logic of how the hooks are called for duplicate and delete, etc. I understand that sometimes the pg_ref to these hooks is passed as NULL. However, it seems to me that the duplicate call should have BOTH the source and destination pg_refs, and BOTH the source and destination style records.

I can best answer all these questions by explaining what the duplicate/delete functions are all about.

The only real purpose of the duplicate and delete function hooks in a style is to handle memory structures that have been embedded in the style itself. Otherwise these hooks are not needed and shouldn't be used.

The *style_info* record is always “copied” or “removed” by OpenPaige as needed, without you doing anything. However, if you have embedded some kind of Handle or Pointer or *memory_ref*, etc. inside the *style_info* you would need to be informed of duplications/deletions so you can handle the memory allocation(s).

For example, let's say you create a custom style that contains as one of its fields a *PicHandle*. You initially created this style something like:

```
style_info    my_style;
style_info.user_var = (long) MyPicture; /* put in a Picture handle*/
```

As long as this *style_info* sits inside the *pg_ref* as-is, no problem. Later on, however, the user does *pgCopy* which causes

OpenPaige to make a duplicate of this particular *style_info*. In such a case, you would wind up with the same PicHandle in each copy of the style -- which would be a disaster. Hence, you need to be told that OpenPaige just made a copy of your *style_info* record and you would need to make a unique *PicHandle* to avoid this problem, something like:

```
HandToHand((Handle*) &style_info.user_var);
```

If “*user_var*” were not a memory allocation you would NOT CARE that OpenPaige made a copy.

The same is true for deletions: if OpenPaige decides to dispose a *style_info* record (which ALWAYS occurs during *pgDispose*) you would need to be told so you could remove memory allocations, as:

```
KillPicture((PicHandle) style_info.user_var);
```

That is really all there is to it.

As to when and why OpenPaige calls these functions, it doesn't matter. There are lots of reasons and I've only named the obvious ones. All you need to know is:

1. The “duplicate” function gets called after OpenPaige has made an exact copy of a *style_info* for whatever reason.
2. The “delete” function gets called just before OpenPaige removes a *style_info* record for whatever reason.

Now, how can a *pg_ref* be “NULL” when these functions get called? That only occurs when the target *pg_ref* does not exist. The only situation where this exists is setting up an *undo_ref*, in which case there isn't any target *pg_ref*.

`alter_style_proc`
`alter_par_proc`

PURPOSE: To alter the style as necessary as it is about to be modified as “offspring” of some other file. For example, if the user selected text that was currently in Helvetica 12-point text, then changed the style to bold, OpenPaige creates a new `style_info` record exactly the same as Helvetica 12-point but with the bold attribute set. In this way, new styles can be “offspring” of parent styles and `alter_style_proc` gets called with the original style and offspring so custom styles can be altered appropriately.

STANDARD FUNCTION: The default function, `pgAlterStyleProc`, does nothing. This function is normally used for custom styles if the customized elements need to be changed before becoming offspring.

```
PG_FN_PASCAL (void, alter_style_proc) (paige_rec_ptr pg,
    style_info_ptr old_style, style_info_ptr new_style,
    style_info_ptr mask);
PG_FN_PASCAL (void, alter_par_proc) (paige_rec_ptr pg, par_info_ptr
    old_par, par_info_ptr new_par);
```

Upon entry, `old_style` is the “parent” (original) style and `new_style` is the altered “offspring” (new) style.

For `alter_style_proc`, the mask will indicate which field(s) of the `style_info` are actually being altered. Only the nonzero fields as indicated in mask will actually be changed.

A typical reason for using `alter_style_proc` is the following scenario: A custom style is developed by the application that places a “box” around text. The box effect is accomplished purely by changing the `draw_proc` to draw a frame around the surrounding text. The user, however, selects a range of text to become “plain,” in which case you might want to clear out your custom function pointers. The `alter_style` proc would be best suited for this purpose: you could check the `new_style` to see if it is your custom “box” style and, if so, reinitialize all the function pointers to their defaults (so your box doesn’t draw any more).

alter_par_proc is identical to *alter_style_proc* except it does not have a “*mask*” parameter and is called for paragraph formats.

copy_text_proc
delete_text_proc

PURPOSE: To duplicate any structure(s) in within the text stream associated with a *style_info* record, or to delete any structure(s) in the text for *style_info* record.

NOTE: Standard text characters are automatically copied or deleted by OpenPaige. The purpose of this function is to copy anything that really isn’t text, such as embedded picture allocations, controls, etc.

STANDARD FUNCTION: The default functions, *pgCopyTextProc* and *pgDeleteTextProc*, do nothing (there are normally no allocated structures within the text stream). These functions are mainly for special application features.

```
PG_FN_PASCAL (void, copy_text_proc) (paige_rec_ptr src_pg,  
paige_rec_ptr target_pg, short reason_verb, style_info_ptr style, long  
style_position, long text_position, pg_char_ptr text, long length);  
PG_FN_PASCAL (void, delete_text_proc) (paige_rec_ptr pg, short  
reason_verb, style_info_ptr style, long style_position, long  
text_position, pg_char_ptr text, long length);
```

These functions are similar to *dup_style_proc* and *delete_style_proc* except they are intended for structures the application might have embedded into the text stream for the “style” in question. They get called for exactly the same reasons (and occurrences) as the *dup_style_proc* and *delete_style_proc*, but for the text stream.

On entry, *style_position* is the byte offset where the style begins (byte offset relative to all text within the *pg_ref*). The *text_position* parameter is the offset of the text in relation to all text in the *pg_ref* (this is not the offset of the text given in the *text* parameter, rather the absolute position from the first byte in *pg*). The *text* parameter is a pointer to the text to be copied or deleted and the *length* parameter is the number of bytes that *text* is pointing to.

The *reason_verb* for both functions indicates the reason for the function call; this value will be one of the values listed above for *dup_style_proc* and *delete_style_proc*.

For *copy_text_proc*, the text is being copied from *src_pg* to *target_pg*.

NOTE: Important: Neither of these functions get called unless “REQUIRES_COPY_BIT” is set in the *class_bits* field of the *style_info* record.



CAUTION: In these particular functions, the *paige_rec_ptr* param(s) can be a null pointer. This is because both of these functions can get called in relation to “undo” and “redo” functions that are not associated with a *pg_ref* at the time they are required.

setup_insert_proc

PURPOSE: To set up for the next text insert. Custom style features sometimes require a “warning” before a new text insertion.

STANDARD FUNCTION: The default function, *pgSetupInsertProc*, does nothing. This function is mainly intended for custom style features, but OpenPaige will alter this hook when/if an *embed_ref* is inserted.

```
PG_FN_PASCAL (short, setup_insert_proc) (paige_rec_ptr pg,
style_info_ptr to_be_inserted, long position);
```

The main reason for this low-level function is to avoid “extending” a style beyond the range of what makes sense. A perfect example of this is when pictures have been embedded into the text stream as a “style”. If the user selected the style at the end of the picture, you would not want the style to extend along with the text; rather, you would want to null out the “picture” part of the style and force OpenPaige to insert a normal, non-picture format from that point forward. The *setup_insert_proc* give you a chance to do that.

Upon entry, *to_be_inserted* is the style that would affect the next text, if you did nothing and *position* is the text position for the text insertion (relative to all text in pg).

If you change anything in *to_be_inserted* (which you are allowed to do), return TRUE from the function result. If *to_be_inserted* is untouched, return FALSE.

track_control_proc

PURPOSE: To track a “mouse” across a “control” type style.

NOTE: A style is considered a control simply if its *class_bits* field contains “*STYLE_IS_CONTROL*” setting.

STANDARD FUNCTION: Usually, the default function, *pgTrackCtlProc*, does nothing, because this function only gets called if *class_bits* indicate it is a control style.

```
PG_FN_PASCAL (long, track_control_proc) (paige_rec_ptr pg, short  
verb, t_select_ptr first_select, t_select_ptr last_select, style_walk_ptr  
styles, pg_char_ptr associated_text, point_start_ptr bounds_info,  
short modifiers, long track_refcon);
```

This function gets called by OpenPaige only from within *pgDragSelect* (text click/drag) and works precisely as follows: when text is clicked for the first time (*pgDragSelect* called with *verb = mouse_down*), the *class_bits* field of the style applied to the character being “clicked” is examined for *STYLE_IS_CONTROL*; if that bit is set, *track_control_proc* gets called. Then, if *track_control* returns any nonzero result, OpenPaige “remembers” to make subsequent calls to *track_control* during every subsequent call to *pgDragSelect* for *announcers* until (and including) *mouse_up* is indicated.

NOTE: If *track_control* returns zero from its initial (*mouse_down*) call, it will not get called again until the next time *pgDragSelect* receives a *mouse_down* and the style’s *class_bits* contain *STYLE_IS_CONTROL*.

Conversely, if *track_control_proc* returns a nonzero response during *mouse_down* (indicating that it is indeed a “control” as far as the application is concerned), *pgDragSelect* will neither track nor highlight nor “auto scroll” any text in the normal fashion. Rather, each new call to *pgDragSelect* will simply determine the location of

the new selection point and pass that information to *track_control_proc*. In other words, once this function indicates the style is a “control” the application becomes responsible for handling the *mouse_down*, *mouse_moved* and *mouse_up* activity.

For every *track_control_proc* call, the *verb* parameter contains the same verb given to *pgDragSelect*. The *first_select* and *last_select* parameters will contain selection information for the initial *mouse_down* point and the new (most recent) point, respectively (see record structure below).

styles — parameter is a pointer to a *style_walk* record containing the style information for the first, original selection point (which will be, of course, the same style for which *track_control_proc* is being called).

The text for which the (original) style is applied is given in *associated_text*.

NOTE: Associated text is a pointer to the first byte of text for which the style applies, not necessarily the character that is being “clicked.”

bounds_info — parameter is a pointer to a *point_start* record that defines the boundaries of the portion of line originally selected. Among the fields in *bounds_info* that is probably the most useful is *bounds_info->bounds*, which is a rectangle defining the precise bounding area for the top and bottom of the text line and the left and right side of the character(s) enclosed by the style. However, this information is neither scrolled nor scaled.

modifiers and *track_refcon* — parameters are one and the same values given in the most recent call to *pgDragSelect*.

FUNCTION RESULT: The initial call to *track_control_proc* (*pgDragSelect* got called for *mouse_down*) should return any nonzero result if the selection point is indeed a control and the application wishes to continue tracking it through more calls to *track_control_proc*.

For every call to *track_control_proc*, *pgDragSelect* returns the same function result. Hence your application can detect when a “control” has been clicked by what is returned from *pgDragSelect*.

Selection Information

To obtain information about the first selection point (or most recent selection point) you can examine *first_select* or *last_select*, both of which point to the following structure:

```

typedef struct
{
    long          offset;           /* Absolute text offset */
    select_pair   word_offsets;    /* Original word offsets if
                                    applicable */

    co_coordinate original_pt;     /* Original point of selection */
    pg_short_t    line;            /* Point start number */
    short         flags;           /* Contains internal attributes */
    long          control_offset;  /* Offset for purposes of tracking
                                    control */

    long          section_num;     /* Section ID (reserved for future) */
    long          primary_caret;   /* Relative primary direction caret*/
    long          secondary_caret; /* Relative secondary caret */

}
t_select;

```

Among the fields in *t_select*, probably the two of interest to the *track_control_proc* are *control_offset* and *original_pt*: the *control_offset* field contains the text position that corresponds to the selection coordinate. The *original_pt* contains the *co_coordinate* that was used to determine the selection point.

NOTE: Normally the “*offset*” field contains the selection position of text; when the *track_control_proc* is in progress, however, you should examine *control_offset* instead as it may be different than the actual text position.

NOTE: Important: The *original_pt* is not necessarily one and the same value given to *pgDragSelect* since it is backwards adjusted to the document’s current scrolled position and scaling values.

By “backwards adjusted” is meant the following: Before *pgDragSelect* determines the *text* selection that corresponds with the *co_coordinate* given to it, the original *co_coordinate* values are first offset by the (*positive*) *vertical* and *horizontal* scrolled positions of the document; then the *co_coordinate* is reverse scaled to the document’s

scaling factor, e.g. if the document is currently scaled by 1/2, the *co_coordinate* is upscaled by 2/1, or if the document is currently scaled by 2/1 the *co_coordinate* is reversely scaled 1/2, etc.

Hence to obtain the “real” *co_coordinate* of, say, *first_select -> original_pt* from your *track_control_proc*, perform the following:

```
co_ordinatereal_pt;  
  
real_pt = first_select -> original_pt;  
pgScaleLong( - pg -> scale_factor.scale, pg->scale_factor.origin.h,  
&real_pt.h);  
pgScaleLong( - pg->scale_factor.scale, pg->scale_factor.origin.v,  
&real_pt.v);  
pgOffsetPt(&real_pt, pg->scroll_pos.h, pg -> scroll_pos.v);
```

Checking for Arrow Selection(s)

OpenPaige performs a “shift-arrow” selection by emulating a shift-click internally. When using the control tracking hook, your application can become confused by this action since the hook will be called if the user performs shift-arrow over a “control” style.

To avoid this problem, the modifiers parameter will contain the following attribute if arrow keys are causing the selection (instead of the mouse):

ARROW_ACTIVE_BIT

```
#define ARROW_ACTIVE_BIT0x8000/* Arrow key is actively down */
```

style_activate_proc

PURPOSE: To activate or deactivate “control” styles when the *pg_ref* changes its highlight state.

STANDARD FUNCTION: The standard function, *pgActivateStyleProc*, does nothing.

```
PG_FN_PASCAL (void, style_activate_proc) (paige_rec_ptr pg,
    style_info_ptr style, select_pair_ptr text_range, pg_char_ptr text,
    short front_back_state, short perm_state, pg_boolean show_hilite);
```

Whenever the active/deactive state changes within a *pg_ref*, this function gets called for every style that has ACTIVATE_ENABLE_BIT set in *class_bits*. Note that the style is usually a “control” style that your application defined but does not really need to be a control.

The situation that causes this function to be called is (a) the document changes active/deactive states by virtual of *pgSetHiliteStates*, and (b) the style’s *class_bits* contain ACTIVATE_ENABLE_BIT.

Upon entry, the *style* parameter is a pointer to the *style_info* record.

ext_range_ parameter defines the beginning and ending range of text for which this style applies, and *text* is a pointer to the first byte in the text stream for which this style applies.

font_back_state and *perm_state* — are the same values as given in *pgSetHiliteStates*; note that *pgSetHiliteStates* is the only way a *pg_ref* can change from active to inactive or visa versa.

If *show_hilite* is TRUE — the new highlight state is to be drawn, otherwise this function should not change anything on the screen.

```
PG_FN_PASCAL (void, style_activate_proc) (paige_rec_ptr pg,
    style_info_ptr style, select_pair_ptr text_range, pg_char_ptr text,
    short front_back_state, short perm_state, pg_boolean show_hilite);
```

This hook gets called during *pgSaveDoc*, just before *style_to_save* gets written to the file.

The intended purpose of this function is to change something in *style_to_save* before each of its fields get written to the file; when the *style_info* record is read later, the field(s) will contain the altered contents, if any.

An example of using this function would be to replace a memory structure that is stored in the *style_info* record with something that can be recognized to restore that structure later when the file is opened. If a pointer to a picture were placed in one of the *style_info* fields, for instance, the application might want to change that to some type of “picture ID” reference so it can restore the appropriate picture later.

NOTE: The actual *style_info* record within the *pg_ref* is not altered, only the record that is written to the file is altered.

STANDARD FUNCTION: The standard *save_style_proc* does nothing.

Paragraph Style Functions

Paragraph formats —*par_info* records —also contain their own set of low-level function pointers. For each *par_info*, OpenPaige sets default functions in the following record:

line_glitter_proc

```
typedef struct
{
    line_glitter_procline_glitter;          /* Draw ornaments, line */
    tab_measure_proctab_width;              /* Return the tab position */
    tab_draw_proctab_draw;                  /* Draws leaders */
    dup_par_proc duplicate;                /* Style will get duplicated */
    delete_par_procdelete_par;             /* Style will get deleted */
    alter_par_procalter_par;               /* Style will get altered */
}
pg_par_hooks;
```

PURPOSE: To draw “ornaments” such as lines over paragraphs, line numbers, paragraph numbers, etc.

```
PG_PASCAL (void) line_glitter_proc (paige_rec_ptr pg, style_walk_ptr
walker, long line_number, long par_number, text_block_ptr block,
point_start_ptr first_line, point_start_ptr last_line, point_start_ptr
previous_first, point_start_ptr previous_last, co_ordinate_ptr
offset_extra, rectangle_ptr vis_rect, short call_verb);
```

This function gets called after each text line is drawn; information is available from the function parameters to determine whether or not the line is the beginning of a paragraph, the ending of a paragraph, and whether or not a page breaking characters terminates the line.

walker—parameter points to a *style_walk* record which contains pointers to the current text and paragraph style (see “Style Walkers” on page 32-1).

line_number and *par_number*—will contain the line and paragraph number that just displayed, respectively. Both of these numbers are one-based, i.e. the top line or paragraph of *pg* is 1, the second line is 2, etc.



CAUTION: The line and paragraph numbers will be incorrect unless you have set COUNT_LINES_BIT as one of the *attributes flags* in the *pg_ref*.

block — parameter points to the *text_block* record containing the text for the line (if you need to access the text, see “Accessing Text” below).

first_line and *last_line* — parameters point to the first and last *point_start* records that compose the line (the format of an OpenPaige line is composed of one or more records called a *point_start* —psee “Line Records” on page 36-4 for information on this structure). Most of the information your application needs to know about the line is contained in one of these two parameters —psee “Determining Line Type” below).

previous_first and *previous_last* — parameters point to the previous line’s beginning and ending *point_start* records, *or they are null pointers* if there is no previous line.

offset_extra — parameter points to a *co_coordinate* record whose *h* and *v* fields indicate the distance, in pixels, the text was adjusted when drawn; given the horizontal and vertical positions of the line as defined in its *point_start* record(s), OpenPaige will have added *offset_extra->h* and *offset_extra->v* to those locations when it drew the text (see “Determining Bounding Rectangle” below).

call_verb — indicates the nature of the function call, which will be one of the following

:

```
enum
{
    glitter_bitmap_draw,
    glitter_post_bitmap_draw,
    glitter_normal_draw
};
```

glitter_bitmap_draw —pThe line has been drawn through OpenPaige’s offscreen bitmap; the bits have not yet been stamped to the screen.

glitter_post_bitmap_draw —pThe *line_glitter* function has been called a *second time*, after it stamped the bits to the screen in offscreen drawing mode.

glitter_normal_draw —pThe line has been drawn directly to the screen.

NOTE: If *call_verb* = *glitter_post_bitmap_draw*, the function would have been called once already for the same line. The purpose of this *call_verb* is to give the application a chance to draw directly to the screen after OpenPaige has displayed the offscreen bits. If *call_verb* = *glitter_normal_draw*, however, off-screen drawing did not occur.

Determining Line Type

first_start and *last_start* — parameters point to the beginning and ending records that make up a line of OpenPaige text. Each of these are type *point_start*:

```
typedef struct
{
    pg_short_t    offset;           /* Position into text */
    short         extra;            /* Tab record if &0xC000 == 0 */
    short         baseline;         /* Distance from bottom to draw */
    pg_short_t    flags;            /* Various attributes flags */
    long          r_num;            /* Wrap rectangle record where this sits */
    rectangle     bounds;           /* Point(s) that enclose text piece
                                    exactly */
}
point_start, *point_start_ptr;
```

It is possible that *first_start* and *last_start* will be the same (both might point to the same record). For a single line of text, for example, that contains no style changes and no tab characters, OpenPaige maintains only one *point_start*; if the line contains style changes and/or tabs, a *point_start* record separates each style or tab separation.

The field you will probably need to examine the most often within a *point_start* is *flags*, which contains various bit settings that indicate almost everything you would need to know about the line, such as whether the line begins a new paragraph, whether it ends a paragraph, whether or not it breaks on a CR character or a page break character, etc.

The following bit values that exist in “*flags*” for a *point_start* record indicate the anatomy of the line:

#define LINE_BREAK_BIT	0x8000	/* Line ends here */
#define PAR_BREAK_BIT	0x4000	/* Paragraph ends here */
#define SOFT_PAR_BIT	0x2000	/* CR ends line */
#define RIGHT_DIRECTION_BIT	0x1000	/* Text in this start is right to left */
#define LINE_GOOD_BIT	0x0800	/* This line requires no recalc */
#define NEW_LINE_BIT	0x0400	/* New line starts here */

#define NEW_PAR_BIT	0x0200	/* New paragraph starts here */
#define WORD_HYPHEN_BIT	0x0100	/* Draw a hyphen after this text */
#define TAB_BREAK_BIT	0x0080	/* Tab char terminates this line */
#define HAS_WORDS_BIT	0x0040	/* One or more word separators exist */
#define CUSTOM_CHARS_BIT	0x0020	/* Style(s) are known only to app (so don't play games with display) */
#define SOFT_BREAK_BIT	0x0010	/* Start breaks on soft hyphen */
#define BREAK_CONTAINER_BIT	0x0008	/* Line breaks for next container */
#define BREAK_PAGE_BIT	0x0004	/* Line broke for whole repeater shape */
#define LINE_HIDDEN_BIT	0x0002	/* Line is invisible (hidden text) */
#define NO_LINEFEED_BIT	0x0001	/* Line does not advance vertically */
#define TERMINATOR_BITS	0xFFFF	/* Flagged only as terminator record */

Some of these bits might be set in either *first_start* or *last_start*, while others will only be set in *first_start*, still others will only be in *last_start*.

The following code examples demonstrate common tests for flags:

Testing for new paragraph

```
if (first_start->flags & NEW_PAR_BIT)
{
    // Line begins a paragraph
}
```

Testing end (last line) of paragraph:

```
if (last_start->flags & PAR_BREAK_BIT)
{
    // Last line of paragraph
}
```

Testing for soft page break

```
if (last_start->flags & BREAK_PAGE_BIT)
{
    // Page break comes after this line (SOFT page break
    char)
}
```

Testing for hyphenated word

```
if (last_start->flags & WORD_HYPHEN_BIT)
{
    // Line is hyphenated (see note below)
}
```

Regarding WORD_HYPHEN_BIT: This bit will only be set if your application has provided a hyphenate hook and that hook has indicated a hyphenation break; except for “soft hyphen” characters, OpenPaige will never automatically hyphenate.

- or, for soft hyphens

```
if (last_start->flags & SOFT_BREAK_BIT)
{
    // Line ends on soft hyphen character
}
```

Regarding WORD_HYPHEN_BIT: This bit will only be set if your application has provided a hyphenate hook and that hook has indicated a hyphenation break; except for “soft hyphen” characters, OpenPaige will never automatically hyphenate.

Determining Bounding Rectangle

It is common to want the bounding rectangle and/or the top or bottom dimensions of a line. This is accomplished by examining the bounds field of either *first_start* or *last_start*, or both.

When doing so, always add *offset_extra* to the side(s) of the bounding area to determine the exact drawing location. The following code examples show typical methods of determining bounding dimensions:

Line's top

```
lineTop = first_start->bounds.top_left.v + offset_extra->v;
```

NOTE: Both *first_start* and *last_start* will have the same top and the same bottom, each reflecting the line's top and bottom

Line's Bottom

```
lineBottom = first_start->bounds.bot_right.v + offset_extra->v;
```

Line's left side

```
lineLeftSide = first_start->bounds.top_left.h + offset_extra->h;
```

Line's right side

```
lineRightSide = last_start->bounds.bot_right.h + offset_extra->h;
```

Paragraph(s) versus Line(s)

Your application might use the line glitter hook to place ornaments around, or on the top of “paragraphs,” yet this might not appear immediately intuitive since this hook is line-oriented (gets called for every line of text).

However, since an OpenPaige paragraph is merely composed of one or more lines, by interrogating the flags field in *first_start* or *last_start* you can immediately learn what portion of the paragraph the line belongs to.

For example, if NEW_PAR_BIT is set in *first_start->flags*, the line is first in a paragraph, while if *last_start->flags* has PAR_BREAK_BIT set, the line is last in a paragraph.

NOTE: Both NEW_PAR_BIT and PAR_BREAK_BIT can be set if the “paragraph” is composed of only one line.

Finding “Real” Text Position

The feature you are implementing with line glitter might require you to learn the actual text position of the line, relative to the beginning of all text in the document. To do so, simply add *first_start->offset* to the text block’s begin field.

Real text position

```
longtextPosition;  
textPosition = (long) first_start->offset; // compilers often need this  
// coercing  
textPosition += block->begin; // Add the block's begin, = real text  
// position
```

Line’s Text Length (or ending position)

To learn how many bytes compose the line, subtract the offset value in the element AFTER *last_start* from the offset value in *first_start*.

Line length

```
pg_short_t    lineTextSize;  
lineTextSize = last_start[1].offset - first_start->offset;
```

NOTE: *last_start[1]* is guaranteed to exist even if *last_start* defines the end of the whole document, because OpenPaige always appends at least one *point_start* defining the ending position of all text.

To obtain the “real” text offset of the line’s end, add the element after *last_start* to the block’s “begin” value:

Offset of line end

```
longendTextPosition;  
  
endTextPosition = (long)last_start[1].offset;  
endTextPosition += block->end;
```

ACCESSING TEXT

If it is necessary to examine the actual text of a line, you can do so by getting a pointer to *block->text* and its first byte in *first_line->offset*.

```
// The following example shows how to look at the text in the line:  
pg_char_ptr text;  
  
text = UseMemory(block->text);  
text += first_start->offset;// Points to FIRST BYTE of line  
// .. be sure when you are through with "text" you call:  
UnuseMemory(block->text);  
|
```

```
tab_measure_proc  
tab_draw_proc
```

PURPOSE: To measure the distance required for a tab and to draw “tab leaders.”

STANDARD FUNCTION: The default function for *tab_measure_proc*, *pgTabMeasureProc*, returns the appropriate distance for every tab; the default *tab_draw_proc*, *pgTabDrawProc*, draws tab leaders if they exist.

```
PG_FN_PASCAL (long, tab_measure_proc) (paige_rec_ptr pg,  
style_walk_ptr walker, long cur_pos, long cur_text_pos, long line_left,  
pg_char_ptr text, pg_short_t text_length, long *char_positions,  
pg_short_t PG_FAR *tab_rec_info);  
PG_FN_PASCAL (void, tab_draw_proc) (paige_rec_ptr pg,  
style_walk_ptr walker, tab_stop_ptr tab, draw_points_ptr  
draw_position);
```

For *tab_measure_proc*, *walker* is the current *style* and paragraph format; *cur_pos* is the current text width of the characters in the line preceding the tab; *current_text_pos* is the text position within *pg* that contains the tab. The *line_left* parameter indicates the position where the line started, in pixels (which would include paragraph indentation, etc.).

text — parameter is a pointer to the text character immediately following the tab being measured and *text_length* holds the number of bytes remaining in that text. The *char_positions* parameter is a pointer to the character pixel positions that correspond to the text bytes (see “*measure_proc*” on page 27-493 for more information about character positions).

tab_info_rec — parameter points to the extra field of the current *point_start* record (see “*line_glitter_proc*” on page 27-517 for information about *point_start*). If the tab position does not correspond to any physical *tab_stop* record, **tab_info_rec* should get cleared to zero; otherwise **tab_info_rec* should be set to *tab_stop* element number OR’d with 0x8000. (Example: If tab corresponds to element 3 in the *tab_stop* array, **tab_info_rec* should be set to 0x8003). This function should return the “width” of the tab character that, if added to *cur_pos*, would hit the appropriate tab position.

For *tab_draw_proc*, *walker* is the current style/paragraph info, *tab* is the *tab_stop* record and *draw_position* will contain the screen positions for the end of the text just drawn and the start of the tab position (hence, the two points to draw a tab leader). See “*text_draw_proc*” on page 27-501 for a description of a *draw_points* record.

`dup_par_proc`
`delete_par_proc`

PURPOSE: To duplicate any memory allocations, if any, that are present in the *par_info* record.

NOTE: The record itself is automatically duplicated by OpenPaige. The purpose of this function is to make copies of memory allocations that are embedded in the record.

STANDARD FUNCTION: In *pgDupParProc* the *memory_ref* containing a list of tabs is duplicated. In, *pgDeleteParProc*, they are deleted. Nothing else is cop-

ied or deleted (since there are no other memory structures in a standard *par_info* record).

```
PG_FN_PASCAL(void, dup_par_proc) (paige_rec_ptr src_pg,  
    paige_rec_ptr target_pg, short reason_verb, par_ref all_pars,  
    par_info_ptr par_style);  
PG_FN_PASCAL (void, delete_par_proc) (paige_rec_ptr pg, short  
    reason_verb, par_ref all_pars, par_info_ptr par_style);
```

These functions do exactly the same thing as *dup_style_proc* and *delete_style* proc except for *par_info* records. The *all_pars* parameter is the *memory_ref* containing all the paragraph formats (of which the *style* parameter is a part).



CAUTION: In this function it is possible that the *paige_rec_ptr(s)* will be null.

This will happen if either function is getting called from the “undo” and “redo” function for which there is no *pg_ref* associated. If you need to examine all the *par_info* records use *all_pars*.

27.8

“Global” OpenPaige Low-level Hooks

OpenPaige also has an additional set of low-level hooks that apply to all text and styles for that OpenPaige object; you can also replace any of these to enhance customized features (or, if you want all *pg_ref*'s to assume various functions other than the standard, you can change the default functions in *pg_globals*):

```

typedef struct
{
    line_init_proc           line_init;          /* Initialize line measure */
    line_measure_proc        line_proc;          /* Measure a line */
    line_adjust_proc         adjust_proc;        /* Adjust a line */
    line_validate_proc       validate_line;      /* Validate a line */
    line_parse_proc          parse_line;         /* Change length for parsing */
    hyphenate_proc           hyphenate;          /* Hyphenate word */
    hilite_rgn_proc          hilite_rgn;         /* Make highlight region */
    draw_hilite_proc         hilite_draw;        /* Draw (invert) highlight */
    text_load_proc            load_proc;          /* Load text for text_block */
    text_break_proc           break_proc;         /* Find break in text block */
    draw_cursor_proc          cursor_proc;        /* Draw a caret */
    pt2_offset_proc           offset_proc;        /* Find offset of point */
    font_init_proc             font_proc;          /* Set up font_info */
    special_char_proc         special_proc;       /* Special character draw */
    auto_scroll_proc          auto_scroll;        // Called for auto-scrolling during drag
    scroll_adjust_proc        adjust_scroll;      /* Adjust for scroll */
    draw_scroll_proc          draw_scroll;        /* Draw for scroll */
    draw_page_proc             page_proc;          /* Called to draw "page" */
    bitmap_modify_proc        bitmap_proc;        /* Modify offscreen drawing */ winsor
    wait_proc;                /* Called for long crunches */
    enhance_undo_proc         undo_enhance;       /* Custom undo's */
    par_boundary_proc          boundary_proc;     /* Find par/word boundary */
    change_container_proc     container_proc;    /* Alter container */
    smart_quotes_proc          smart_quotes;       /* Do smart quotes */
    post_paginate_proc        paginate_proc;     /* Called after a block paginates */
}

```

```

increment_text_proc    text_increment; /* Called when text is
                                         inserted or deleted */
click_examine_proc    click_proc; /* Called to look at clicked item */
set_device_proc        set_device; /* Called before, after using a
                                         display device */
page_modify_proc      page_modify; /* Called to let app modify each page
                                         rect */
wordbreak_info_proc   wordbreak_proc; /* Called to decide on word break
                                         chars */
charclass_info_proc   charclass_proc; /* Called to modify pgCharInfo() for
                                         chars */
key_insert_queryinsert_query; // Called to get yes, no to buffer insertion
}
pg_hooks;

```

Setting pg_hooks

```

void pgSetHooks (pg_ref pg, pg_hooks PG_FAR *hooks, pg_boolean
                 inval_text);
void pgGetHooks (pg_ref pg, pg_hooks PG_FAR *hooks);

```

To get the current *pg_hooks*, call *pgGetHooks* and the function pointers are copied to hooks.

To set new ones, call *pgSetHooks* with hooks containing new function pointer(s). The hooks <only in> *pg* are changed. If *inval_text* is TRUE, all text in *pg* is “invalidated” (marked to recalculated, reword wrap).

NOTE (Windows 3.1 Users): Hooks must be set from the result of *MakeProcAddress()* unless the function exists within a DLL.

NOTE: You can set the hook for all *pg_refs* by changing OpenPaige globals “*def_hooks*”.



CAUTION: No function pointers can be null, all must be valid. If you or OpenPaige attempts to access a proc that is NULL you will crash.

The names of the standard functions used by OpenPaige can be found in “Calling Standard Functions”.

Setting a proc

The following is an example of setting a *pg* function pointer for “*wait_proc*” but using the defaults for all other function pointers.

```
/* This is an example of setting a single function pointer for a pg_ref. The
parameter "the_proc" is a pointer to a wait_proc function. */

void set_wait_proc (pg_ref pg, wait_process_proc the_proc)
{
    pg_hooks      hooks;

    pgGetHooks(new_doc.pg, &hooks);
    hooks.wait_proc = the_proc;
    pgSetHooks(new_doc.pg, &hooks, FALSE);
}
```

line_measure_proc

PURPOSE: To compute a line of text by setting up an array of *point_start* records.

STANDARD FUNCTION: The default function, *pgLineMeasureProc*, computes a line of text, breaks on the appropriate word break and handles any “exclusion” that may exist (overlapping portions with *exclude_area*).

```
PG_FN_PASCAL (void, line_measure_proc) (paige_rec_ptr pg,  
pg_measure_ptr measure);
```

NOTE: This function requires highly complex handling and we do not recommend you use it. There are many alternative methods to force a line to calculate for customizing effects.

See also, “Anatomy of Text Blocks” on page 36-1 and “Standard Low-Level Function Access” on page 27-487 for better understanding of this area.

For alternatives to this see the next function pointer, *line_adjust_proc*, below.

line_adjust_proc

PURPOSE: To adjust a line (by adjusting an array of *point_start* records) after the line has been calculated. The intended purpose of this function is move an entire line somewhere else, for widows and orphan, or “keep- paragraphs-together” features, for instance. (See “Advanced Text Placement” on page 37-1).

STANDARD FUNCTION: The default function, *pgLineAdjustProc*, adjusts the line for non-left justification. Applications can use this function to move *point_start* records around for any purpose.

CAUTION: The *point_start* records must only be moved: new records must not be “inserted” nor can records be “deleted.”



```
PG_FN_PASCAL (void, line_adjust_proc) (paige_rec_ptr pg,  
pg_measure_ptr measure, point_start_ptr starts, pg_short_t  
num_starts, rectangle_ptr line_fit, par_info_ptr par_format);
```

measure — parameter contains all the information about the line that was just built.

starts — parameter is a pointer to the first *point_start* for the line just computed, and *num_starts* indicates how many *point_starts* are in that array (which represent the whole line). The *line_fit* parameter contains the maximum rectangle that the line had to fit inside, and *par_format* is the current paragraph format.

NOTE: If you alter the bounding dimensions or location of the line in any way, be sure to also change *measure_info->actual_rect* to reflect the change.

TECH NOTE

Line leading

I need to implement the space between lines differently than OpenPaige does it now. How can I do this?

The only way I can think of to bypass line leading is to use the “*line_adjust_proc*” and change the physical baseline(s) of each line record once a line is figured out.

The default *line_adjust_proc* hook is used to alter the line for *justification*, but you can also use it to change the line leading.

When this gets called, you should:

1. First call *pgLineAdjustProc* itself (which is prototyped in *defprocs.h*) so OpenPaige can do its thing.
2. Then walk through *line_starts* for *num_starts* elements and make adjustments you need.

The “*line_starts*” param points to one or more *point_start* records (it points to *num_starts* records). The line “leading” will be reflected in either *line_starts->bounds* (which defines the enclosing rectangle for that part of the line), and/or in *line_starts->baseline* (which defines the distance from *bounds.bot_right.v* where the text baseline sits).

3. For convenience, *par_format* is the current *par_info* for this line. You can examine fields in this format if you need to.
4. The *line_fit* param contains the overall rectangle for the whole *line*. MAKE SURE you adjust its height to the same dimension you changed the *line_starts->bounds*, if any. This is important, because when you return from the hook, OpenPaige uses the bottom of *line_fit* to know where the next line begins vertically.

PURPOSE: To verify that a built line of text is “valid,” requiring no change of location, dimension or any other form and if so return TRUE. A result of FALSE tells OpenPaige to compute the text line over again. Hence, this low-level hook can be used to alter the form of a line under various conditions.

STANDARD FUNCTION: *pgLineValidate* verifies that the new line fits within the boundaries of the current part of the *page_area* and does not intersect with any part of the exclusion area. If line fails to meet this criteria and *line_validate_proc* can’t correct the line by mere adjustment, the function alters the line’s parameters as necessary (such as adjusting the maximum width, changing to a new vertical position, etc.) and tells OpenPaige to recalculate the line by returning FALSE.

```
PG_FN_PASCAL (pg_boolean, line_validate_proc) (paige_rec_ptr pg,  
pg_measure_ptr measure_info);
```

The typical purpose of this hook would be to alter the form of a line after the “normal” line has been calculated.

For example, suppose the inclusion of a special character causes a line to dynamically change its physical location and/or its maximum allowable width. Using *validate_line_proc*, the necessary adjustments can be made, and if the function returns FALSE, OpenPaige will rebuild the line with the new information.

The *measure_info* parameter is a pointer to a large record structure which offers all available information about the line of text just computed; these are the fields you would

alter should the line need to be recalculated from new information. The *pg_measure* record is defined as follows:

```
typedef struct
{
    short      previous_flags;           /* Ending flags at last line's end */
    short      prv_prv_flags;          /* Previous flags before above */
    short      wrap_dimension;         /* Bits defining how complex wrap is */
    pg_boolean repeating;              /* TRUE if shape is a repeater */
    rectangle  extra_indent;           /* Any extra indents for hooks to alter */
    long       line_text_size;          /* Total use of text in line */
    long       max_text_size;           /* Maximum text line can use */
    long       extra_width;             /* Excess width not used by line */
    style_walk_ptr styles;             /* Pointer to the style_walk */
    text_block_ptr block;              /* Current text block */
    point_start_ptr starts;            /* Next point_start *record */
    pg_short_t starts_ctr;            /* Number of starts remaining */
    pg_short_t num_starts;            /* # starts this line */
    long PG_FAR *char_locs;           /* Current character locations */
    short PG_FAR *char_types;          /* Current character types */
    long PG_FAR *positions;            /* Original character locations */
    short PG_FAR *types;              /* Original character types */
    rectangle  fit_rect;              /* Rect in which line must fit */
    rectangle  actual_rect;            /* Actual rect enclosing line */
    rectangle  wrap_bounds;            /* Bounding rect for wrap area */
    line_ref   starts_ref;             /* Memory_ref of starts */
    memory_ref tab_info;              /* Contains tab_width_info */
    rectangle_ptr wrap_r_base;         /* Base for shape (first rect) */
    rectangle_ptr wrap_r_begin;        /* Top wrap rectangle */
    rectangle_ptr wrap_r_end;          /* End wrap rectangle */
    long       r_num_begin;             /* Current wrap-target rectangle */
    long       r_num_end;               /* Ending rect of line */
    long       end_r;                  /* Ending record for wrap rects */
    memory_ref exclude_ref;            /* Holds "exclusion" rectangles */
    long       wrap_r_save;             /* Saves old bottom */
    co_ordinate repeat_offset;         /* Amount to add for repeat */
    rectangle  prev_bounds;            /* Previous start's bounds */
    long       hook_refcon;             /* Custom hooks can use this */
    long       minimum_left;            /* Minimum left side */
    long       maximum_right;           /* Maximum right side */
```

```

    pg_boolean           quick_paginate;      /* Only moving lines */
    pg_short_t          old_offset;          * Ending offset from old line end */
}

pg_measure, PG_FAR *pg_measure_ptr;

```

For the sake of simplicity and clarity we will discuss only the fields that would most likely apply to a custom *line_validate_proc*.

repeating — is TRUE if the *page_area* in *pg* is a repeating shape.

*extra_indent*s — extra pixel amounts to inset to the top, left, bottom and right of the line. By default, these are all zero but can be changed by hook(s) to adjust a line's bounding dimensions. For example, to force a line to fit within a smaller width, *extra_indent*.*top_left.h* and/or *extra_indent*.*bot_right.h* could be changed.

NOTE: *extra_indent*s are inset values, i.e. *extra_indent*.*top_left* is added to the potential line's top-left bounds and *extra_indent*.*bot_right* is subtracted from the potential line's bottom-right.

line_text_size — þnumber of text bytes in this line.

max_text_size — the maximum number of text bytes the line can use from the main stream of text. This is not necessarily the total text bytes available, rather it is an optional maximum for special features to restrict all lines to, say, 80 characters. The *max_text_size* field might be useful if your *line_validate_proc* decided the line should be smaller: the *max_text_size* field could be reduced and the line forced to recalculate.

styles — pointer to the current *style_walk* which will hold information for the current style and paragraph formats.

block — pointer to the current *text_block* record (for which this line belongs).

starts — pointer to the next *point_start* record after the line being validated.

NOTE: A “line” in OpenPaige consists of one or more *point_start_records*; the *starts* field will be the next *point_start* record should the next line be calculated.

(To get the first *point_start* of the line being validated, subtract *measure_info->num_starts* from the *measure_info->starts* pointer).

num_starts — number of *point_start* records in the line being validated. Since the starts field (above) points to the NEXT (not current) *point_start*, the first *point_start* of the line in question is *measure_info->starts - measure_info->num_starts*.

fit_rect, *actual_rect* — contain the maximum rectangle for which the line must be contained and the actual bounding rectangle of the line after it was computed, respectively. These fields could prove useful in determining the potential and actual bounding rectangles for the line and/or to change the maximum dimensions and force a recalculation.

wrap_r_base — a pointer to the list of rectangle in the page area. For example, if the document had three “container” rectangles,

measure_info->wrap_r_base — would point to an array of those three rectangles.

r_num_begin — the rectangle index of the page area this line is contained in. By “rectangle index” is meant the nth rectangle of the page area shape. For repeating shapes, the index is a modulo value representing the rectangle number of the shape X page number (example: for a 3-column page area, a value of “0” represents the first column of the first page; a value of “3” would be the first column of the second (repeating) page, etc.). The rectangle index is zero-based. The actual rectangle that contains the line just calculated can be determined by first determining how many rectangles there are in the page area and indexing the array of rectangles:

```
measure_info->wrap_r_base[measure_info->r_num_begin %  
    num_rects];  
(where num_rects is number of rectangles in the page area).
```

hook_refcon — can be used for anything you choose. OpenPaige initially sets this to zero and does not alter it while lines are being calculated.

NOTES:

1. If you alter the bounding dimensions or location of the line in any way, be sure to also change *measure_info->actual_rect* to reflect the change.

2. *measure_info->fit_rect*'s height is often undetermined, i.e. OpenPaige only cares about its top, left and right sides; *measure_info->actual_rect*, on the other hand, will contain the true dimensions of the line.
3. If you want to force a different maximum bounding area and/or the line's vertical position, change *pg_measure->fit_rect* (not *pg_measure->actual_rect*). If you return FALSE from *line_validate_proc*, OpenPaige will recalculate the line based on the (new) information in *pg_measure->fit_rect*.

hyphenate_proc

PURPOSE: To compute a word break at the end of a line.

STANDARD FUNCTION: The default function, *pgHyphenateProc*, figures out where to break a word, including handling soft hyphen characters if they exist. (A “soft hyphen” is a control character imbedded in the text stream that is normally invisible, but defines a word break if the enclosing word will wrap).

```
PG_FN_PASCAL (pg_boolean, hyphenate_proc) (paige_rec_ptr pg,  
text_block_ptr block, style_walk_ptr styles, pg_char_ptr block_text,  
long line_begin, long *line_end, long *positions, short *char_types,  
long PG_FAR *line_width_extra, pg_boolean zero_length_ok);
```

This function gets called whenever a word at the end of a line will not fit. However, the term “word” in this case really means the next character, if added to the line of text, would overflow the maximum allowed width; there might not be any real “word” at all.

Nonetheless, it is the responsibility of this function to return the word break whether or not there are “real words” and whether or not any hyphenation is to be implemented (see Function Result below regarding actual hyphenation).

Upon entry, *block* is the current *text_block* record and *styles* is a pointer to a *style_walk* record which will be set to the style affecting the first byte following the character that overflowed the line.

The *block_text* parameter is a pointer to all the text in block, and *line_begin* contains the offset into that text where the line begins, while *line_end* points to the offset of text after the first byte that caused the line to overflow.

EXAMPLE : If the text “abcdefg” overflows the maximum line width after the “e”, then **line_end* will contain the offset of “f” (first byte after “e”).

NOTE: *line_end* will always be the offset after only one byte of overflow; hence, correct word breaking and/or hyphenation can assume that **line_end - 1* is the maximum text position for which the line can end.

When this function returns, it must have set **line_end* to the correct location.

The *positions* and *char_types* parameters point to the character positions and the character types (both obtained from the *measure_proc*) for all character in text (the **position* for start of the line would be *positions[line_begin]*). See “*measure_proc*” on page 27-493.

If *zero_length_ok* is TRUE, it is acceptable to return a “word break” that results in no text at all; i.e. the word won’t fit on a line and cannot be divided. However, if *zero_length_ok* is FALSE, this function must break the text so at least one character exists on the line.

**line_width_extra* value should be set by your function to the pixel width of the hyphenation character “-” if any.

NOTE: OpenPaige uses *pg_globals.hyphen_char* as the hyphenation character.

FUNCTION RESULT: If you want the line to be drawn with a “-” (hyphenation char), return TRUE, otherwise return FALSE. Note that you must still break the word by setting **line_end*: the function result simply indicates whether or not the line must now include a hyphenation symbol to be drawn.

hilite_rgn_proc
draw_hilite_proc
draw_cursor_proc

PURPOSE: To compute the highlight region, draw a highlight region and to draw a “caret,” respectively.

STANDARD FUNCTION: The default functions *pgHiliteProc*, *pgDrawHiliteProc*, and *pgDrawCursorProc* do each of the above.

```
PG_FN_PASCAL (void, hilite_rgn_proc) (paige_rec_ptr pg, t_select_ptr  
selections, pg_short_t select_qty, shape_ref rgn);  
PG_FN_PASCAL (void, draw_hilite_proc) (paige_rec_ptr pg, shape_ref  
rgn);  
PG_FN_PASCAL (void, draw_cursor_proc) (paige_rec_ptr pg,  
t_select_ptr select, short verb);
```

For *hilite_rgn_proc* — *selections* contains an array of *select_qty t_select* record pairs from which to compute the highlight region). The region must be returned in *rgn*, which is a standard OpenPaige shape.

For *draw_hilite_proc* — the highlighting in *rgn* is to be drawn; this function must adjust the region for any scrolled positions and scaling factors (neither of those have been considered when computing *rgn*).

For *draw_cursor_proc* — *selections* contains the information as to where the cursor should go and *verb* is the cursor drawing mode. The cursor position and height needs to be computed from the information in *select*.

text_load_proc

PURPOSE: To initialize the text within a *text_block*.

STANDARD FUNCTION: The default function, *pgTextLoadProc*, does nothing.

The intended purpose of this low-level hook is to implement “text paging” from a file.

```
PG_FN_PASCAL (void, text_load_proc) (paige_rec_ptr pg,  
text_block_ptr text_block);
```

This function gets called any time OpenPaige wants to do a *UseMemory* on

text_block->text. Hence, a text-paging feature is given the chance to load the text for this block.

A text block record follows:

```
typedef struct
{
    long                begin;           /* Relative offset beginning */
    long                end;             /* Relative offset ending */
    rectangle          bounds;          /* Entire area this includes */
    text_ref            text;            /* Actual text data */
    line_ref            lines;           /* Point_start run for lines */
    pg_short_t          flags;           /* Used internally by OpenPaige */
    short               extra;            /* (reserved for future) */
    pg_short_t          num_lines;       /* Number of lines */
    pg_short_t          num_pars;        /* Number of paragraphs */
    long                first_line_num; /* First line number */
    long                first_par_num;  /* First par number */
    point_start         end_start;        /* Copy of ending point_start in block */
    memory_ref          isam_end_ref;   /* (Reserved for DSI) */
    tb_append_t         user_var;        /* Can be used for anything */
}
text_block, *text_block_ptr;
```

For more information about text blocks, see “Anatomy of Text Blocks” on page 36-1.



CAUTION: In the above record, only the text field should be changed by this function (it should be filled with the appropriate text).

pt2_offset_proc

PURPOSE: To compute a text offset belonging to a specified Coordinate.

STANDARD FUNCTION: The default function, *pgPt2OffsetProc*, computes the text offset from a point received in *pgDragSelect*.

```
PG_FN_PASCAL (void, pt2_offset_proc) (paige_rec_ptr pg,  
co_ordinate_ptr point, short conversion_info, t_select_ptr selection);
```

point — is the coordinate from which to compute the offset.

conversion_info — indicates additional attributes to apply to the logic; this value can be either (or both) of the following bits:

#define NO_HALFCHARS	0x0001 /* Whole char only */
#define NO_BYTE_ALIGN	0x0002 /* No multibyte align */

If NO_HALFCHARS is set,— the offset must not shift to the character's right side unless it is completely to the right of the character. In other words, if a character were 10 pixels wide, the computed offset for NO_HALFCHARS must equal the left side of that character until the point was at least 10 pixels to its right.

If NO_BYTE_ALIGN is set,— possibly landing in the middle of a multibyte characters should be ignored. In other words, the text position should be computed as-is without any consideration to adjust or align for multibyte character boundaries.

selection — points to a *t_select* record which this function must completely initialize.

The *t_select* record is defined as follows:

```
typedef struct
{
    long offset;                                /* Absolute text offset */
    select_pair word_offsets;                  /* Original word offsets if applicable */
    co_ordinate original_pt;                  /* Original point of selection */
    pg_short_t line;                           /* Point start number */
    short flags;                            /* Contains internal attributes */
    long control_offset;                     /* Offset for purposes of tracking control */
    long section_num;                        /* Section ID (reserved for future) */
    long primary_caret;                      /* Relative primary direction caret */
    long secondary_caret;                   /* Relative secondary caret */
}
t_select;
```

Upon entry, none of the fields will be initialized. When this function returns, each field must contain the following:

offset — The absolute offset, in bytes, representing the point.

word_offsets — The function does NOT need to initialize this field.

original_pt — Should be a copy of the *point* parameter.

line — The *point_start* element number within the *text_block* record that applies to offset. (Each *text_block* record contains an array of *point_start* records. The line field in *t_select* should be the element number for the appropriate *text_block*, the first line for each block being zero).

flags — Should be set to zero.

control_offset — Should be same as offset or, if tracking a “control” style, this should be set to whatever is appropriate for the control-tracking feature.

primary_caret — The pixel position relative to the *point_start*'s left bounds. In other words, caret should be the amount relative to the *point_start*'s *bounds.top_left.h* indicated above (line field).

secondary_caret—þThe pixel position relative to the *point_start*'s left bounds for a “secondary” insertion point for mixed directional scripts. If one direction only, *secondary_caret* must be set to the same value as *primary_caret*.

font_init_proc

PURPOSE: To initialize a *font_info* record.

STANDARD FUNCTION: The default function for the **Windows** version. The font name is changed to a pascal string (if *info->environs* has *NAME_IS_CSTR* set). For the **Macintosh** version, *pgInitFont*, determines the font ID code, the script code (e.g., Roman, Kanji, etc.), the language and sets most other fields to zeros. It also converts the “name” field to a Pascal string if necessary. For **Windows-32**, the appropriate code page and language ID is determined and the name is adjusted to a pascal string, if necessary.

```
PG_FN_PASCAL (void, font_init_proc) (paige_rec_ptr pg, font_info_ptr  
info);
```

special_char_proc

PURPOSE: To draw “invisible” characters.

STANDARD FUNCTION: The default function, *pgSpecialCharProc*, draws the symbols as specified in *pg_globals* in the font specified in *pg_globals*.

```
PG_FN_PASCAL (void, special_char_proc) (paige_rec_ptr pg,  
style_walk_ptr walker, pg_char_ptr data, pg_short_t offset,  
pg_short_t length, draw_points_ptr draw_position, long extra, short  
draw_mode);
```

This function gets called after any text is drawn, but only if SHOW_INVIS_CHAR_BIT is set as an attribute in *pg* (see “Changing Attributes” on page 3-1 for information on *pgSetAttributes*).

walker — contains the current format info.

data — is a pointer to the text in the current text block and offset/length are the byte position and length of the text that has just been drawn.

draw_position, *extra* and *draw_mode* —parameters are the same parameters just given to *text_draw_proc*.

auto_scroll_proc

PURPOSE: To perform an automatic scroll during *pgDragSelect()* (mouse drag).

STANDARD FUNCTION: The default function, *pgAutoScrollProc*, performs automatic scrolling. If EXTERNAL_SCROLL_BIT is set in *pg*, only an internal adjustment is made (no visual scrolling occurs). If you need to autoscrolling in a different way than the default, use this hook to override it.

```
PG_FN_PASCAL (void, auto_scroll_proc) (paige_rec_ptr pg, short  
h_verb, short v_verb, co_coordinate_ptr mouse_point, short  
draw_mode);
```

This only gets called during *pgDragSelect()*, and then only if *auto_scroll == TRUE*. Upon entry, *h_verb* and *v_verb* indicate the direction to scroll (same possible values as given to *pgScroll* function). The *mouse_point* will be the current point given to *pgDragSelect()*.

draw_scroll_proc

PURPOSE: To draw additional items when updating a scroll region.

STANDARD FUNCTION: The default function, *pgDrawScrollProc*, does nothing.

This low-level function has been provided for special features where the application needs to update something on the screen and, since OpenPaige can do autoscrolling, this provides a way to add “ornaments” to the scrolled area. The *draw_scroll_proc* now gets called twice, once before updating the scrolled area and once after updating the scrolled area.

```
PG_FN_PASCAL (void, draw_scroll_proc) (paige_rec_ptr pg, shape_ref  
update_rgn, co_ordinate_ptr scroll_pos, pg_boolean post_call);
```

This only gets called immediately after a physical scroll. The *update_rgn* contains the shape that requires updating (the “blank” part of the screen after a scroll). The *scroll_pos* parameter contains the current horizontal and vertical scrolled position (which always gets subtracted from drawing coordinates when updating the screen).

However, *draw_scroll_proc* gets called twice: after physical scrolling occurs and before any text is drawn inside the scrolled region, *draw_scroll_proc* is called and passes FALSE for *post_call*; then once all text is redrawn, *draw_scroll_proc* gets called again with *post_call* as TRUE.

NOTE: To further understand the relationship between scrolling, display and the scrolling “hooks” please see “scroll_adjust_proc” on 27-552.

PURPOSE: To add additional graphics to the offscreen bitmap before stamping such bits to the screen.

STANDARD FUNCTION: The default function, *pgBitmapModifyProc*, does nothing. This low-level function has been provided for special features where the application needs to display something in the “background” such as a picture for which text overlays, which normally would get “erased”.

```
PG_FN_PASCAL (void, bitmap_modify_proc) (paige_rec_ptr pg,  
graf_device_ptr bits_port, pg_boolean post_call, rectangle_ptr  
bits_rect, co_ordinate_ptr screen_offset, long text_position);
```

If OpenPaige does offscreen drawing, this function gets called twice: once after the bitmap is set up but before any text is drawn, and once after the text is drawn into the bitmap but before transferring to the screen.

bits_port — the offscreen bitmap port (see “Graphic Devices” on page 3-8). If *post_call* is TRUE, the function is getting called the second time (after the text is drawn into the bitmap but before transferring to the screen).

bits_rect — the target rectangle that the bits will eventually get copied to. In other words, the target rectangle is the bounding area on the screen for the text line being prepared for eventual bits transfer. The “local” rectangle for the bitmap area itself (whose top-left coordinate is typically 0, 0) is *bits_rect* offset by *screen_offset->h* and *screen_offset->v*.

text_position — parameter is the text position (relative to all text in *pg*) for the line about to be drawn or just drawn.

NOTE: This is the hook you use to do “backgrounding”, i.e. to display some kind of graphic or pattern behind editable text.

The purpose of the *bitmap_modify_proc* is to alter the contents of OpenPaige’s offscreen bitmap before it transfers those bits to the screen. Note that this only occurs

when OpenPaige is drawing in one of the “bits” draw modes: *bits_copy*, *bits_or*, *bits_xor*, etc. The bit transfer will always be targeted to the *graf_device* currently set in the *pg_ref*—þthere is no way to *change* what device will receive the bitmap other than assigning a different device to a *pg_ref* (using *pgSetDefaultDevice*) before calling any function that might draw text. (The exception to this is when the function has as one of its parameters an optional *graf_device* such as *pgPrintToPage*).

NOTE: The *bitmap_modify* function will also get called for the whole window if *bits_emulate_or*, *bits_emulate_xor* or *bits_emulate_copy* are indicated as the drawing mode. In this case, the “bitmap” is really the entire drawing area for the *pg_ref* on the screen. For maximum performance, you should use “*bits_emulate_xx*” modes for backgrounding something if the entire document is repainted on an erased window.

NOTE (Windows): The device context of the bitmap (or screen if *bits_emulate_xx* drawing mode) is *device->machine_ref*.

NOTE: bitmap transfer mode might still occur even if you did not explicitly pass one of the “bits” draw modes. If a function was called that suggested *best_way* for the drawing mode, OpenPaige often decides that bitmap transfer is *best_way* and assumes that mode.

wait_process_proc

PURPOSE: To inform the application when something that can take a bit of time is being performed.

STANDARD FUNCTION: The default function, *pgWaitProc*, does nothing. This low-level function has been provided so the application can display messages, put up “thermometers,” etc. when something is going on that can take a while.

```
PG_FN_PASCAL (void, wait_process_proc) (paige_rec_ptr pg, short
wait_verb, long progress_ctr, long completion_ctr);
```

wait_verb — defines what OpenPaige is doing and will be one of the following:

```
typedef enum {
    paginate_wait, /* Long pagination */
    copy_wait, /* Long copy */
    insert_wait, /* Long paste (insert) */
    save_wait, /* Save file wait */
    open_wait /* Open file wait */
};
```

progress_counter — some number less than or equal to *completion_ctr*; however, the first time this function gets called, *progress_counter* will be zero; the final call (when the operation has completed) *progress_ctr* will equal *completion_ctr*.

A “percentage completion” can be calculated as:

```
(progress_ctr * 100) / completion_ctr
```

draw_page_proc

PURPOSE: To inform the application when the whole screen (or part of the screen) gets repainted. The purpose of this is to draw any special page or document ornaments such as page break or “margin” lines, page numbers, container outlines, headers and footers, etc.

STANDARD FUNCTION: The default function, *pgDrawPageProc*, does nothing. This low-level function has been provided so the application can draw “pagination” and other document items. See “Display Proc” on page 16-16.

```
PG_FN_PASCAL (void, draw_page_proc) (paige_rec_ptr pg, shape_ptr  
page_shape, pg_short_t r_qty, pg_short_t page_num, co_ordinate_ptr  
vis_offset, short draw_mode_used, short call_order);
```

OpenPaige calls this function only after a general display (from *pgDisplay*), after a scroll (*pgScroll* or any scrolling function), and printing (*pgPrintToPage*). This function is not called for any other display, including keyboard character insertions. The assumption is that page ornament items are “clipped” for regular typing, but require updating for general display.

Upon entry, *page_shape* is a pointer to the first rectangle of the page area in *pg*. The *r_qty* parameter will contain the number of rectangles within that shape (it will always be at least one).

page_num — indicates the “page” you are being asked to draw, the first page being zero. For a new *pg_ref* in which only the defaults are used, *page_num* will always be zero. If *pg* is set for repeating shapes (V_REPEAT_BIT or H_REPEAT_BIT set in *pg_doc_info*), *page_num* will indicate the page number (beginning at zero) you are asked to draw which can be a multiple repeat of the original shape. The *draw_page_proc* will get called for every “page” that is visible, one at a time.

vis_offset — will contain horizontal and vertical pixel amounts that should offset the rectangle(s) in *page_shape* to obtain the exact screen location for the “page” that is being drawn. In other words, if *page_shape* pointed to a single rectangle, the on-screen page dimensions are precisely **page_shape* offset horizontally by *vis_offset->h* and offset vertically by *vis_offset->v*.

For example, if an OpenPaige object is set for a repeating shape resulting in five “pages” on the screen (which is to say, the original shape repeats itself five times), *draw_page_proc* would be called five consecutive times, the first time passing zero for *page_num*, the second time a 1, then 2, 3, 4 and 5. Also, for each consecutive call, *vis_offset* would contain the appropriate pixel amount to adjust the rectangles in *page_shape* to draw each page at the correct screen location.

The *draw_mode_used* parameter indicates which drawing mode was used for text display before *draw_page_proc* was called (note that all text is drawn to the screen first, then *draw_page_proc*).

This function is not called for “pages” that fall completely out of the vis area in *pg*.

NOTE (Windows): The device context for drawing the page(s) is available as `pg->globals->current_port->machine_ref`.



CAUTION: Warning! The `page_ptr` is literally a pointer to the contents of `pg`'s `page_area` shape. Do not alter these rectangles!

CLIPPING

Upon entry, the “clip region” will be set to `pg`'s `vis_area` boundaries. Normally, you should not need to change the clipping area.

PRINTING NOTE

The `draw_page_proc` also gets called for printing. In certain cases, you might not want to draw page ornaments (such as page break lines) while printing. To detect printing mode, check `pg->flags` as follows:

```
if (pg->flags & PRINT_MODE_BIT)
{
    // is in print mode if PRINT_MODE_BIT is set.
}
```

See also, `pgSetDocInfo` in “Getting/Setting Document Info” on page 13-9.

text_break_proc

PURPOSE: To find the best place to split apart a block of text. OpenPaige does not hold a large continuous block of text, rather it breaks text up into smaller sections. The `text_break_proc` is used to determine where in a section of text is a good breaking point.

STANDARD FUNCTION: *pgTextBreakProc*: if <CR> characters exist in the text block, the closest CR to the middle of the block is returned as the best breaking point. If no CR's, the function recommends breaking on a line (word-wrap) boundary. If no lines (or one huge single line), the break occurs on a word boundary; if no words then *text_break_proc* has no other recourse than to break in the middle of text.

```
PG_FN_PASCAL (long, text_break_proc) (paige_rec_ptr pg,  
text_block_ptr block);
```

block — a pointer to the text block that must be split apart. The function result should be the relative offset to break the text (relative to the text in the block —not to all text in *pg*).

scroll_adjust_proc

PURPOSE: To allow an application to adjust something before and after a document scrolls.

STANDARD FUNCTION: *pgScrollAdjustProc* does nothing.

```
PG_FN_PASCAL (void, scroll_adjust_proc) (paige_rec_ptr pg, long  
amount_h, long amount_v, short draw_mode);
```

Upon entry, *amount_h* and *amount_v* — are the amounts in pixels that will be scrolled horizontally and vertically, respectively. Negative amounts indicate the document contents will move upwards and/or left and positive amounts indicate the document contents will move down and/or to the right.

This function gets called twice, once before any physical scrolling occurs and once after scrolling occurs. You can detect the difference by the values in *amount_h* and *amount_v*: if *scroll_adjust_proc* is getting called after scrolling, both parameters will be zero.

draw_mode — indicates what the drawing mode will be. Note that it is possible for *draw_mode* to be *draw_none*; it might be wise to observe that situation since it could make a difference in how you handle a scrolling adjustment.

SEQUENCE OF SCROLL HOOKS & DISPLAY

Scrolling hooks and display occurs in the following sequence:

- Application calls *pgScroll* (or any other function that causes a scroll).
- OpenPaige computes the amount to scroll, in pixels, and calls *adjust_scroll_proc* with those values.
- The window is scrolled.
- The *scroll_adjust_proc* is called again with 0,0 for “scroll amounts.”

If *draw_mode* is not *draw_none*:

- The *draw_scroll_proc* is called with FALSE for *post_call*.
- Screen is refreshed (for scrolled area).
- The *draw_scroll_proc* is called once more with TRUE for *post_call*.

enhance_undo_proc

PURPOSE: To allow for custom “undo” and/or to modify an existing undo record prepared for undo.

STANDARD FUNCTION: *pgEnhanceUndo* does nothing.

```
PG_FN_PASCAL (void, enhance_undo_proc) (paige_rec_ptr pg,
    pg_undo_ptr undo_rec, void PG_FAR *insert_ref, short
    action_to_take);
```

This function gets called from either *pgPrepareUndo* or *pgUndo*; the difference can be determined by the *action_to_take* verb which will be one of the following:

```
typedef enum
{
    enhance_prepared_undo,/* undo_rec is from pgPrepareUndo */
    enhance_performed_undo /* undo_rec is from pgUndo */
};
```

insert_ref — will be whatever was given to the same parameter for *pgPrepareUndo* (or NULL if *enhance_undo_proc* is being called from *pgUndo*).

undo_rec — a pointer to an OpenPaige undo record as follows:

```
typedef struct
{
    short          verb;           /* Type of undo (for app's reference) */
    short          real_verb;       /* Internal action verb */
    pg_ref         data;          /* Data (different for each verb) */
    pg_globals_ptr globals;       /* Pointer to OpenPaige globals */
    memory_ref    keyboard_ref;   /* Used for backspace-key-undo */
    format_ref    keyboard_styles; /* Styles possibly backspaced */
    format_ref    keyboard_pars;  /* Paragraphs possibly backspaced */
    memory_ref    applied_range;  /* Range to apply Undo */
    memory_ref    shape_data;     /* Data for shape undo */
    memory_ref    refcon_data;    /* Used to copy refcons for containers */
    memory_ref    doc_data;       /* Used for undo doc info */
    memory_ref    rsrv;          /* Reserved for DSI extensions*/
    /* Range for Undo Paste & other things */ select_pair alt_range;
    /*Delete range for backspace undo*/ long ref_con;        /* App can set
this */
}
pg_undo;
```

The fields of interest (for custom undo) are as follows:

verb — Holds the original undo verb as given to *pgPrepareUndo*. However, if verb is negative then the record is intended for a “redo.” Example: —*undo_paste* is “redo paste.”

globals — A pointer to OpenPaige globals.

applied_range — If non-NULL this is a *memory_ref* containing *select_pair*'s defining the selection range for which the undo/redo applies.

alt_range — Contains the range of text for which this undo/redo applies (if selection is simply two offsets). If more complex selection, the offsets will be in *applied_range*.

ref_con — Can be used by your application for anything.

The precise calling sequence of *enhance_undo_proc* in relationship to *pgPrepareUndo* and *pgUndo* is as follows:

- When *pgPrepareUndo* is called, the undo record is prepared with everything OpenPaige “knows” about. Then before returning from *pgPrepareUndo*, *enhance_undo_proc* is called passing the *pg_undo_ptr* (just prepared) and the *action_to_take* will be *enhanced_prepared_undo*.
- When *pgUndo* is called, everything is “undone” that OpenPaige knows about. Then before updating anything on the screen, *enhance_undo_proc* is called, passing the undo record and *action_to_take* is *enhanced_performed_undo*.

NOTE: Both *pgPrepareUndo* and *pgUndo* will only handle the verbs that it recognizes. It means that a completely foreign *undo* verb causes OpenPaige to do nothing at all —but it still calls *enhance_undo_proc*, passing your application an empty *pg_undo* record the “verb” field set to whatever you gave). Hence, a completely custom prepare undo/redo is possible by inventing undo verbs that OpenPaige doesn’t understand.

For example, if you called *pgPrepareUndo(pg, 9000, ptr)*, OpenPaige will have no idea what “9000” is —but it will create an empty undo record, place “9000” in the verb field and call *enhance_undo_proc(pg, &undo_rec, ptr, enhance_prepared_undo)*.

Of course you can also use *enhance_undo_proc* to simply modify existing undo operations. For example, additional information can be placed in the *ref_con* field while you let OpenPaige handle everything else.



CAUTION: While it is perfectly OK for you to set up a completely custom *undo_ref*, do not call *pgDisposeUndo* if you have set any of the fields besides the verb and *ref_con*, even if you have set an unrecognized undo verb. Instead, dispose the structure(s) yourself.

NOTE: There is no verb for “*dispose undo*” since there is not necessarily an associated *pg_ref* when an *undo_ref* is disposed (thus there is no function pointer!). Therefore you must dispose your own data structures, if any, before calling *pgDisposeUndo*.

par_boundary_proc

PURPOSE: To quickly locate the text offsets of a paragraph.

STANDARD FUNCTION: *pgParBoundaryProc* locates the beginning and ending offsets that enclose a paragraph of text.

```
PG_FN_PASCAL (void, par_boundary_proc) (paige_rec_ptr pg,  
select_pair_ptr boundary);
```

This function gets called when OpenPaige wants to know the offsets of a paragraph. Upon entry, *boundary->begin* contains the text location in question; this function should initialize *boundary->begin* and *boundary->end* to the beginning and ending offsets of the paragraph.

change_container_proc

PURPOSE: To change, modify or enhance a “container” before erasing it, displaying text, calculating text or clipping its bounding region.

STANDARD FUNCTION: *pgModifyContainerProc* erases the container if the *verb* parameter so designates, otherwise does nothing.

```
PG_FN_PASCAL (void, change_container_proc) (paige_rec_ptr pg,
    pg_short_t container_num, rectangle_ptr container, pg_scale_ptr
    scaling, co_ordinate_ptr screen_extra, short verb, void PG_FAR
    *misc_info);
```

OpenPaige calls this function to give the application a chance to modify something to achieve desired affects for different text “containers” or areas in the page shape.

For example, OpenPaige always calls *change_container_proc* to “erase” a container. If your application wanted to provide different background colors for different containers, it could use this function to set and erase the appropriate backgrounds.

Upon entry, *container_num* is the rectangle number of the “container” and container is the pointer to the rectangle. The container number is one-based, i.e. the first rectangle is 1. The rectangle itself is unscaled and not scrolled.

scaling — indicates any scaling (or can be NULL).

screen_extra — contains the amount of offset that would be required to obtain the actual rectangle on the screen. In other words, container offset by *screen_extra->h* and *screen_extra->v* is the actual container position in the scrolled document.

verb — indicates why the function is being called, which will be one of the following:

```
typedef enum
{
    clip_container_verb,           /* clip container if desired */
    unclip_container_verb,         /* restore clip region (that changed
                                    from above) */
    erase_rect_verb,               /* erase container */
    will_draw_verb,                /* about to draw text in container */
    will_delete_verb               /* about to delete container */
};
```

What gets passed in **misc_info* depends on the value of verb, as follows:

If *verb* is *clip_container_verb*, *misc_info* is a pointer to a long which is initially set to zero.

If *verb* is *unclip_container*, *misc_info* points to the same long as in *clip_container_verb*. The purpose of this is to let you set **misc_info* to something (such as the previous clip region) so you can use it when you unclip the area.

If *verb* is *erase_rect_verb*, *will_draw_verb* or *will_delete_verb*, *misc_info* is NULL.

NOTE: The term “containers” in this description really means a rectangle inside the page area. Complex, irregular shapes can therefore have hundreds of “containers” even though your application might think of the page shape as one object. Therefore do not confuse the logical “container” as a single unit shape or page with the OpenPaige meaning of a rectangle within a shape.

smart_quotes_proc

PURPOSE: To implement “smart quotes” for text insertions.

STANDARD FUNCTION: If the next insertion is a “flat” single or double quote character, the insertion is changed by *pgSmartQuotesProc* to the appropriate left or right quote characters per definitions in *pg_globals*.

```
PG_FN_PASCAL (void, smart_quotes_proc) (paige_rec_ptr pg, long
insert_offset, long info_bits, pg_char_ptr char_to_insert, short
PG_FAR *insert_length);
```

This function gets called if the byte about to be inserted into a *pg_ref* is a “quote character”.

NOTE: This is determined purely by the *char_info* hook for the insertion style returning such information about the character.

Upon entry, *insert_offset* is the *byte_offset* in text that will be inserted (relative to all text). *char_to_insert* points to the first byte to be inserted (whose first character will be at least one of the quote characters as defined in the OpenPaige globals). The *info_bits* parameters contains the results of *char_info*, indicating which quote character will be inserted.

Upon entry, **insert_length* contains the number of bytes of the character to be inserted. To change the character to, say, an appropriate smart quote, this function should physically change **char_to_insert* and set **insert_length* to the new length if it is different.

NOTE: **char_to_insert* will always be big enough to hold up to four bytes.

If it is decided that the character should change, *smart_quotes_proc* should literally alter **char_to_change*.

line_init

```
PG_FN_PASCAL(void, line_init_proc) (paige_rec_ptr pg,
    pg_measure_ptr measure_info, short init_verb);
```

This function is called once before building lines of text, once before building an individual line and once when all lines have been built.

PURPOSE: Its intended purpose is to let an application set up whatever it needs to handle subsequent calls to other hooks (such as *line_parse_proc* below).

STANDARD FUNCTION: The default proc is *pgInitLineProc* which does nothing.

Upon entry, the information about the line to be calculated is contained in *measure_info* (see *pg_measure_ptr* in “line_validate_proc” on page 27-534).

The *verb* parameter will be one of the following:

```
enum
{
    init_measure_verb,      // Called before any lines are computed
    new_line_verb,          // Called before a line is computed
    done_measure_verb       // Called when all lines have been
                           computed
};
```

line_parse

```
PG_FN_PASCAL(long, line_parse_proc) (paige_rec_ptr pg,
pg_measure_ptr measure_info, pg_char_ptr text, point_start_ptr
line_start, long global_offset, long remaining_length);
```

This hook gets called repetitively when a line of text in *pg* is being built. Its intended purpose is to force a particular *point_start* record (many of which can compose a single line) to assume a certain length.

STANDARD FUNCTION: The default function is *pgLineParse* which does nothing.

One example of this would be building an array of “cells”, in which an application needed to display a matrix of rows and columns for every “number” that appeared in a plain line of text. Normally, the line would be formatted as a single *point_start* record, yet a row/column display feature would require the line to break apart into one *point_start* for each “cell”.

When this function is called, OpenPaige is essentially asking where the end of the current *point_start* record should break. The *measure_info* parameter is a pointer to the current position and *point_start(s)* of the line (see *pg_measure_ptr* “line_validate_proc” on page 27-534). The *line_start* parameter is the current *point_start* record (the one being asked about). The *text* parameter is the text to be included in the current *point_start* and *remaining_length* its maximum length.

What this function must do is return the new remaining length that the line builder should work with.

For example, in the cell/row application, the function would examine the text, and notice that the next “number” is 6 bytes in length. In this case, this function would return a “6” and the *point_start* for this portion of the line would be limited to 6 bytes.

The function would then be called again, after the 6-byte *point_start* had been formatted (if there is any more text available and the maximum line width permits it).

`paginate_proc`

```
PG_FN_PASCAL(void, post_paginate_proc) (paige_rec_ptr pg,
    text_block_ptr block, smart_update_ptr update_info, long
    lineshift_begin, long lineshift_end,
    short action_taken_verb);
```

This function is called every time after OpenPaige has paginated a block of text. By *paginate* is meant the computations of lines, their text widths and vertical/horizontal positions on the page.

STANDARD FUNCTION: The default proc, *pgPostPaginateProc*, implements widow and orphan control and “keep-paragraphs-together” if the document is set for repeating pages.

Upon entry, *block* is the *text_block* just paginated.

The *update_info* parameter is provided in case this function needs to change the recommended beginning of display. If so, *update_info->suggest_begin* and/or *update_info->suggest_end* can be altered

NOTE: *.update_info* might be null.

The *lineshift_begin* and *lineshift_end* values indicate a range of text that has moved vertically by virtue of pagination. These two values are text-line based (operate on line boundaries) and provide valuable information for performance purposes. For example, if

the user inserted a character causing no new wordwrapping, *lineshift_begin* will equal *lineshift_end*, which means none of the lines in the document have shifted vertically.

The *action_taken_verb* indicates what has occurred, which will be one of the following:

```
enum
{
    paginated_line_shift,           /* Only shifted line locations vertically */
    paginated_empty_block,         /* Built an empty block */
    paginated_hidden_block,        /* Built block whose text is all invisible. */
    paginated_fake_block,          /* Built dummy block -- sits below last container */
    paginated_partial_block,       /* Rebuilt lines only partially */
    paginated_full_block          /* Rebuilt everything */
};
```

click_proc

```
PG_FN_PASCAL(void, click_examine_proc) (paige_rec_ptr pg, short
click_verb, short modifiers, long refcon_return, t_select_ptr
begin_select, select_ptr end_select);
```

This function gets called after *pgDragSelect* has processed a “click” but before it returns control back to the application.

STANDARD FUNCTION: The default function, *pgExamineClickProc*, does nothing.

Upon entry, *click_verb* is the verb given to *pgDragSelect* (*mouse_down*, *mouse_moved* or *mouse_up*); *modifiers* is the same value given in *pgDragSelect* for modifiers. (See “Clicking & Dragging” on page 2-43). The *refcon_return* field is the value that *pgDragSelect* is about to return.

The *begin_select* and *end_select* parameters indicate the beginning and ending points of the recent selection

NOTE: Until *mouse_up* has occurred, these points can be “backwards,” i.e. *end_select* can reflect an *offset < begin_select* if the user clicked and dragged backwards.

text_increment

```
PG_FN_PASCAL (void, increment_text_proc) (paige_rec_ptr pg, long  
base_offset, long increment_amount);
```

This function is called for every occurrence of inserting or deleting text. The intended purpose is to let OpenPaige extensions handle external “runs” when it becomes necessary to make adjustments for text insertions and deletions.

This function is always called after (not before) an insertion or deletion.

STANDARD FUNCTION: The default proc, *pgTextIncrementProc*, does nothing.

Upon entry, if the function is being called due to an insertion, *base_offset* is the text offset where the insertion occurred and *increment_amount* is positive (indicating the number of bytes inserted).

If the function is being called after a deletion, *base_offset* is the text offset before the first byte that got deleted and *base_offset* is negative (the absolute value is the number of bytes that got deleted).

NOTE: The function is called after the deletion, so the text that got deleted will no longer exist.

```
PG_FN_PASCAL(void, set_device_proc) (paige_rec_ptr pg, short verb,  
graf_device_ptr device,  
color_value_ptr bk_color);
```

This function is called to prepare a device for drawing, clipping, and font selection(s), etc., or to report that the device is to be released. The *verb* parameter indicates whether to prepare the device or release the device.

PURPOSE: The purpose is to “prepare” or “release” a machine-specific graphics device for general use. Your application might use this hook, for instance, to prepare a special device or device characteristics. *Calls to this function can be nested*, so this function is responsible for handling multiple “prepare” and “release” situations.

STANDARD FUNCTION: If the *verb* indicates device preparation, the **Windows** version creates a device context (HDC), stores it into the *machine_ref* member of device and does a *SaveDC()*; the **Macintosh** version saves the current *GrafPort* then does a *SetPort()* with the *GrafPtr* in the *machine_var* field of device and saves all the *GrafPort* settings. If the verb indicates device release, the **Windows** version does a *RestoreDC()* and/or a *DeleteDC()* if appropriate; the **Macintosh** version restores the original settings of the port, then sets the previous *GrafPort*.

Upon entry, the *verb* parameter will indicate one of the following:

```
set_pg_device,          /* Prepare the device */  
unset_pg_device        /* Release the device */
```

The *device* parameter points to the *graf_device* structure to prepare (this function alters that structure as necessary).

If *bk_color* is nonnull, the background color should be set to that value.

NESTED CALLS

OpenPaige will make frequent calls to this function, both *set_pg_device* and *unset_pg_device*, often nesting these pairs several levels deep. The standard *set_device_proc* handles this by incrementing/decrementing a counter in the *graf_device* structure, and handling the device accordingly.

For example, when *verb == pg_set_device* the **Windows** version creates a new device context only if the counter is zero, otherwise it simply uses the previous DC (which is stored in the *graf_device*); then it increments the counter. Similarly, when *verb == pg_unset_device*, the counter is decremented, and only when it decrements to zero does the DC get deleted.

page_modify_proc

```
PG_FN_PASCAL(void, page_modify_proc) (paige_rec_ptr pg, long
page_num, rectangle_ptr margins);
```

This function is called for each repeating “page” during the text pagination process.

PURPOSE: Its intended purpose is to allow temporary modification(s) to any of the four sides of the page. A typical reason for doing this would be to add space for headers and footers, or extra “gutter” space based on document format and page number, etc.

STANDARD FUNCTION: The default function does nothing.

NOTE: This hook will not get called unless the *pg_ref* is set for a “repeating page shape”. See “Repeating Shapes” on page 13-9.

Upon entry, *page_num* will indicate the page number of the “page” about to be paginated; the first page is 1 (not 0). At this time, no text lines will have been calculated for this page, so any modifications made to the page boundary will affect the placement of text.

To “modify” the page boundary, this function should set margins to the desired amount of inset. For example, if *margins->top_left.v* were set to 20, the text would paginate on

this page beginning 20 pixels from the top; if *margins->bot_right.h* were set to 50, text would wrap 50 pixels from the right side of the page, etc.

While text is being paginated, OpenPaige calls this function before it calculates the first line on a page. Each time this function is called, all four “margin” sides will be set to zero; hence if this function merely returns (does nothing), the page dimensions remain unchanged (they will retain their original dimensions as if you were not using this hook at all).

NOTE: The *page_modify_proc* also gets called when OpenPaige is computing the clipping region.

wordbreak_info_proc

```
PG_FN_PASCAL (long, wordbreak_info_proc) (paige_rec_ptr pg,
pg_char_ptr the_char, short charsize,
style_info_ptr style, font_info_ptr font,
long current_settings);
```

This hook has been provided to allow special-case word breaking for various character sets, or multilingual scripts.

PURPOSE: OpenPaige calls this hook in response to its internal *char_info* function to learn about the nature of a particular character.

For example, in Japanese most characters can be considered “words” for purposes of breaking on a line, but there are several exceptions —certain characters must never end on a line and must stay grouped with character(s) that fall after them. Similarly there are characters that must never begin on a line and must stay grouped with character(s) before them. The purpose of this callback function is to determine if the character in question matches the application-defined table of these exceptions.

STANDARD FUNCTION: The default function returns *current_settings*.

Upon entry, *the_char* is a pointer to a character and *charsize* is the byte size of that character. The current style information is provided in the *style* parameter and the *font* parameter provides the current font information.

NOTE (Windows): If the current code page for the character in question is available in the font parameter as *font->code_page*; the language ID (in LCID format) is available in the “language” member of font.

NOTE (Macintosh): If the script code is in *font->char_type*.

The *current_settings* parameter contains a combination of bit settings that define what kind of character OpenPaige already thinks is appropriate, which can be a combination of any of the bit settings for the *char_info_proc* function.

FUNCTION RESULT: The new character bit settings should be returned. If no change to the existing settings are required, return *current_settings*.

key_insert_query

```
PG_FN_PASCAL(short, key_insert_query) (paige_rec_ptr pg,  
pg_char_ptr the_char, short charsize);
```

This function is called when *pgInsert()* is called but before anything is inserted into *pg*.

PURPOSE: Its intended purpose is to speed up keyboard entry by determining if a character should be inserted immediately and redrawn, or temporarily buffered and inserted later.

STANDARD FUNCTION: The default function for **Macintosh** returns *key_insert_mode* (signifying the character should be inserted now). The Windows version checks for a pending *WM_CHAR* message and, if any, returns *key_buffer_mode* (so the character is buffered).

Upon entry, *the_char* is the character to be inserted and *charsize* the number of bytes for the character.

FUNCTION RESULT: If the character should be inserted immediately, return *key_insert_mode*, otherwise return *key_buffer_mode*.

```
PG_FN_PASCAL(pg_word, charclass_info_proc) (paige_rec_ptr pg,
    pg_char_ptr the_char, short charsize,
    style_info_ptr style, font_info_ptr font);
```

This function is called to determine the possible character subset or multilingual “class” of character.

PURPOSE: Its intended purpose is to determine a language or scripting break in the text for purposes of selection or wordwrapping. For all-Roman text, this functionality is not required (since OpenPaige handles text selection and word-breaking automatically). For special scripts, character classes can become more complex and demand further attention.

STANDARD FUNCTION: The default function uses OS-specific functions to determine the character type of *the_char*. For Japanese, the function will determine which subset of the current script *the_char* belongs to.

Upon entry, *the_char* will be a single or double byte character, charsize its byte size. The *style* and *font* parameters provide the current *style_info* and *font_info* for the character.

FUNCTION RESULT: The character class type should be returned. This can be any value so long as each character of the same class return the same response. (OpenPaige simply compares the responses to each other, and if one of them is different, that is considered a change in script type. This is used to select (highlight) “words” from double-clicks, etc.)

NOTE (Windows): ¶the current code page for the character in question is available in the font parameter as *font->code_page*; the language ID (in LCID format) is available in the “language” member of font.

NOTE (Macintosh): ¶the script code is in *font->char_type*.

Warning About “Re-entrant” Functions

OpenPaige functions are generally reentrant and can therefore be called when you execute a custom hook. However, as a general rule you should never call anything that tries to change the internal structure(s) of a *pg_ref*. While the code itself is reentrant, data structures might be LOCKED and therefore cannot be resized. A function such as *pgSetStyleInfo*, for instance, often needs to add a *style_info* record; if the array of styles is temporarily locked, a call to *pgSetStyleInfo* could crash!

You should therefore restrict data changes to the parameters given to you in the low-level function itself or, if you absolutely must change something (and know what you are doing), change the structure(s) directly without resizing memory or adding/deleting records.

NOTE: All the “Get” functions, however (*pgGetStyleInfo*, *pgGetParInfo*, etc.) are always safe to call.

One exception: It is OK (often anticipated) to call *pgSetExtraStruct* while executing a low-level hook.

Text Parsing & Word Breaks

A new callback “hook” has been provided to allow special-case word breaking for various character sets (code pages). OpenPaige calls this hook in response to its internal *char_info* function to learn about the nature of a particular character.

For example, in Japanese most characters can be considered “words” for purposes of breaking on a line, but there are several exceptions — certain characters must never end on a line and must stay grouped with character(s) that fall after them. Similarly there are characters that must never begin on a line and must stay grouped with character(s) before them. The purpose of this callback function is to determine if the character in question matches the application-defined table of these exceptions.

The prototype definition of this callback is as follows:

```
PG_PASCAL (long) pgBreakInfoProc (paige_rec_ptr pg, pg_char_ptr  
the_char,  
short charsize, style_info_ptr style, font_info_ptr font,  
long current_settings);
```

When OpenPaige is determining where to break a line (word-wrap), it calls this function to determine any special-case information that might influence the word breaking result. The default function (the one that exists if your application does not set its own) does not do anything other than use the defaults, which in the case of double-byte characters it assumes that all such characters are valid word breaks.

Upon entry, *the_char* is a pointer to (usually) a double-byte character and *charsize* is the byte size of that character. The current style information is provided in the *style* parameter and the *font* parameter provides the current font information.

NOTE: The current code page for the character in question is available in the *font* parameter as *font->code_page*; the language ID (in LCID format) is available in the “language” member of *font*.

The *current_settings* parameter contains a combination of bit settings that define what kind of character OpenPaige already thinks is appropriate, which can be a combination of any of the following:

#define BLANK_BIT	0x00000001	// Character is blank
#define WORD_BREAK_BIT	0x00000002	// Word breaking char
#define WORD_SEL_BIT	0x00000004	// Word select char
#define SOFT_HYPHEN_BIT	0x00000008	// Soft hyphen char
#define INCLUDE_BREAK_BIT	0x00000010	// Include with word break
#define INCLUDE_SEL_BIT	0x00000020	// Include with word select
#define CTL_BIT	0x00000040	// Char is a control code
#define INVIS_ACTION_BIT	0x00000080	// Char is an arrow, etc.
#define PAR_SEL_BIT	0x00000100	// Char breaks a paragraph
#define LINE_SEL_BIT	0x00000200	// Char breaks a line (soft CR)
#define TAB_BIT	0x00000400	// Char is a TAB
#define FIRST_HALF_BIT	0x00000800	// 1st half of a multi-byte char
#define LAST_HALF_BIT	0x00001000	// Last half of a multi-byte char
#define MIDDLE_CHAR_BIT	0x00002000	// Middle of a multi-byte char

#define CONTAINER_BRK_BIT	0x00004000	// Break-container bit
#define PAGE_BRK_BIT	0x00008000	// Break-repeating-shape bit
#define NON_BREAKAFTER_BIT	0x00010000	// Must stay with char(s) after
#define NON_BREAKBEFORE_BIT	0x00020000	// Must stay with char(s) before
#define NUMBER_BIT	0x00040000	// Char is numeric
#define DECIMAL_CHAR_BIT	0x00080000	// Char is decimal
#define UPPER_CASE_BIT	0x00100000	// Char is UPPER CASE
#define LOWER_CASE_BIT	0x00200000	// Char is lower case
#define SYMBOL_BIT	0x00400000	// Char is a symbol
#define EUROPEAN_BIT	0x00800000	//Char is ASCII-European
#define NON_ROMAN_BIT	0x01000000	//Char is not Roman script
#define NON_TEXT_BIT	0x02000000	//Char is not really text
#define FLAT_QUOTE_BIT	0x04000000	// Char is a "flat" quote
#define SINGLE_QUOTE_BIT	0x08000000	//Quote char is single quote
#define LEFT_QUOTE_BIT	0x10000000	// Char is a left quote
#define RIGHT_QUOTE_BIT	0x20000000	// Char is a right quote
#define PUNCT_NORMAL_BIT	0x40000000	// Char is normal punctuation
#define OTHER_PUNCT_BIT	0x80000000	// Char is other punctuation

For purposes of the *pgBreakInfoProc*, the following bits are usually the only settings you will care about:

WORD_BREAK_BIT
INCLUDE_BREAK_BIT
NON_BREAKAFTER_BIT
NON_BREAKBEFORE_BIT

If WORD_BREAK_BIT is set that character delineates a word for wrapping (breaking) purposes; if INCLUDE_BREAK_BIT is also set, the character is part of the word.

For example, in Roman text a space character would have WORD_BREAK_BIT set but not INCLUDE_BREAK_BIT (because the space is not part of a word). However, a “,” (comma) character would have both WORD_BREAK_BIT and INCLUDE_BREAK_BIT set because it is a word break but must be included with the word.

`NON_BREAKAFTER_BIT` causes the character to always stay with the character(s) immediately after its position in text; `NON_BREAKBEFORE` causes the character to always stay with the character(s) immediately before its position in text.

FUNCTION RESULT: The callback function must return the new settings that OpenPaige should use for the character. Often, this return value will simply be whatever is in *current_settings*.

EXAMPLE:

```
PG_PASCAL (long) MyBreakInfoProc (paige_rec_ptr pg, pg_char_ptr  
the_char,  
short charsize, style_info_ptr style, font_info_ptr font,  
long current_settings)  
{  
    if (SettingsOK(the_char, charsize))  
        return      current_settings;  
}
```

Examples for changing the settings to something else are shown below.

SETTING THE HOOK

The callback (“hook”) function is embedded in the *pg_ref* itself. If you want the same callback function to always get called from every *pg_ref* you should establish the function pointer into OpenPaige globals early before any *pg_refs* are created.

EXAMPLE:

```
pg_globalspgGlobals; // OpenPaige globals record

void InitializePAIGE (void)
{
    pgInit(&paige_globals, &mem_globals);
    mem_globals.def_hooks.wordbreak_proc = MyBreakInfoProc;
}
```

In the example above, “*MyBreakInfoProc*” is the name of your callback function (note, for 16-bit Windows you would need to call *MakeProcAddress()* to create a valid function pointer). By placing it in the globals structure, OpenPaige will initialize the wordbreaking callback for all *pg_refs*.

Examples of Parsing Multilingual Word Breaks

A typical multilingual word parsing feature would be to check the code page in the word breaking callback, then compare the character to a predefined table for that code page to determine if the character has any additional word breaking attributes.

In Japanese, for example, most characters can break on a line as a “word.” In some cases, however, the character can break but must be included with the “word” immediately to the left or to the right. The following is an example of tagging these exceptions in “*MyBreakInfoProc*” (your application-defined word breaking callback):

```
#define CP_JAPANESE932// Japanese code page
#define CP_US 1252          // United states and Latin

PG_PASCAL (long) MyBreakInfoProc (paige_rec_ptr pg, pg_char_ptr
the_char,
short charsize, style_info_ptr style, font_info_ptr font,
long current_settings)
```

```

        // If not a double byte, trust the defaults,
        // otherwise let's present a lookup table:

                keep_with_left_table = jp_resource1;
                keep_with_left_table = jp_resource2;
            }

            break;

        case CP_US:
            break; // Just trust the defaults
    }

// Check if we even care (if we have a table for comparison):

if (keep_with_left_table != (LPSTR)NULL)
{
    // If character found in the "keep-with-left-table"
    // then we must force it to stay with word on the left:

    if (FindCharInTable(keep_with_left_table, the_char, charsize))
        result |= NON_BREAKBEFORE_BIT;
    else
        result &= (~NON_BREAKBEFORE_BIT);
}

if (keep_with_right_table != (LPSTR)NULL)
{
    // If character found in the "keep-with-right-table"
    // then we must force it to stay with word on the right:
    if (FindCharInTable(keep_with_right_table,
the_char, charsize))
        result |= NON_BREAKAFTER_BIT;
    else
        result &= (~NON_BREAKAFTER_BIT);
}

return      result;
}

```

In the above example, the “table” variables can be simple resources that contain a list of characters. Usually you only care about double-byte characters (because OpenPaige handles most single byte characters correctly using its defaults — but that might change with certain languages). The “*FindCharInTable*” function would simply be a function that returns TRUE if the character in question was in the table.

27.11

Character/Language Subsets

Certain languages can have “subsets” of characters that belong together as a group — at least for purposes of double-clicking for a word selection. In Japanese script, for instance, each double-byte character can be Katakana, Hiragana or Ideograph.

Although OpenPaige handles these subsets appropriately for word-selection purposes, should it become necessary to alter the subset differences or add new ones, the following callback hook is available:

```
PG_PASCAL (pg_word) pgCharClassProc (paige_rec_ptr pg,
pg_char_ptr the_char,
short charsize, style_info_ptr style, font_info_ptr font);
```

OpenPaige calls this hook in addition (and after) the word break callback. The purpose of the function is to return the character class — or “subset” of the language. Upon entry, *the_char* points to the first byte of the character and *charsize* is the size of the character, in bytes. The *style* and *font* parameters are the current style and font of the character. Note that *font->code_page* and *font->language* will contain the character's code page and LCID, respectively.

The following is the default code that OpenPaige-Windows executes for this function (the function that gets called if you do not set your own):

```
PG_PASCAL (pg_word) pgCharClassProc (paige_rec_ptr pg,
    pg_char_ptr the_char,
    short charsize, style_info_ptr style, font_info_ptr font);
{
    WORD      types[4];

    GetStringTypeEx((LCID)font->language, CT_CTYPE3,
        (LPCSTR)the_char, (int)charsize, types);

    return      (WORD)(types[0] & (C3_KATAKANA | C3_HIRAGANA
        | C3IDEOGRAPH | C3_HALFWIDTH | C3_FULLWIDTH));
}
```

NOTE: The default code uses *GetStringTypeEx* to determine the language subset of the character. OpenPaige does not actually examine the value or contents of the function result; rather, this function is called for adjacent characters to determine if a word selection (highlight) should continue.

For example, if the first five characters in a string returned 0x0000 from *pgCharClassProc*, then the sixth character returned 0x0001, OpenPaige would only highlight the word(s) within the first five characters if the user double-clicked.

28

CHAPTER

EMBEDDING NON-TEXT CHARACTERS

28.1

Inserting graphics & user items

DEFINITION: A *non-text character* is a graphic display embedded into the text stream of an OpenPaige document, such as a picture, box or special string (such as a page number, footnote, etc.). It is not an ASCII byte as such, but otherwise looks and behaves like an ordinary character. It can be clicked, deleted, and subject to copy/paste.

The purpose of this chapter is to explain the built-in, high-level support for these special characters.

DISCLAIMER

There are several undocumented references in *pgEmbed.h*. If anything in that header file is not explained in this chapter, it is *not supported*. The purpose of these definitions is for possible future enhancement and/or custom development by DataPak Software, Inc.

Description

OpenPaige provides a certain degree of built-in support for graphic characters. For the Macintosh version, PicHandles (pictures) can be inserted into the text stream with practically no support required from your application. For the Windows version, meta files can be inserted in the same way.

For other graphic types and/or “user items” (custom characters), OpenPaige supports a variety of user-defined non-text character insertions; your application can then handle the display and other rendering through a single callback function.

All the functions documented in this chapter are prototyped in *pgEmbed.h*. You therefore need to include this header file to use the structures, functions and callbacks.

28.2

The embed_ref

The first step to embedding a non-text character is to create an *embed_ref*.

```
embed_ref pgNewEmbedRef (pgm_globals_ptr mem_globals,  
    long item_type, void PG_FAR *item_data, long modifier, long flags,  
    pg_fixed vert_pos,  
    long user_refcon, pg_boolean keep_around)
```

This function returns a special *memory_ref* that can be subsequently inserted into a *pg_ref* as a “character”. Once you have created an *embed_ref*, call *pgInsertEmbedRef()* below.

mem_globals — must be a pointer to your memory globals (same structure that was also given to *pgMemStartup* and *pgInit*).

item_type — indicates the kind of object you want to create. This value can be any value shown in “Embed Ref Types” on page 28-583.

item_data, *modifiers* — What you provide in *item_data* and *modifiers* depends on the *item_type*; these are also described in “Embed Reference Types.”

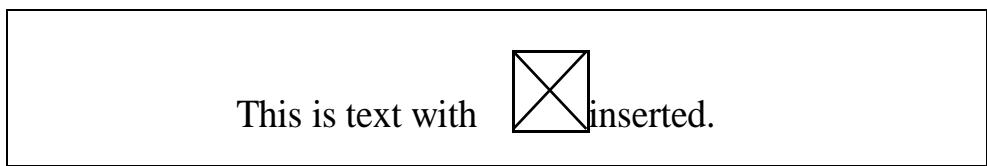
flags — should be set to zero (with some unusual exceptions —“Special Cases” on page 28-599).

vert_pos — Its purpose is to indicate a descent value for the object you will be inserting. By descent is meant the amount the item should be offset vertically below the baseline.

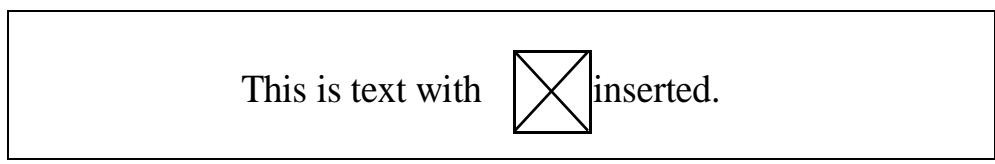
If *vert_pos* is positive, it is considered to be a percent of the item's total height. If *vert_pos* is negative, it is considered to be a pixel value. Carefully note that in both cases, *vert_pos* is a Fixed value — the high-order word is the whole integer and the low-order word a fractional part.

For example, if *vert_pos* is 0x000A0000, the *embed_ref* will be offset 10% of its total height from the text baseline. If *vert_pos* is 0xFFEFFFFF (negative 0x00020000), the item will be offset 2 pixels below the text baseline, etc.

The following illustrations show a typical *embed_ref*'s descent values for different *vert_pos* values:



The above shows the result of an *embed_ref* with *vert_pos* = 0 (no descent from baseline).



The above shows the result of an *embed_ref* with *vert_pos* = 50.00 (descent is 50% of height).

This is text with  inserted.

The above shows the result of an *embed_ref* with *vert_pos* = -3 (descent is 3 pixels)

user_refcon — is saved inside the *embed_ref* itself, and can be anything.

keep_around — indicates whether or not the *embed_ref* can be automatically disposed once it is no longer being used within any existing *pg_ref*. If this value is FALSE then OpenPaige is authorized to dispose of it once it is no longer being used by any *pg_ref*, a TRUE value tells OpenPaige it must never dispose it even if no *pg_ref* contains the *embed_ref*.

To understand the full meaning of *keep_around*, realize that an *embed_ref* can be “shared” by multiple positions in a document, and even between different documents. For example, if the user performs multiple copy/paste operations on a single *embed_ref*, OpenPaige won’t actually duplicate the *embed_ref*, rather it simply creates multiple pointers to its data.

However, once the last remaining shared copy of the reference is deleted, OpenPaige will dispose the ***memory_ref*** (if *keep_around* = TRUE). Normally, this is what you would want.

NOTE: If *keep_around* is FALSE you should never dispose the *embed_ref* (OpenPaige will dispose of it at the appropriate time). If *keep_around* is TRUE then you need to eventually dispose the reference with *pgDisposeEmbedRef()*.

Inserting the embed_ref

```
pg_boolean pgInsertEmbedRef (pg_ref pg, embed_ref ref, long position,  
    short stylesheet_option, embed_callback callback, long  
    callback_refcon, short draw_mode);
```

This function inserts an *embed_ref* as a “character” into *pg* at the specified text location. The *position* parameter indicates the text offset (relative to zero) to insert the *embed_ref*, the position parameter can also be *CURRENT_POSITION* which causes the insertion to occur at the current insertion point.

stylesheet_option — is an optional stylesheet ID that gets automatically applied to the *embed_ref* “character”. If you merely want to use whatever style applies to the text *position*, pass zero for *stylesheet_option*, otherwise you need to create a new stylesheet and provide that stylesheet ID.

callback — is a pointer to a function (in your application) that will be called for various occurrences; the purpose of this callback is to handle custom characters and/or to modify the default behavior of standard *embed_refs*. However, if you want OpenPaige to handle the *embed_ref* in the default way, pass NULL for *callback*.

NOTE: Only certain *embed_ref* types are supported with a “default behavior”, and therefore only those types will work correctly if you pass NULL for *callback*; see “Embed Ref Types” on page 28-583 below.

callback_refcon — value can be anything you want; this same value will be given to your callback function. If you have not supplied a callback function (*callback* = NULL), this parameter does not matter.

draw_mode — indicates whether or not to redraw the text after the *embed_ref* is inserted; the value you pass for this parameter is identical to all other OpenPaige functions that accept a *draw_mode*.

CLARIFICATION: Do not confuse *callback_refcon* given to *pgInsertEmbedRef* with *user_refcon* given to *pgNewEmbedRef*. These are two separate values. The *user_refcon* given to *pgNewEmbedRef* is stored within the *embed_ref* itself (and the same *embed_ref* can exist as multiple copies throughout a document); the *callback_refcon* is specific to the insertion itself and can be different

for all occurrences of the *embed_ref*. The *callback_refcon* is stored in the *style_info* that is applied to the insertion, and is also passed to your callback function (if one exists).

The *user_refcon* will always be whatever value you passed to *pgInsertEmbedRef()* in the '*callback_refcon*' parameter except for EMBED_READ_DATA and EMBED_WRITE_DATA, in which case the *user_refcon* will be the original *user_refcon* value given to *pgNewEmbedRef()*.



CAUTION: Do not insert the same *embed_ref* more than once unless you have created it with *keep_around* = TRUE. Otherwise, OpenPaige can dispose it prematurely and your program will crash. Once it has been inserted, however, it is OK to copy and paste that character to as many documents as memory permits.

NOTE: Once the *embed_ref* has been inserted, OpenPaige “owns” its memory, i.e. you must not dispose of it as long as it exists in any *pg_ref* (and, if you passed FALSE for *keep_around* in *pgNewEmbedRef()* you must not dispose of it at all, at any time).

The Stylesheet Option

Any *embed_ref* has the option to alter the style and/or font of the text it applies to.

For example, a string-type *embed_ref* (*embed_alternate_char*) will normally assume the style and font of the text where it was embedded; however, by passing a nonzero stylesheet ID number in *stylesheet_option* in *pgInsertEmbedRef* or *pgSetEmbedRef*, the style or font can be overridden.

A *stylesheet ID* is obtained by first creating a new *style_info* record and adding it to the *pg_ref* as a new stylesheet (see “Style Sheets” on page 31-1). The *stylesheet ID* is then given to the *stylesheet_option* parameter, in which case the text for which the *embed_ref* applies will assume that style.

However, a stylesheet applied to an *embed_ref* works slightly differently than normal styles: *only the nonzero items in the style_info record of the stylesheet are applied*.

For example, suppose a new stylesheet is created with every field in its *style_info* record set to zero except for the italic attribute. If this stylesheet is applied to an *embed_ref*, the text is forced to “italic” but retains all other attributes (keeps same point size as before, same font, etc.).

The following is an example of applying italic to an *embed_ref*; note that the *embed_ref* text retains all style and font characteristics except it changes to italic:

```
style_info      new_sheet;
short          stylesheet_id;

pgFillBlock(&new_sheet, sizeof(style_info), 0);
               /* Fill with all zeros*/

style_info.styles[italic_var] = -1;// Set for italic
stylesheet_id = pgNewStyle(pg, &new_sheet, NULL);

// Now include in “stylesheet_option”:

pgSetEmbedRef(pg, ref, NULL, stylesheet_id, 0, best_way);
```

Changing Font Only

If you want to change only the font in the *embed_ref* text, use the same example as above except omit changing the italic attribute and pass a *font_info* record instead of NULL for *pgNewStyle*.

28.4

Embed Ref Types

The following table describes each possible *embed_ref* data type and what you should pass in the *item_data* and *modifier* parameters for *pgNewEmbedRef()*. The

Support column indicates which OpenPaige platform supports the data type. All the items listed are supported to some extent, i.e. none of them require a callback function to render a default behavior.

NOTE: IF THE DATA TYPE IS NOT LISTED, THERE IS NO CURRENT OpenPaige SUPPORT FOR THE TYPE. (You can, of course, support your own using the callback function).

TABLE #5

EMBED_REF DATA TYPES				
Data Type	Support	*item_data parameter	modifier	Note(s)
embed_rectangle	all platforms	rectangle_ptr	pen size (pixels)	
embed_oval	all platforms	rectangle_ptr	pen size (pixels)	
embed_roundrectangle	all platforms	rectangle_ptr	round corner + pen size	1
embed_control	Macintosh only	ControlHandle	not used	2
embed_polygon	all platforms	memory_ref of polygon	pen size (pixels)	3
embed_mac_pict	Macintosh only	PicHandle	not used	
embed_mac_vm_pict	Macintosh only	memory_ref of Pict data	not used	7
embed_meta_file	Windows only	metafile_ptr	not used	4
embed_alternate_char	all platforms	cstring (any size)	not used	5
embed_user_data	all platforms (limitted)	pointer to data	data size (bytes)	6

TABLE #5

		EMBED_REF	DATA TYPES	(Continued)
Data Type	Support	*item_data parameter	modifier	Note(s)
embed_dynamic_string	all platforms	cstring (any size)	max size (bytes)	5
embed_user_box	all platforms (limitted)	rectangle_ptr	pen size (pixels)	1

embed_roundrectangle — the low-order word of modifier is the pen size; the high-order word is the “rounded corner” value, e.g. *FrameRoundRect(rect, value, value)*.

embed_user_box — The default behavior for *embed_user_box* is identical to *embed_rectangle*. To modify the default behavior use the callback function.

ControlHandle — is detached from any Window before it gets inserted.

data — is a *memory_ref* that must contain the following structure:

```
typedef struct
{
    short      width;           // Width of polygon, in pixels
    short      height;          // Height of polygon, in pixels
    short      rsrv;            // (Here for future enhancement)
    short      num_points;      // Number of points that follow
    co_ordinate points[1];     // One or more points for the drawing
}
pg_poly_rec, PG_FAR *pg_poly_ptr;
```

width and *height* — members should contain the width and height of the bounding area of the polygon. The *num_points* member should contain the number of connecting points in the *points[]* member array.

points — are represented by a series of *co_coordinate* pairs; the first pair is a line, the second pair is another line, etc.

NOTES:

- (F) The points array must therefore be in PAIRS.
- (G) A Windows meta file must be represented by the following structure (pointed to by the *item_data* parameter);

```
struct metafile_struct
{
    long          metafile;      // Metafile data (HANDLE if Windows)
    long          mapping_mode; // Mapping mode (Windows only)
    short         x_ext;        // Original x-extent
    short         y_ext;        // Original y-extent
    rectangle     bounds;       // Source bounding rect
};
```

metafile — The meta file HANDLE should be in the *metafile* member; the mapping mode for the meta file should be in *mapping_mode*. For most meta files the mapping mode is *MM_ANISOTROPIC*.

x_ext and *y_ext* — members should contain the mapping mode-specific *x* and *y* extents, respectively. You can also set these to zero (in which case the default width and height of the meta file will be used, taken from the *bounds* member). Most often, the *mapping_mode*, *x* and *y* extents are taken from clipboard information.

bounds — member defines the meta file's dimensions in screen coordinates.

The *metafile* HANDLE should be in the *metafile* member; the *bounds* member must define the bounding area of the *metafile* (the enclosing rectangle as the *metafile* was recorded).

embed_alternate_char and *embed_dynamic_string* — draw a whole string to represent a single “character”.

The *embed_dynamic_string*, — however, can be dynamically altered (changed or “swapped” with a different string) in the callback function for display and character measuring purposes.

embed_alternate_char and *embed_dynamic_string* — are treated as a single character and will therefore *not wrap* or word break in the middle.

embed_user_data — the item is considered custom (generally handled by your callback function), but OpenPaige will save and retrieve your data automatically when saving to files. The data is assumed to be a contiguous byte stream in **item_data*.

item_data for *embed_mac_vm_pict* — must be a *memory_ref* containing the data from a *PicHandle*. This type is behaves exactly the same as *embed_mac_pict* except the *memory_ref* provides virtual memory to the picture.

28.5

The Callback Function

Any custom user type *embed_ref*, *embed_refs* that are not supported, or items that require modification(s) to the default behavior will require a callback function. The *callback* function is a pointer to some code (that you write) that gets called for a number of occurrences:

```
PG_PASCAL (long) EmbedCallback (paige_rec_ptr pg, pg_embed_ptr  
embed_ptr, long embed_type, short command, long user_refcon,  
long param1, long param2);
```

Each *embed_ref* you have inserted can have its own *callback* function (or they can all share the same *callback* if you so choose). The *callback* is set by passing the function pointer to the “*callback*” parameter in *pgInsertEmbedRef()*.

NOTE (Windows 3.1 Users): you need to set a *callback* function that has been created with *MakeProInstace()*.

Upon entry, *pg* is the OpenPaige record structure that owns the *embed_ref*, the *embed_ptr* parameter is a pointer to the *embed_ref* record structure (see below), and *embed_type* is the data type (same one you gave to *pgNewEmbedRef()* when it was initially created).

command — indicates why the function is being called, and *param1/param2* will contain different values depending on what value is in *command* (see “Command Messages” below).

user_refcon — will be whatever value you passed to *pgInsertEmbedRef()* in the “*callback_refcon*” parameter except for EMBED_READ_DATA and EMBED_WRITE_DATA, in which case the *user_refcon* will be the original *user_refcon* value given to *pgNewEmbedRef()*.

Command Messages

When the *callback* function is called, the value in command will be one of the values below. Depending on the command, *param1* and *param2* contain additional data. In each case, the *embed_ptr* will point to the *embed_ref* structure (see “The Embed Record” on page 28-596).

EMBED_INIT — occurs during a *pgReadDoc()* function (file read). The purpose of this command is to initialize an *embed_ref* that has been read from a file (typically, to set a callback function specific to the associated text style). See pgInitEmbedProcs on page 604 this chapter regarding the first *pgReadDoc* callback function.

Upon entry, *param1* indicates how many times **EMBED_INIT** has been sent to the *callback* function during *pgReadDoc* for this particular *embed_ref*. (Since the same *embed_ref* can be shared by many places in the text, your initialization code might want to know this information so the *embed_ref* data is initialized only once). On the first callback for this *embed_ref*, *param1* is zero.

The *param2* — will be a *style_info* pointer that is associated to the *embed_ref*.

The *callback* function result is ignored.

EMBED_DRAW — occurs when the *embed_ref* should be drawn.

Upon entry, *param1* is a *rectangle_ptr* (an OpenPaige rectangle) that defines the exact drawing bounds of the embedded item (which includes scrolled position and scaling).

param2 — is a *draw_points_ptr* containing additional information for drawing (see *draw_points_ptr* in OpenPaige manual and/or in Paige.h).

The *callback* function result is ignored.

NOTE (Windows): The device context that you should draw to can be obtained as:

```
HDC           hdc;  
  
hdc = (HDC)pg->globals->current_port.machine_ref;
```

Do not assume that OpenPaige is drawing to the current window (it can be drawing to a bitmap DC or a printer DC, etc.). When the *callback* is called, the above code is guaranteed to return a valid device context to use for drawing.

NOTE (Macintosh): The *GrafPort* you should draw to is set as the current port before the *callback* is called. Do not assume that drawing will occur to the *pg_ref* window (it can occur to an offscreen bitmap port).

EMBED_MEASURE — occurs when OpenPaige wants to know the character width(s) of the embedded item.

Upon entry, *param1* is a *pg_embed_measure_ptr*, and *param2* is not used. (See “The Measure Record” on page 28-598).

NOTE: This callback is only used to obtain the object's width. Its height must be initialized either before inserting the *embed_ref* or in response to *EMBED_VMEASURE*.

Before returning from this function you should set the *embed_ptr->width* to the *embed_ref*'s width, in pixels.

NOTE: OpenPaige will determine the width automatically for embed types that are fully supported (requiring no callback)

The function result from the *callback* function is ignored.

EMBED_VMEASURE — occurs when OpenPaige wants to know the height of the embedded item.

Upon entry, *param1* is the *style_info_ptr* that “owns” the *embed_ref*, and *param2* is not used.

Before returning from this function you should set the *embed_ptr->height* to the *embed_ref*'s height, in pixels.

NOTE: OpenPaige will determine the height automatically for embed types that are fully supported (requiring no callback)

The function result from the *callback* function is ignored.

EMBED_SWAP — occurs (only) when the item type is *embed_dynamic_str*. The callback function is used to “swap out” (substitute) a string of bytes with something else. For example, this type of *embed_ref* can be used to indicate a date or time, or page number or footnote, all of which might change dynamically.

Upon entry, *param1* is a pointer to the existing string (or empty buffer), and *param2* is a long value indicating the maximum number of bytes that can be put into the buffer. The job of the *callback* function, in this case, is to fill the buffer pointed to by *param1*.

The function result of this callback must be the number of bytes placed in **param1* (i.e., the string length).

EMBED_CURSOR — occurs when the mouse is on top of the *embed_ref*. The purpose of the callback is to let your application change the cursor, if desired.

NOTE: This callback will never occur unless you call *pgPtInEmbed()*.

Upon entry, *param1* will be a *co_coordinate_ptr* for the mouse point, and *param2* is a *rectangle_ptr* to the enclosing bounds of the *embed_ref*.

The *callback* function result is ignored.

EMBED_MOUSEDOWN—occurs during a *pgDragSelect()* with *mouse_down* verb, and an *embed_ref* has been clicked.

Upon entry, *param1* is a pointer to a *pg_embed_click* record with additional info (see Click Record below).

The function result from the *callback* should be any nonzero value if you want to continue tracking the *embed_ref* like a control button, otherwise return zero. (By

tracking like a control button is meant that OpenPaige will not try to drag-select surrounding characters, rather subsequent mouse movements will be passed to your *callback* function with *EMBED_MOUSEMOVE* and *EMBED_MOUSEUP* commands.



CAUTION: To achieve a “push-button control” effect, mouse-click behavior may not appear to work correctly unless you include *EMBED_CONTROL_FLAG* in the “flags” parameter for *pgNewEmbedRef()*. See “Acting Like a Control” on page 28-594 in this chapter.

EMBED_MOUSEMOVE — occurs during a *pgDragSelect()* with *mouse_move* given as the verb AND you returned nonzero from the previous callback for *EMBED_MOUSEDOWN*.

The parameters are identical to *EMBED_MOUSEDOWN*.



CAUTION: To achieve a “push-button control” effect, mouse-click behavior may not appear to work correctly unless you include *EMBED_CONTROL_FLAG* in the “flags” parameter for *pgNewEmbedRef()*. See “Acting Like a Control” in this chapter.

EMBED_MOUSEUP — occurs during a *pgDragSelect()* with *mouse_up* given as the verb AND you returned nonzero from the previous callback for *EMBED_MOUSEMOVE*.

The parameters are identical to *EMBED_MOUSEDOWN*.

EMBED_DOUBLECLICK — occurs during a *pgDragSelect()* with *mouse_down* and modifier containing *WORD_MOD_BIT* (“double click”). The parameters are identical to the callback for *EMBED_MOUSEDOWN*.

EMBED_DESTROY — occurs when the *embed_ref* is about to be disposed. Upon entry, *param1* and *param2* are not used. The function result is ignored. **NOTE:** You will not receive this message if you dispose your own *embed_ref* (e.g., made a call to *pgEmbedDispose()*). The only time you will receive this callback command is when OpenPaige disposes the *embed_ref*; this happens when the last occurrence an *embed_ref* has been deleted (and you gave FALSE for “keep_around” when the *embed_ref* was created).



CAUTION: If you have created your own data and have placed it in `embed_ptr->data`, you must first dispose it (if appropriate) then set that member to NULL. However, do not dispose the data if you gave that data to `item_data` and the data type is `embed_user_data`.

CAUTION: If the `embed_ref` data is not supported (i.e. fully custom), do NOT call the default `callback` function when command is `EMBED_DESTROY`.

CAUTION: Do not dispose the `embed_ref` itself. You should only dispose memory structures that you created.

`EMBED_COPY` — Occurs when a `style_info` containing an `embed_ref` is duplicated.

This callback only occurs for `embed_refs` that contain `NOT_SHARED_FLAG` (see “Special Cases”).

Upon entry, `param1` and `param2` are not used. The intended purpose of `EMBED_COPY` is to duplicate any memory structures you might have stored in the `embed_ref`.

`EMBED_WRITE_DATA` — Occurs when an `embed_ref` is saved during `pgSaveDoc()`.

When OpenPaige saves an `embed_ref` to a file, all the “default” information is saved before this command is given to your callback. The intended purpose of `EMBED_WRITE_DATA` is for you to prepare any additional data that needs to be written to the file; this same data will then be retrieved when the file is read and issued to your callback as `EMBED_READ_DATA`.

Essentially, when you get the `EMBED_WRITE_DATA` command, you don't need to do anything unless there is extra data you have stored in the `embed_ref` that OpenPaige won't know about; all the other `embed_ref` contents are saved otherwise.

Open entry, `param1` is a `memory_ref` of zero byte size, and `param1` is not used. To save any additional data associated to the `embed_ref`, insert the bytes into this

memory_ref. When the function returns, OpenPaige will write *GetMemorySize(param1)* bytes to the file; later when the file is opened, these same bytes will be read from the file and given to your *callback* with *EMBED_READ_DATA* as the command.

When the *callback* returns, if the memory size of (*memory_ref*) *param1* is zero, no extra data is saved.

The function result from the *callback* is ignored.

NOTE: The *EMBED_WRITE_DATA* callback will only occur once for each *embed_ref*. In other words, if multiple “shared” copies of the *embed_ref* exist in the document, you will only be asked to save extra data once.

EMBED_READ_DATA — Occurs when an *embed_ref* is read from a file during *pgReadDoc()*. This command will always get sent for every *embed_ref* that is read even if you saved no extra data (from *EMBED_WRITE_DATA*).

Upon entry, *param1* is a pointer to the same data bytes, if any, that you saved when the command was *EMBED_WRITE_DATA*, and *param2* is the byte count.

The function result from this *callback* is ignored.

NOTE: The *EMBED_READ_DATA* callback will only occur once for each *embed_ref*. In other words, if multiple “shared” copies of the *embed_ref* exist in the document, you will only be asked to process the data once.

28.6

Default Callback

You should always call the default function, *pgDefaultEmbedCallback* from your callback code if you do not handle the command (*some exceptions — see CAUTION below*).

For example, you might create a *callback* function only for the purpose of changing the cursor when the mouse is over the *embed_ref*. In this case, you would not want to handle any other command, rather you want the default handling. To do so, make a call to *pgDefaultEmbedCallback()*.

```
pascal long MyCallback (paige_rec_ptr pg, pg_embed_ptr embed_ptr,  
    long embed_type, short command, long callback_refcon, long  
    param1, long param2)  
{  
    if (I_dont_want_to_handle)  
        return pgDefaultEmbedCallback(pg, embed_ptr, embed_type,  
            command, callback_refcon, param1, param2);  
  
    // ... else handle the command.  
}
```



CAUTION: Never call *pgDefaultEmbedCallback()* for *EMBED_DESTROY* if you have placed your own data in *embed_ptr->data*. If you have not directly altered the “data” field in any way, it is OK to call the default.

28.7

Acting Like a Control

In many cases, user-defined *embed_refs* need to act like a “control”. For example, once the user clicks in the *embed_ref*, the mouse needs to be “tracked” as if the *embed_ref* were a push-button control.

To make your embedded item behave this way, include the following value in the “*flags*” parameter for *pgNewEmbedRef()*:

```
#define EMBED_CONTROL_FLAG      0x00100000  
                                // Acts like a control
```

```
// This sample was taken from the Mac demo but can apply to ANY
// embed_ref
// insterted for any platform:

static void insert_embedded_pict (doc_rec *doc, PicHandle picture)
{
    embed_ref           ref;

    ref = pgNewEmbedRef(&mem_globals, embed_mac_pict, (void*)
picture, 0, EMBED_CONTROL_FLAG ,0 ,0, FALSE);
    pgInsertEmbedRef(doc->pg, ref, CURRENT_POSITION, 0, NULL, 0,
best_way);
}
```

```

struct pg_embed_rec
{
    short      version;                      /* Version of embedded */
    short      reserved;                     /* reserved */
    long       type;                        /* Type of item embedded */
    long       width;                       /* Drawing width, in pixels */
    long       height;                      /* Drawing height, in pixels */
    long       minimum_width;                /* Minimum width */
    long       descent;                     /* Distance bottom baseline */
    long       draw_flags;                  /* not used */
    long       modifier;                   /* Extra data for certain objects */
    short      top_extra;                  /* Extra space at the top */
    short      bot_extra;                  /* Extra space at the bottom */
    short      left_extra;                 /* Extra space at the left edge */
    short      right_extra;                /* Extra space at the right edge */
    void PG_FAR *data;                    /* The item's data */

    union
    {
        pg_pic_embed   pict_data;          /* Special picture data */
        pg_char        alt_data[ALT_SIZE]; /* Alternate data */
    }
    uu;

    pg_border      border;                /* Border control */
    style_info_ptr style;                /* The style associated */
    long   user_refcon;                 /* What app put with this embed */
    long   user_data;                  /* App can also use this field */
    long   style_refcon;                /* Refcon saved in styles */
    long   used_ctr;                  /* Count of shared access */
};


```

The above structure is what all *embed_refs* look like internally. Most of the fields are maintained by OpenPaige and you must neither alter them, nor assume they are valid at any time, except as specified below.

The following fields, however, can be altered (and in some cases need to be initialized) by your application:

width, *height* — Define the width and height of the object. The *width* member gets set in the callback function when the command is *EMBED_MEASURE*; if the item type is unsupported or custom, the *height* member must be initialized before inserting the *embed_ref*.

minimum_width — Define the minimum width (smallest size) allowed for the *embed_ref*. Your application needs to set this, otherwise it is zero.

descent — Defines the distance the object should draw below the text baseline. You may alter this value for a descent other than the default.

top_extra through *right_extra* — Define optional extra white space on the top, left, bottom and right sides of the object. The default for each of these members is zero; if you want something else you should modify them before inserting the *embed_ref*.

data — You may place whatever data your application requires into this member. However, please observe the following cautions:

1. Do NOT alter the data field directly for *embed_user_data* type or any of the supported types listed above.
2. If you place anything directly in the data member, do not call the default callback function when the command is *EMBED_DESTROY*.
3. You must dispose your own data, if appropriate. Letting OpenPaige handle it as a default can result in a crash.

```
typedef struct
{
    style_walk_ptr    walker;           // Style information
    pg_char_ptr       text;            // "Text" pointer
    long              text_size;        // "Text" size, in bytes
    pg_short_t        slop;            // Extra amount for full-justify
    long PG_FAR      *positions;       // Width locations of "text" bytes
    short PG_FAR     *types;           // Character types
    short             scale_verb;       // Whether or not to scale results
    short             measure_verb;     // Measurement verb
    long              current_offset;   // Current offset to measure
    short             call_order;       // The call order
}
pg_embed_measure, PG_FAR *pg_embed_measure_ptr;
```

The measure record is passed as a pointer in param1 for *EMBED_MEASURE* commands. Usually you won't need to use any of these values, but they are listed here for the sake of clarity.

The Click Record

```

typedef struct {
    t_select_ptr first_select;           // Start of selection
    t_select_pt last_select;            // End of selection
    co_ordinate point;                 // Mouse point
    rectangle bounds;                  // Frame around the item
    short modifiers;                  // Modifiers from pgDragSelect
}
pg_embed_click, PG_FAR *pg_embed_click_ptr;

```

A pointer to the above structure is provided in param1 for *EMBED_MOUSEDOWN*, *EMBED_MOUSEMOVE*, *EMBED_MOUSEUP* and *EMBED_DOUBLECLICK* commands.

The *first_select* and *last_select* members represent the current beginning and ending selection point(s) of the drag-select. (For *EMBED_MOUSEDOWN* these are typically the same). The *point* and *modifiers* member will contain the *co_ordinate* value and modifiers given to *pgDragSelect()*, respectively. The *bounds* member will contain the WYSIWYG bounding rectangle of the *embed_ref* that is being clicked.

Special Cases

The “*flags*” parameter for *pgNewEmbedRef* has been briefly mentioned earlier. Normally, the value for “*flags*” should be zero. There are two possible bit settings you can provide for this parameter for specific situations, as follows:

NOT_SHARED_FLAG — If this bit is set, the *embed_ref*’s data is always duplicated for any copy/paste operation. Normally, when an *embed_ref* is copied in the text stream, its contents are not actually copied; rather, only a pointer to its reference is copied. In essence, only one “real” *embed_ref* exists in the document even though there could be many occurrences of the reference throughout the text stream.

However, this may be undesirable in situations where copied *embed_ref*(s) must be unique (as opposed to pointer “clones” of the original). If this is the case, set NOT_SHARED_FLAG.

EMBED_CONTROL_FLAG — If this bit is set, the *embed_ref* responds like a control (such as a button). Otherwise, the *embed_ref* acts like a character. Note that the only significant difference between a “control” versus “character” is the way OpenPaige highlights the *embed_ref* when it is clicked. As a “control,” the entire *embed_ref* is selected from a single click.

NO_FORCED_IDENTITY — If this bit is set, when the *embed_ref* is inserted, OpenPaige scans the document for any *embed_ref* that matches its type, its width and height, and its *user_refcon* value. If such a match is found, the (new) *embed_ref* is discarded and the matching (older) *embed_ref* is used in its place.

The purpose of NO_FORCED_IDENTITY is to minimize the amount of memory used by repeated insertions of the same *embed_ref* type.

For example, suppose your application is designed to insert a mathematical symbol (that can’t otherwise be represented by a text character). To achieve this, an *embed_ref* is created to draw the symbol and it is inserted in many different places. Normally (without NO_FORCED_IDENTITY set), OpenPaige will create a unique *style_info* record and *embed_ref* for every insertion. If NO_FORCED_IDENTITY is set, however, only one record of this symbol would exist even though it may be inserted and display in many different text positions.

28.12

Hints & Tips

- For all *user items*, custom or non-supported *embed_refs*, you must initialize at least the height of the *embed_ref* before you insert it. Otherwise, OpenPaige has

no idea how tall the object is (but it will get the object's width from the *callback* function). To initialize the height, do the following:

```
pg_embed_ptr embedPtr;  
embedPtr = UseMemory(ref);  
    // where "ref" is the newly created embed_ref  
embedPtr->height = HeightOfMyItem;  
UnuseMemory(ref);
```

NOTE: For supported types that require no special callback function, you do not need to initialize the height — OpenPaige initializes it for you. You would only need to change the height if you wanted something other than the default.

- If you need to create a custom *embed_ref* that requires a block of data larger than a long word, the recommended choice is to use *embed_user_data* because OpenPaige will at least store the data, present a pointer to it for your *callback*, and save/read the data for files. This minimal support assumes that nothing in your data stream needs to be de-referenced, i.e. if you have pointers inside of pointers OpenPaige has no way of knowing how to save them.

To create an *embed_ref* of type *embed_user_data*, pass a pointer to the data in *item_data* and the byte count in modifier; OpenPaige will then make a copy of the data (so you can then dispose the pointer, etc.).



CAUTION: If you let OpenPaige store the data, you should neither alter it nor dispose it. Let the default callback function handle the dispose (see “The Callback Function” on page 28-587).

- For all *embed_refs* (both supported items and custom/user items), OpenPaige normally keeps only one *embed_ref* around and creates pointers to the original when the text is copied/pasted. If this default behavior is unworkable for any particular feature, pass *NOT_SHARED_FLAG* for the flags field in *pgNewEmbedRef()* (see “Special Cases” on page 28-599).

Applying To Existing Text

In certain cases, you might want to apply an *embed_ref* to existing characters (as a “style”) as opposed to inserting a new “character” by itself. One example of this would be to support hypertext links that apply to existing key words in the document; for such a feature, you will probably want to connect an *embed_ref* to an existing group of characters instead of inserting a new one. If this is the case, you should use the following function instead of *pgInsertEmbedRef*:

```
void pgSetEmbedRef (pg_ref pg, embed_ref ref, select_pair_ptr
selection,
short stylesheet_option, embed_callback callback,
long callback_refcon, short draw_mode);
```

This function's parameters are identical to *pgInsertEmbedRef()*, except the *embed_ref* is applied to existing text as a style. Hence, the *selection* parameter can be a pointer to a range of character, or NULL if you want to apply the reference to the current text selection.

NOTE: Relying on the default behavior of the *embed_ref* in this case can render the text “invisible”. This is because the text within the specified selection becomes literally a custom style and the standard text drawing function within OpenPaige will no longer get called for those characters.

You can handle this by setting a callback function that responds to *EMBED_DRAW*, at which time you can call the standard text drawing function (see “The Callback Function” on page 28-587).

Non-sharing Embeds

By default, multiple occurrences of the same *embed_ref* are shared. For example, if you created a single *embed_ref* and inserted it as a character, subsequent copy/paste operations might duplicate the reference several times; yet, only one *embed_ref* is maintained by OpenPaige. Each copy is merely a pointer to the same (shared) memory.

In special cases, however, an application might need to force unique occurrences for each copy. For example, suppose the user is allowed to edit an embedded picture (such as changing its size or content). If multiple copies exist in the text, changing one of them would change the appearance of all — which may not be a desirable feature.

The work-around is to pass the following value in the *flags* parameter when *pgNewEmbedRef()* is called:

```
#define NOT_SHARED_FLAG0x00080000// Embed_ref not
```

Setting *flags* to this value tells OpenPaige that for each copy/paste operation, the *embed_ref* needs to be newly created. Hence, each copy will be a unique reference and not shared.

28.15

File Saving

Embed_refs contained in a document do not automatically get saved to an OpenPaige file unless you call the function below immediately after calling *pgSaveDoc*:

```
pg_error pgSaveAllEmbedRefs (pg_ref pg, file_io_proc io_proc,  
    file_io_proc data_io_proc, long PG_FAR *file_position, file_ref  
    filemap);
```

This function writes all *embed_refs* in *pg* to the file specified. The *pg*, *io_proc*, *file_position* and *filemap* are the same parameters you just gave to *pgSaveDoc()* for *pg*, *write_proc*, *file_position* and *filemap*, respectively. The *data_io_proc* should be NULL (it is only used in very specialized cases).

This function is safe to call even if there are no *embed_refs* contained in *pg* (if that is the case, nothing gets written to the file).

The reason this function is separate, as opposed to OpenPaige saving *embed_refs* automatically, is some OpenPaige developers will not be using the *embed_ref*

extension so the required library to handle this feature might not exist in every application.

For each *embed_ref* that is saved, the *callback* function will be called with *EMBED_WRITE_DATA* as the command.

The *pgSaveAllEmbedRefs* is to be used to save *embed_refs* already existing in *pg*; if you have *embed_refs* around that are not inserted anywhere, you need to save them discreetly using the following function:

```
pg_error pgSaveEmbedRef (pg_ref pg, embed_ref ref, long
    element_info, file_io_proc io_proc, file_io_proc data_io_proc, long
    PG_FAR *file_position, file_ref filemap);
```

The above function is similar to *pgSaveAllEmbedRefs* except a single *embed_ref* is saved to the file. The *element_info* value can be anything, and that value is returned to a read handler when the data is read later. If this function is successful, zero (NO_ERROR) is returned.

NOTE: You do not need to call this function unless you need to save an *embed_ref* that you have kept around that isn't inserted into a document.

28.16

File Reading

Since OpenPaige can not make the assumption that the *embed_ref* extension library is available in all applications, you must tell the file I/O mechanism that an OpenPaige file being read might contain *embed_refs*. You do so by calling the following function at least once before calling *pgReadDoc*:

```
void pgInitEmbedProcs (pg_globals_ptr globals, embed_callback
    callback, app_init_read init_proc);
```

This initializes the *embed_ref* read handler so it can process any *embed_ref* within the text stream during *pgReadDoc*. You only need to call this function once, some time after *pgInit* and before the first *pgReadDoc*.

The *callback* parameter should be a pointer to a callback function that you want to set, as the default callback, for all *embed_refs* that are read. This function should either be NULL (for no callback) or a pointer to the same kind of function used for *callback* when inserting an *embed_ref*. The reason you need to provide this parameter when reading a file is the newly created *embed_refs* won't have a callback functions (hence there would be no way to examine the incoming data). Additionally, OpenPaige sets the callback given in *pgInitEmbedProcs* to become the *callback* for all the *embed_refs* read from the file.

An *embed_ref* is read from the file and processed as follows:

1. The *embed_ref* is created and the default contents are read,
2. The callback function is called with *EMBED_READ_DATA* giving your app a chance to append additional data that might have been saved,
3. OpenPaige walks through all the *style_info* records and attaches the *embed_ref* to all appropriate elements; for each *style_info* that contains the *embed_ref*, the *callback* is called once more with *EMBED_INIT*.

The *init_proc* is an optional function pointer that will be called after an *embed_ref* is retrieved during file reading; the primary purpose for this function is to initialize an *embed_ref* that is not attached to the document. Normally you won't need to use this callback function so just pass NULL; but if for some reason you have saved an *embed_ref* discretely (using *pgSaveEmbedRef()*) and it is not applied to any character(s), the *init_proc* might be the only way you can get called back to initialize the *embed_ref* data.

The *init_proc* gets called immediately after an *embed_ref* has been read from a file:

```
PG_PASCAL (void) init_read(paige_rec_ptr pg, memory_ref ref);
```

When *init_read* is called, the newly read *embed_ref* will be given in *ref*.

Checking the Cursor

```
embed_ref pgPtInEmbed (pg_ref pg, co_ordinate_ptr point, long  
    PG_FAR *text_offset, style_info_ptr associated_style, pg_boolean  
    do_callback);
```

This function returns an *embed_ref*, if any, that contains *point*. If no *embed_ref* contains *point*, *MEM_NULL* is returned.

If *text_offset* is non-NULL and an *embed_ref* containing *point* is found, **text_offset* is set to the text position for that *ref*. Likewise, if *associated_style* is non-NULL, then **associated_style* is initialized to the *style_info* for that *ref*.

If *do_callback* is TRUE then the *callback* function for the *embed_ref* is called with *EMBED_CURSOR* command when and if the *point* is contained in an *embed_ref*. (See “The Callback Function” on page 28-587 and *EMBED_CURSOR* command in “Command Messages” on page 28-588).

```
embed_ref pgGetEmbedJustClicked (pg_ref pg, long  
    drag_select_result);
```

Returns the *embed_ref* that was clicked during the last call to *pgDragSelect*. If no *embed_ref* was clicked from the last *pgDragSelect*, the function returns *MEM_NULL*.

The *drag_select_result* should be whatever value was returned from the last call to *pgDragSelect* (which is actually how *pgGetEmbedJustClicked* knows which *embed_ref* was clicked).

```
embed_ref pgFindNextEmbed (pg_ref pg, long PG_FAR *text_position,  
    long match_refcon, long AND_refcon);
```

This function does a search through all the *embed_refs* in *pg* and returns the first one that matches the criteria specified. The search begins at **text_position*. If an *embed_ref* is found, it is returned and **text_position* will be set to the text offset for that *ref*. If none found, *MEM_NULL* is returned and **text_position* will be the end of the document.

For example, to search for an *embed_ref* starting at the document's beginning, set a long to 0 and pass a pointer to it as *text_position*.

Essentially, the function searches for the first occurrence of an *embed_ref* whose *callback_refcon* (the value given to *pgInsertEmbedRef*) matches *match_refcon*; the callback refcon value in the *embed_ref* is first AND'd with *AND_refcon*, then compared to *match_refcon*. If the comparison is equal, that *embed_ref* is considered a true match and it is returned.

For example, if you wanted to find the next *embed_ref* that had a 1 set for the low-order bit of the callback *refcon*, you would pass 1 for both *match_refcon* and *AND_refcon*.

If you simply wanted to find the first occurrence of any *embed_ref*, pass 0 for both *match_refcon* and *AND_refcon*.

To find an exact, specific *embed_ref* (per value in *callback refcon*), pass that exact *refcon* value in *match_refcon* and -1 for *AND_refcon*.

```
embed_ref pgGetExistingEmbed (pg_ref pg, long user_refcon);
```

Returns the *embed_ref* currently in *pg*, if any, that contains *user_refcon*. The *user_refcon* being searched for is the same value given to *pgNewEmbedRef* originally.

NOTE: The *user_refcon* is the value that was given to *pgNewEmbedRef()*, which can be different than the *callback refcon*.

If one is not found that matches *user_refcon*, this function returns MEM_NULL.

```
long pgNumEmbeds (pg_ref pg, select_pair_ptr selection);
```

Returns the total number of *embed_refs* contained in the specified selection of *pg*. If *selection* is a null pointer the current selection is used.

Once you know how many *embed_refs* are present in the specified range of text, you can access individual occurrences using *pgGetIndEmbed* (below).

```
embed_ref pgGetIndEmbed (pg_ref pg, select_pair_ptr selection, long  
index, long PG_FAR *text_position, style_info_ptr associated_style);
```

Returns the nth *embed_ref* within the specified selection. If *selection* is a null pointer the current selection is used.

If *text_position* is a non-NULL pointer, then **text_position* get set to the text position of the *embed_ref* (relative to zero).

If *associated_style* is non-NULL, the *style_info* is initialized to the style the *embed_ref* is attached.

If index *embed_ref* does not exist, the function returns MEM_NULL (and neither **text_position* nor **associated_style* is set to anything).

NOTE: The index value is ONE-BASED, i.e. the first *embed_ref* is 1 (not zero).

```
long pgGetEmbedBounds (pg_ref pg, long index, select_pair_ptr  
index_range, rectangle_ptr bounds, short PG_FAR *vertical_pos,  
co_ordinate_ptr screen_extra);
```

This function returns the bounding dimensions of the *embed_ref* represented by *index* within the *index_range*; if *index_range* is NULL then the whole document is used.

The *index* is zero-based (first *embed_ref* in the document is zero). You can determine how many *embed_ref* exist by calling *pgNumEmbeds()*.

This function returns the text position of the *embed_ref* (what character it applies to relative to the 0th char); the bounding rectangle of the *ref* is returned in **bounds* and the **vertical_pos* parameter returns the item's descent value (distance from baseline to bottom).

NOTE: Any or all of these parameters can be NULL if you don't need the information.

The rectangle returned in **bounds* will be the enclosing box of the *embed_ref* NOT scrolled, i.e. where it would be on the screen of *pg*'s scroll position were 0,0. If *screen_extra* is non-NULL then it will be set to the amount of pixels you would need to offset the bounding rectangle to obtain the physical location of its bounds. Hence, if you offset **bounds* by *screen_extra->h* and *screen_extra->v* you obtain the WYSIWYG rectangle.

```
long pgEmbedStyleToIndex (pg_ref pg, style_info_ptr embed_style);
```

Returns the *index* value of the *embed_ref* attached to *embed_style*, if any. This function is useful for obtaining an “index number” for an *embed_ref* where only the *style_info* is known. If no *embed_ref* exists for *embed_style*, zero is returned; otherwise assume the function result is the related index.

This *index* value can then be used for functions that require it such as *pgGetEmbedBounds*, *pgGetIndEmbed*, etc.

```
void pgSetEmbedBounds (pg_ref pg, long index, select_pair_ptr  
    index_range, rectangle_ptr bounds, short PG_FAR *vertical_pos,  
    short draw_mode);
```

This function changes the bounding dimensions and/or the baseline position (descent) of an *embed_ref* within a document.

The *index* parameter specifies which *embed_ref* to change (beginning at 1), and *index_range* indicates the range of text to consider. If *index_range* is NULL the current selection is used.

For example, if the current selection contained two *embed_refs*, an index of 1 would indicate the first *embed_ref* within that selection and a 2 would indicate the second *embed_ref*. The physical order of *embed_refs* is the order in which they appear in the text (not necessarily the order they were inserted).

The *bounds* rectangle indicates the *embed_ref*'s new width and height. Note that width and height are taken from the rectangle dimensions — the physical top-left location of the embedded object is not altered. If *bounds* is NULL the *embed_ref* dimensions remain unaltered.

The *vert_pos* parameter should point to a value that indicates the amount of descent, in pixels, the *embed_ref* should be drawn relative to the text baseline. This is a positive value, i.e. a value of “3” will cause the *embed_ref* to draw three pixels below the text baseline.

The *vert_pos* parameter can also be NULL, in which case the object’s descent remains unchanged.

If *draw_mode* is nonzero the text in *pg* (including the changes to the *embed_ref*) is redrawn.

Undo Support

You can prepare for undoing an *embed_ref* insertion by calling *pgPrepareUndo()*, passing *undo_embed_insert* as the undo verb. You should do this just before inserting an *embed_ref*.

Otherwise, there is no specific undo support required for *embed_ref* (because after they are inserted, all the normal undo operations will work —undo for Cut, Paste, format changes, etc.).

Relationship to Style Info

OpenPaige stores *embed_refs* directly into the *style_info* record. The following *style_info* fields contain *embed_ref* information (from *style_info* struct):

```
long embed_entry;           /* App callback rfunction for embed_refs */
long embed_style_refcon;    /* Used by embed object extension */
long embed_refcon;          /* Used by embedded object extension */
long embed_id;              /* Used by embedded object extension */
memory_ref embed_object;    /* Used by embedded object extension */
```

The *callback* function is stored in *embed_entry*; *embed_style_refcon* is the callback *refcon* and *embed_refcon* is the user *refcon* (see *refcon* values for *pgNewEmbedRef* on page 578 versus *pgInsertEmbedRef* on page 581).

The *embed_id* will contain a unique ID number generated by OpenPaige; this value has no direct meaning except it is created to keep *style_info*'s with *embed_refs* from running together.

The *embed_ref* itself is in *embed_object*.

Windows Example

The following is an example of inserting a metafile as a “character” into a *pg_ref*. It also shows how to prepare for an *Undo*.

```
/* This function embeds a meta file into the text.  
The x, y extents are given in x_ext and y_ext.  
Note, the x and y extents should be given  
in device units. The user_refcon param is whatever  
you want it to be for application reference.  
The callback param will become the embed callback,  
or NULL if you want to use the default. */  
  
void InsertMetafile (pg_ref pgRef, HMETAFILE meta, int x_ext, int y_ext,  
    long user_refcon, embed_callback callback)  
{  
    metafile_struct          metafile;  
    embed_ref                ref;  
    void PG_FAR              *the_data;  
  
    // It is a good idea to fill struct with zeros  
    // for future compatibility.  
  
    memset(&objData, '\0', sizeof(PAIGEOBJECTSTRUCT));  
    metafile.metafile = (long)meta;  
    metafile.bounds.top_left.h = metafile.bounds.top_left.v = 0;  
    metafile.bounds.bot_right.h = x_ext;  
    metafile.bounds.bot_right.v = y_ext;  
    metafile.mapping_mode = MM_ANISOTROPIC;  
    metafile.x_ext = x_ext;  
    metafile.y_ext = y_ext;  
    the_data = (void PG_FAR *)&metafile;
```

```
    ref = pgNewEmbedRef(&mem_globals, embed_meta_file, the_data,
    0, 0, 0, user_refcon, FALSE);
    pgInsertEmbedRef(pgRef, ref, CURRENT_POSITION, 0, callback, 0,
    best_way);
}
```

Macintosh Example

```
/* The following example shows inserting a PicHandle as a "character".
The picture's descent (distance below baseline) is 20% of its height.
We also prepare for an Undo. */
```

```
void InsertPicture (pg_ref pg, PicHandle picture)
{
    embed_ref          ref;
    undo_ref           undoStuff;

    ref = pgNewEmbedRef(&mem_globals, embed_mac_pict, (void*)
picture, 0, 0, (pg_fixed) 20<<16 ,0, FALSE);

    undoStuff = pgPrepareUndo(pg, undo_embed_insert, NULL);
    pgInsertEmbedRef(pg, ref, CURRENT_POSITION, 0, NULL, 0,
    best_way);
}
```

A Custom Embed Ref

This example shows how to create and manipulate a custom *embed_ref*. In this case we are creating a simple box for which we draw a frame, and we respond in some way if the user double-clicks in this box.

For purposes of demonstration, we also attach a data struct to the custom *embed_ref*. While this example doesn't do anything with that data, it shows how you would save and read your data to an OpenPaige file.

```
/* Insertion of a custom ref into a pg_ref "pg". Upon entry, width and
height define the dimensions of the box; data is a pointer to some
arbitrary data structure that gets attached to the ref (and eventually
saved to the OpenPaige file) and dataSize is the size of that data. The
callbackProc param is a pointer to our callback function (almost
mandatory for any custom embeds).
The refCon value becomes the callback refcon. */

void makeCustomRef (pg_ref pg, short width, short height, char *data,
long dataSize, embed_callback callbackProc, long refCon)
{
    embed_ref             ref;
    pg_embed_ptr          embed_ptr;

    // Create a custom ref, but if we specify embed_user_data
    // then OpenPaige will attach the data to the ref.

    ref = pgNewEmbedRef(&mem_globals, embed_user_data, (void*)
data, dataSize, 0, 0, 0, FALSE);

    // The following code is vital for a "custom" user type since
    // OpenPaige has no idea how tall our embed item is, nor does
    // it know how wide it is:

    embed_ptr = UseMemory(ref); // Get the embed struct
    embed_ptr->height = height;
    embed_ptr->width = width;
    UnuseMemory(ref);

    // Insert the ref. (Also add pgPrepareUndo() here if desired).
    pgInsertEmbedRef(pg, ref, CURRENT_POSITION, 0, callBackProc,
refCon, best_way);
}
```

```

// The following code is the callback function for the
// embed_ref. OpenPaige calls this with various "messages".

PG_PASCAL (long) callBackProc (paige_rec_ptr pg, pg_embed_ptr
embed_ptr, long embed_type, short command, long user_refcon,
long param1, long param2)
{
    memory_ref          specialData;
    Rect                theBox;
    char                *extraBytes;
    long                result = 0;      // Default function result

    switch (command)
    {
        case EMBED_DRAW:
            // In this example we frame the box.
            // param1 is a rectangle_ptr of the box
            RectangleToRect((rectangle_ptr)param1,
                            NULL, &theBox);
            FrameRect(&theBox);

            break;

        case EMBED_MOUSEDOWN:
        case EMBED_MOUSEMOVE:
        case EMBED_MOUSEUP:
        case EMBED_DOUBLECLICK:

            result = pgDefaultEmbedCallback(paige_rec_ptr pg, pg_embed_ptr
embed_ptr, long embed_type, short command, long user_refcon,
long param1, long param2);
            if (command == EMBED_DOUBLECLICK)
                HandleMyDoubleClick(pg, user_refcon);

            // The "HandleMyDoubleClick() is whatever...

            break;
    }
}

```

```

case EMBED_DESTROY:
/* Important note: Since our embed_ref type is
   embed_user_data, we can let
   OpenPaige dispose the data. However
   if we attached our own data
   directly we would NOT call the
   standard callback, or we would
   crash! */

result = pgDefaultEmbedCallback(paige_rec_ptr pg, pg_embed_ptr
embed_ptr, long embed_type, short command, long user_refcon,
long param1, long param2);

break;

case EMBED_WRITE_DATA:

/* NOTE, since our embed type is embed_user_data, OpenPaige will
save that data automatically, so we don't need to do anything for this
message. But purely for the sake of demonstration we will save two
extra bytes to the file to show how it is done: */

specialData = (memory_ref)param1;
SetMemorySize(specialData,sizeof(char) * 2);
extraBytes = UseMemory(specialData);
extraBytes[0] = myCustomChar1;
extraBytes[1] = myCustomChar2;
UnuseMemory(specialData);

break;

```

```
case EMBED_READ_DATA:

    /* NOTE, since our embed type is
     embed_user_data, OpenPaige will read
     that data automatically, so we
     don't need to do anything for this
     message. But purely for the sake of
     demonstration we will read the two
     extra bytes from the file that we
     saved in EMBED_READ_DATA: */

    extraBytes = (char *)param1;
                // Pointer to data
    myCustomChar1 = extraBytes[0];
    myCustomChar2 = extraBytes[1];

    break;

default:
result=pgDefaultEmbedCallback(paige_rec_ptr pg,
pg_embed_ptr embed_ptr, long embed_type, short command, long
user_refcon, long param1, long param2);

    break;
}
return      result;
}
```


29

CHAPTER

MAIL MERGING

“Mail merging” is a feature in which specific portions of text can be temporarily swapped with text from other sources. We are referring to it as “mail merge” because this feature is typically used to substitute special embedded symbols or fields within a document with data from a database for form letters, mailing labels, statements, etc.

29.1

How merging works

In OpenPaige, merging is essentially a custom style. For more about custom styles in general see “Creating a simple custom style” on page 30-37 and “Customizing OpenPaige” on page 27-1. Specifically, the merge feature is accomplished as follows:

1. A merge “symbol” is simply a specific style (set by the application) which is applied to a portion of text. It differs from other styles simply by the existence of a *merge_proc* other than the default (see #2 below). Otherwise, such “symbols” can be any kind of characters, words or phrases the application wishes to embed in the text stream to convey “merge fields”.

For the sake of discussion, we shall refer to this style attribute as a *merge style*.

2. A merge style must have the *merge_proc* function pointer set to an application-defined function (see “*merge_proc*” on page 27-13).
3. By itself, a merge style does nothing and text set to a merge style remains unchanged until the application calls *pgMergeText* (below). OpenPaige will then call the appropriate *merge_procs*, at which time the application makes the decision for substituting text (or not).
4. When *pgMergeText* is called, the text for which all merge styles applied is temporarily “pushed” (saved) into an internal *memory_ref* within the OpenPaige object. Later, when the application wishes to revert from “merge mode” the document can be completely restored to its original state, prior to any text substitutions.

Sample merge text proc

This is called when the styles need to be initialized. Usually at the beginning of the program. This sets the merge style procs and *user_id* and the mask makes it so only the two desired procs, *merge_text_proc* and *setup_insert*, get set to our custom ones following:

```
void InitMergeStyles (pg_ref pg)
{
    style_info      style, mask;
    pg_style_hooksstyle_functions;
    pgInitStyleMask(&mask, 0);

    style.user_id = STYLE_IS_MERGE;
    mask.user_id = -1;

    // The idea is to change only the styles that have pictures.:

    InitStyleProcsToDefaults(&style_functions); // Init standard procs first.

    style_functions.merge = (pg_proc) merge_text_proc;
    style_functions.insert_proc = (pg_proc) setup_insert;
    pgSetStyleProcs(pg, &style_functions, &style, &mask, NULL, 0,
                    STYLE_IS_MERGE, FALSE, draw_none);
}
```

```
/* This function inserts my "mail merge" fields into the text.  
 I shall use only a couple of style hooks to make this work. */  
  
void insert_merge_fields (doc_rec *doc)  
{  
    style_info      style, mask;  
    short          index, size_of_fld;  
    Str255         name_of_fld;  
  
    for (index = 0; index < NUM_MERGE_FLDS; ++index)  
    {  
  
        GetIndString(name_of_fld, MERGE_STRINGS, index + 1);  
        size_of_fld = name_of_fld[0];  
  
        pgGetStyleInfo(doc->pg, NULL, FALSE, &style, &mask);  
        pgInitStyleMask(&mask, 0);  
  
        /* Set up everything I want in the style_info record: */  
  
        style.user_id = STYLE_IS_MERGE;  
        style.class_bits |= (STYLE_IS_CUSTOM | GROUP_CHARS_BIT);  
        style.char_bytes = 0;  
        style.user_data = index;  
  
        mask.user_id = -1;  
        mask.user_data = -1;  
        mask.class_bits = -1;  
        mask.char_bytes = -1;  
  
        /* Set desired function pointers: */  
  
        style.procs.merge = (pg_proc) merge_text_proc;  
        style.procs.insert_proc = (pg_proc) setup_insert;
```

```
mask.procs.merge = (pg_proc) -1;
mask.procs.insert_proc = (pg_proc) -1;
pgSetStyleInfo(doc->pg, NULL, &style, &mask, draw_none);
pgInsert(doc->pg, (pg_char_ptr) &name_of_fld[1],
         size_of_fld, CURRENT_POSITION, data_insert_mode, 0,
         draw_none);
}

InvalRect(&doc->w_ptr->portRect);
DoAllUpdates();
}
```

Sample setup_insert hook for merging

This is the hook that gets called when OpenPaige saves off the next style to apply from the next insert. The reason I need this for merge "characters" is because I don't want the user to "type" or extend text if the caret sits on one of my merge styles. Hence, this function must remove my own hooks from the style so it becomes just a regular style. */

```
static pascal short setup_insert (paige_rec_ptr pg, style_info_ptr
style, long position)
{
    pgInitStyleProcs(&style->procs); // This sets all the standard procs
    style->class_bits = 0;
    style->user_data = style->user_id = 0;

    return TRUE;
    /* Won't call me again (because I just nuked my
       own function ptr */
}
```

merge_text_hook

```
// This gets called by page to swap out text during pgMergeText.
static pascal short merge_text_proc (paige_rec_ptr pg, style_info_ptr
style, pg_char_ptr text_data, pg_short_t length, text_ref
merged_data, long ref_con)
{
    short      field_size;
    char      *str_to_merge;
```

```
field_size = *merge_text[style->user_data];

if (!merged_data)
    return TRUE;

SetMemorySize(merged_data, field_size);

if (!field_size)
    return TRUE;

str_to_merge = (char *)merge_text[style->user_data];
++str_to_merge;
BlockMove(str_to_merge, UseMemory(merged_data), field_size);
UnuseMemory(merged_data);

return TRUE;
}
```

29.2

Merge mode

Merging text

Assuming all your merge styles have been set up (all the desired merge areas have a *merge_proc* set in their *style_info* record), placing the OpenPaige object in “merge mode” is accomplished by calling the following:

```
(pg_boolean) pgMergeText (pg_ref pg, style_info_ptr matching_style,  
    style_info_ptr mask, style_info_ptr AND_mask, long ref_con, short  
    draw_mode);
```

For every *style_info* that matches a specified criteria (based on the contents of *matching_style*, *mask* and *AND_mask* as described below), has its *merge_proc* called, at which time text can be substituted in place of the text that currently exists for each style involved.

Before any text is substituted, however, the “old” text is saved temporarily within the OpenPaige object. This is intended to allow the application to “revert” to the original document at some later time.

Styles that are affected by this call (in which the *merge_proc* gets called) are determined on the following bases:

- The fields in each *style_info* record in OpenPaige is compared to each field in *matching_style* if the corresponding field in *mask* is nonzero.
- Before the comparison, the corresponding field in *AND_mask* is temporarily AND’d with the target *style_info* field in OpenPaige before it is compared.
- If all fields that are checked in this way match exactly, the style is “accepted” and the *merge_proc* gets called.

Any of the three comparison styles —*matching_style*, *mask* and *AND_mask* can be null pointers to control the comparison procedure, in which case the following occurs:

- If *matching_style* is null, then all styles in *pg* are considered “valid” with no comparisons made, hence all *merge_procs* are called.
- If *mask* is null, all fields in each style are compared to *matching_style* (none are skipped).
- If *AND_mask* is null, no “AND” occurs before the field comparisons (instead, the fields are compared as-is).

Using the various combinations of *matching_style*, *mask* and *AND_mask* you can selectively “merge” various styles based on a nearly infinite set of criteria.

The *ref_con* parameter can be anything; this value gets passed to the *merge_proc*.

If *draw_mode* is nonzero, *pg* is redisplayed with the new text. *draw_mode* can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                                /* Do not draw at all */
best_way,                                 /* Use most efficient method(s) */
direct_copy,                             /* Directly to screen, overwrite */
direct_or,                               /* Directly to screen, "OR" */
direct_xor,                             /* Directly to screen, "XOR" */
bits_copy,                               /* Copy offscreen */
bits_or,                                 /* Copy offscreen in "OR" mode */
bits_xor,                               /* Copy offscreen in "XOR" mode */
```

NOTE: The MERGE_MODE_BIT will be set in *pg*'s attributes when the document has been “merged” in the above fashion.

You can check the attributes using *pgGetAttributes*.

FUNCTION RESULT: This function returns TRUE if anything merged at all; FALSE is returned if no text has been substituted from any *merge_proc* (hence the document remains unchanged).

NOTE 1. If you intend to revert to the original document using *pgRestoreMerge* (below), you must not insert any new text or allow any kind of editing by the user until you revert. It is OK, however, to do multiple *pgMergeText* calls before reverting the document.

NOTE 2. The original document is saved only once; subsequent *pgMergeText* calls will not save the merge styled text again. Hence, you can make multiple *pgMergeText* calls before reverting, then *pgRestoreMerge* (below) will revert the document to its state before the first merge.

NOTE 3. Even if you intend not to revert the text, you need to call *pgRestoreMerge* anyway, otherwise a memory leak can result.

```
(void) pgRestoreMerge (pg_ref pg, pg_boolean revert_original, short  
draw_mode);
```

This function “reverts” *pg* to its original state, prior to the first *pgMergeText* call if *revert_original == TRUE*.

If *revert_original == FALSE*, the previous text that has been saved within *pg* is simply disposed and the document is not reverted. The purpose of this parameter is to allow a document to “convert” to a merged state, but to keep it that way.

If *draw_mode* is nonzero, *pg* is redisplayed. *draw_mode* can be the values as described in “Draw Modes” on page 2-30:

draw_none, best_way, direct_copy, direct_or, direct_xor, bits_copy, bits_or, bits_xor,	/* Do not draw at all */ /* Use most effecient method(s) */ /* Directly to screen, overwrite */ /* Directly to screen, "OR" */ /* Directly to screen, "XOR" */ /* Copy offscreen */ /* Copy offscreen in "OR" mode */ /* Copy offscreen in "XOR" mode */
---	---

This function only needs to be called once, even after multiple *pgMergeText* calls. Once you have reverted, however, a subsequent call to *pgRestoreMerge* will do nothing (unless you have done another *pgMergeText*).

This function also clears the MERGE_MODE_BIT from *pg*'s attributes.

NOTE: Even if you do not wish to revert the text, you should call *pgRestoreMerge* anyway (with *revert_original* as FALSE) if anything has merged to dispose the saved text.

```
{  
    init_merge_strings();  
  
    if (pgGetAttributes(doc->pg) & MERGE_MODE_BIT) {  
  
        pgSetHiliteStates(doc->pg,  
no_change_verb, activate_verb, FALSE);  
        pgRestoreMerge(doc->pg, TRUE, draw_none);  
    }  
    else  
    {  
        pgMergeText(doc->pg, NULL, NULL, NULL, 0, draw_none);  
        pgSetHiliteStates(doc->pg,  
no_change_verb, deactivate_verb, FALSE);  
    }  
    InvalRect(&doc->w_ptr->portRect);  
    DoAllUpdates();  
}
```

TECH NOTE

STYLE_IS_CUSTOM bit set incorrectly

I looked into your code and found that you are correct that setting up the *style_info* record is the problem. You need to REMOVE the *class_bits* setting, "*STYLE_IS_CUSTOM*." That's what is forcing the merge field to not draw.

STYLE_IS_CUSTOM tells OpenPaige that only your app knows how to draw the style and measure its characters. Hence, if you call the standard draw/measure functions (which you are), they will DO NOTHING. I not only noticed the fields were invisible, on my machine, but the char widths would result in random garbage text sizes (which is CORRECT since the standard measuring does nothing for *STYLE_IS_CUSTOM*).

Technically, the style is not "custom" at all -- it has regular text chars and it draws like any other text. By strict definition, a *STYLE_IS_CUSTOM* means OpenPaige can't

understand the "text" stream, such as an embedded *PicHandle* or *ControlHandle*, etc.

TECH NOTE

Merge fields and blank lines

Regarding merge fields and blank lines (and how to remove them) in items like addresses, I am not sure I have a perfect answer for that. I don't think you dare try deleting anything from within a hook, you will probably get a debugger break (because *memory_ref's* for the text and styles will be locked and "in use").

The only thing I can think of is to detect this situation and, after all is merged, go back and delete the "blank lines."



CAUTION: If you do this, I am not sure "*pgRestoreMerge*" will work correctly since it assumes you have not edited the document.

We had another customer doing extensive altering of a merged document for similar reasons, and he had to simply restore the original doc without using *pgRestoreMerge*. Rather, he would copy the document and then do *pgUndo*.

TECH NOTE

Restore-all not yet implemented and the work-around

If I understand you correctly, the reason you need to throw away each document and reread it -- as opposed to relying on "restore merge" feature -- is due to your extra editing of the document and the fact that "restore merge" just restores the merge styles.

The supreme work-around would be, of course, for us to add "restore all" to the merge features -- which incidentally is not a bad idea. Sooner or later someone else will encounter the same problem.

In the meantime (since that feature is not currently available in *pgMerge*), I would suggest starting with a single *pg_ref*, as you are now, but use "*pgCopy*" to duplicate the doc since *pgCopy* can produce what you thought *pgDuplicate* did.

Here are some precautions / hints:

- To duplicate a whole document, simply use *pgCopy* with a selection parameter for whole text range. (Remember that

`pgCopy` returns a new `pg_ref` -- which is exactly what you want).

- You might have a problem displaying the copied `pg_ref` since I do not believe the exact vis and page areas are copied. In that case you might need to set those shapes before drawing (or printing) the merged document. I would get the shape(s) from the master document then do `pgSetAreas` to the copy. Even faster would be to get the master shapes once at the beginning, with `pgGetAreas`, then set them for each merge.
- I do know for sure that a copied `pg_ref`, from `pgCopy`, will have no `graf_device` associated with it. I do not know if this is a problem if you intend to print, since `pgPrintPage` accepts a `graf_device` (which would be a print port). But if you need to draw the merged doc to a window, you will need to set a window port using `pgSetDefaultDevice`, OR you will need to specify a `graf_device_ptr` in `pgDisplay`. Otherwise the drawing will be "invisible" and you will think you are going crazy. I believe our manual explains this (if not, I will be happy to provide more details).
- In OpenPaige's current stage, I do not believe anyone has yet to display (or print) a copied `pg_ref` returned from `pgCopy`. Usually they just paste with it. In that case, you may have unforeseen problems. However, all such cases (other than the precautions listed above) I would consider a bug, so be sure to let us know so the problem(s) can be corrected. We will make sure that a copied `pg_ref` displays correctly, one way or the other.
- You may encounter some slowness with this work-around. However, that will probably improve during future updates.

30

CHAPTER

ADVANCED STYLES

This chapter unveils all of the style and font setting abilities within OpenPaige. For easier and quicker implementation of style setting, you will want to look at “Style Basics” on page 8-1.

NOTE (Windows): unlike a Windows font that defines the whole composite format of text, the term “font” as used in this chapter generally refers only to a *typeface*, or typeface name. OpenPaige considers a “font” to simply be a specific *family* such as Times, Courier, Helvetica, etc. while distinguishing other formatting properties such as bold, italic, underline, etc. as the text *style*.

30.1

Data Structures

For the sake of clarity and easier implementation of text formatting, the exact structure definitions and descriptions for style, font and paragraph formats are given at the end of this section. While you will need to set up these structures to effectively change text styles, they have been placed at the end for easier reference.

To understand the functions, however, let it suffice to declare the type for each of the four formats, as follows:

TABLE #6 TEXT FORMATTING TYPES		
Record Type	Pointer (to the record)	Description
style_info	style_info_ptr	Structure defining a style
font_info	font_info_ptr	Structure defining a font
par_info	par_info_ptr	Structure defining paragraph format
style_run	style_run_ptr	* Structure designating a style run.

* A series of *style_run* records is maintained by OpenPaige to define all the style changes and associated text offsets. This record is much smaller than either *style_info* or *par_info*, thus requiring only one *style_info* record for every identical style change throughout the text and one *par_info* record for every identical paragraph format throughout the text. The *style_run* record is defined at the end of this section; most of the time you will not need to access *style_runs*.

30.2

More About Style Runs

For both *style_info* and *par_info* changes throughout the text, OpenPaige maintains a list of *style_run* records. There is one *style_run* array for *style_info* changes and one array for *par_info* changes.

The last element in a *style_run* array is a “dummy” entry whose offset field will be greater than the total text size of the *pg_ref*. For example, if the total text size of a *pg_ref* is 100 bytes, the final element in the array of *style_run* records will contain a value in *style_run.offset* of > 100.

To simply set a style, font, size or paragraph format, see “Style Basics” on page 8-1. The following information is for those developers wanting more precise control of style, font and paragraph format setting.

Changing Fonts and Styles together

This sets the font and style at the same time.

```
(void) pgSetStyleAndFont (pg_ref pg, select_pair_ptr selection,
    style_info_ptr the_style, style_info_ptr style_mask, font_info_ptr font,
    font_info_ptr font_mask, short draw_mode);
```

selection — parameter defines the range of text that should be changed, or if you pass a null pointer the current selection range (or insertion point) in *pg* is changed.

If you do give a pointer to *selection*, it must point to the following structure:

```
typedef struct
{
    long begin; /* Beginning offset of some text portion */

    long end;      /* Ending offset of some text portion */
}
select_pair, *select_pair_ptr;
```

begin field of a *select_pair* — defines the beginning text offset and the *end* field defines the ending offset. Both offsets are byte offsets, not character offsets. Text offsets in OpenPaige are zero-based (first offset is zero).

info and *mask* — parameters must point to *style_info* records; *info* is the new style to apply to the text and *mask* defines which of the info fields to apply. For every nonzero field in *mask* the corresponding field in *info* gets applied to the text.

mask — parameter allows only partial style changes, which is almost always what you want to accomplish. For instance, if the user highlighted some text and changed it to “bold,” all you want to change in the text range is the “bold” attribute, not anything else such as color, leading, or any other formatting. To do so, you would set *info*’s style element for bold and the same field in *mask* to nonzero.

font and *font_mask* — is almost identical to the similar *style* parameters except a *font_info* record is used for font and *font_mask*.

info, *mask*, *font* nor *font_mask* — Neither can be a null pointer.

draw_mode — parameter indicates whether or not to redraw the text once the style has changed: if *draw_mode* is nonzero, that drawing mode is used to redisplay the text.

draw_mode can be the values as described in “Draw Modes” on page 2-30:

```
draw_none,                                /* Do not draw at all */
best_way,                                   /* Use most efficient method(s) */
direct_copy,                                /* Directly to screen, overwrite */
direct_or,                                   /* Directly to screen, "OR" */
direct_xor,                                 /* Directly to screen, "XOR" */
bits_copy,                                  /* Copy offscreen */
bits_or,                                    /* Copy offscreen in "OR" mode */
bits_xor,                                   /* Copy offscreen in "XOR" mode */
```

However, OpenPaige will only redraw the text if it is appropriate: if nothing changed (same styles applied as already exist), the text is not drawn, nor is it drawn if the new style applies only to an insertion point.

NOTE: The *mask* fields that indicate what to change must be set to -1 (all “1’s).

The reason is that the internal comparison function —þwhich checks the mask settings —þdoes one word at a time, hence the fields longer than 16 bits will not change correctly.

```
// The following example function converts a LOGFONT into a font_info,
// style_info
// and "mask" record that can be given to pgSetStyleInfo():

static void convert_log_font (pg_ref pg, pg_globals_ptr paige_globals,
    LOGFONT PG_FAR *log_font, font_info_ptr font, style_info_ptr style,
    style_info_ptr stylemask)
{
    // Initialize the style to OpenPaige default:
    *style = paige_globals->def_style;

    // Initialize other structs to zeros or -1's, etc.:

    pgFillBlock(font, sizeof(font_info), 0);
    pgFillBlock(stylemask, sizeof(style_info), 0);
    pgFillBlock(stylemask->styles, MAX_STYLES * sizeof(short), -1);
    stylemask->point = (pg_fixed)-1;
    CToPString(log_font->lfFaceName, font->name);
    // (OpenPaige wants a pascal string)
    font->family_id = log_font->lfPitchAndFamily;
    font->machine_var[PG_OUT_PRECISION] = log_font-
        >lfOutPrecision;
    font->machine_var[PG_CLIP_PRECISION] = log_font-
        >lfClipPrecision;
    font->machine_var[PG_QUALITY] = log_font->lfQuality;
    font->machine_var[PG_CHARSET] = log_font->lfCharSet;

    if ((style->point = (pg_fixed)log_font->lfHeight) < 0)
        style->point = -style->point;
    style->point <<= 16; // Make sure point size is 0x000n0000

    // Convert pointsize to fit the screen resolution
    style->point = pgScreenToPointsize(pg, style->point);
```

```
if (log_font->IfWeight == FW_BOLD)
    style->styles[bold_var] = -1;
if (log_font->IfItalic)
    style->styles[italic_var] = -1;
if (log_font->IfUnderline)
    style->styles[underline_var] = -1;
if (log_font->IfStrikeOut)
    style->styles[strikeout_var] = -1;
}
```

30.5

Easier “Mask” Setups

Masks

The easiest way to initialize a *style_info*, *font_info* or *par_info* record for a “mask” is to call one of the following:

```
(void) pgInitStyleMask (style_info_ptr mask, short filler);
(void) pgInitFontMask (font_info_ptr mask, short filler);
(void) pgInitParMask (par_info_ptr mask, short filler);
```

These function fill mask with filler.

Changing Styles

To set a section of text to a style, call the following:

```
(void) pgSetStyleInfo (pg_ref pg, select_pair_ptr selection, style_info_ptr
    info, style_info_ptr mask, short draw_mode);
```

selection defines the range of text that should be changed, or if you pass a null pointer the current selection range (or insertion point) in *pg* is changed.

If you do give a pointer to *selection*, it must point to the following structure:

```
typedef struct
{
    long      begin;
    /* Beginning offset of some text portion */

    long      end;
    /* Ending offset of some text portion */

}
select_pair, *select_pair_ptr;
```

begin field of a *select_pair* — defines the beginning text position and the *end* field defines the ending position. Both values are byte positions (not necessarily character positions, e.g. multilingual text can have double-byte characters, etc.). Text positions in OpenPaige are zero-based (first offset is zero).

info and *mask* — must point to *style_info* records; *info* is the new *style* to apply to the text and *mask* defines which of the *info* fields to apply. For every nonzero field in *mask* the corresponding field in *info* gets applied to the text.

mask — allows only partial style changes, which is almost always what you want to accomplish. For instance, if the user highlighted some text and changed it to “bold”, all you want to change in the text range is the “bold” attribute, not anything else such as color, leading, or any other formatting. To do so, you would set *info*’s style element for bold and the same field in *mask* to nonzero.

Neither *info* nor *mask* can be a null pointer.

draw_mode — indicates whether or not to redraw the text once the style has changed: if *draw_mode* is nonzero, that drawing mode is used to redisplay the text. *draw_mode* can be the values as described in “Draw Modes” on page 2-30:

draw_none,	/* Do not draw at all */
best_way,	/* Use most efficient method(s) */
direct_copy,	/* Directly to screen, overwrite */
direct_or,	/* Directly to screen, "OR" */
direct_xor,	/* Directly to screen, "XOR" */
bits_copy,	/* Copy offscreen */
bits_or,	/* Copy offscreen in "OR" mode */
bits_xor,	/* Copy offscreen in "XOR" mode */

However, OpenPaige will only redraw the text if it is appropriate: if nothing changed (same styles applied as already exist), the text is not drawn, nor is it drawn if the new style applies only to an insertion point.

NOTE: The *mask* fields that indicate what to change must be set to -1 (all “1’s).

The reason is that the internal comparison function —þwhich checks the mask settings —þdoes one word at a time. Hence, the fields longer than 16 bits will not change correctly.

NOTE (Windows): To convert a LOGFONT into a *style_info* and *mask*, see code example earlier in this chapter.

```
/* This function sets the current selection to Bold (Macintosh)*/  
  
void set_to_bold (pg_ref pg)  
{  
    style_info      mask, info;  
  
    pgInitStyleMask(&info, 0); // Sets all to zero  
    pgInitStyleMask(&mask, 0); // Sets all to zero  
  
    info.styles[bold_var] = -1; // sets styles[bold_var] to force bold  
    mask.styles[bold_var] = -1;  
  
    pgSetStyleInfo(pg, NULL, &info, &mask, best_way);  
}
```

While the *styles* each contain shorts to indicate bold, italic, etc., this is generally done for future expansion. When OpenPaige was designed, new fonts were being created which would use “degrees of boldness”, etc. Generally, this is not implemented in OpenPaige for Mac and Windows 1.0 except for the following *style* elements:

style_info->styles[small_caps_var]—The value in this style element indicates a percentage of the original point size to display lower case characters that get converted to ALL CAPS. Or, if this value is -1, the default is used (which is 75% of the original style).

For example, if *style_info->styles[small_caps_var]* is 50 and *style_info* point size is 24, the lower case text is converted to uppercase 12 point; if *style_info->styles[small_caps_var]* is -1, the lower case text is converted to 18 (which is 75% of 24).

style_info->styles[relative_point_var]—The value in this style element indicates a point size to display the text which is a ratio relative to 12 point times the original point size. The ratio is computed as:

NOTE: *style_info -> styles[relative_point_var]* / 12. (The “original point size” is taken from the “point” field in *style_info*).

For example, if `style_info->styles[relative_point_var]` is 6 and the original point size is 12, the point size that displays is $12 * (6/12) = 6$ point. If `style_info->styles[relative_point_var]` is 6 and the original point size is 24, the point size that displays is $24 * (6/12) = 12$ point.

---The `relative_point_var` element must not be “-1” as there is no default.

NOTE:

`style_info->styles[super_impose_var]` — If nonzero, the value represents a stylesheet ID that gets “superimposed” over the existing style. What this means is all fields in the stylesheet `style_info->styles[super_impose_var]` that are nonzero are temporarily forced into `style_info` to form a composite style of both.

For example, if `style_info->styles[super_impose_var]` record had all fields set to zero EXCEPT for the “`bold_var`” element, the resulting style would be whatever the original `style_info` contained but with boldface text.

---(`style_info->styles[super_impose_var]` can only be zero or a positive number representing a stylesheet ID that actually exists in the `pg_ref`)

See the chapter “Style Sheets” on page 31-1 for more information.

Insertion Point Changes

If `pgSetStyleInfo` is called and the specified selection is a single insertion point, the style change occurs on the next `pgInsert`. Furthermore, a processed mouse-click for change of selection invalidates the `style_info` set to the previous insertion point (i.e., the new style setting is lost).

Exception: Applying a style to a completely empty `pg_ref` forces that `style_info` to become the default style for that `pg_ref`.

Point Size Changes

The *point* field in *style_info* is a “fixed” type value, i.e. the whole integer for the point size is the high-order word. For example, 12 point is (*pg_fixed*)(12 << 16) or 0x000C0000

TECH NOTE

Changing point size

I am having some difficulty in setting the point size of the font within OpenPaige.

Your code doesn't work because the point size in *style_info* is a FRACTIONAL value, which means the whole-number point size needs to be in the high-order word -- and you're just setting a long integer (which is putting it in the low-order word). You must have skipped quite a few OpenPaige versions because that change has been there for a while.

So, your code is fine EXCEPT you need to put the point size in the high-order word, and it will work. Something like:

```
theStyle.point = fontSize;  
theStyle.point <= 16;
```

In case you're curious, OpenPaige only looks at the high-word of the point size, so setting only the low word results in “zero point,” or the default -- which is 12 point -- which is why it never changed.

30.7

Changing Fonts

Changing the font applied to text range(s) requires a separate function call since fonts are maintained separate from text styles within a *pg_ref*.

NOTE (Windows): unlike a Windows font that defines the whole composite format of text, the term “font” as used in this chapter generally refers only to a *typeface*, or typeface name. OpenPaige considers a “font” to simply be a specific *family* such as Times, Courier, Helvetica, etc. while distinguishing other formatting properties such as bold, italic, underline, etc. as the text *style*.

To set a section of text to a new font, call the following:

```
(long) pgSetFontInfo (pg_ref pg, select_pair_ptr selection, font_info_ptr info, font_info_ptr mask, short draw_mode);
```

This function is almost identical to *pgSetStyleInfo* except a *font_info* record is used for *info* and *mask*.

selection and *draw_mode* — are functionally identical to the same parameters in *pgSetStyleInfo*. The same rules apply regarding insertion points versus selection range(s).

draw_mode— can be the values as described in “Draw Modes” on page 2-30:

draw_none,	/* Do not draw at all */
best_way,	/* Use most efficient method(s) */
direct_copy,	/* Directly to screen, overwrite */
direct_or,	/* Directly to screen, "OR" */
direct_xor,	/* Directly to screen, "XOR" */
bits_copy,	/* Copy offscreen */
bits_or,	/* Copy offscreen in "OR" mode */
bits_xor	/* Copy offscreen in "XOR" mode */

For detailed information on *font_info* records —and what fields you should set up —is available at the end of this section. But there is one important one you should be sure to set correctly, environs.

When you set a *font_info* record, only the name and environs fields should be changed; this is because OpenPaige initializes all the other fields when the font is applied to a *pg_ref*.

For Macintosh version, the *font_info.name* should be a pascal string terminated with the remaining bytes in *font_info.name* set to zeros; the *font_info.environs* field should be set to zero. For an example see below.

For Windows version, the *font_info.name* can be initially set to either a pascal string or a cstring, with all remaining bytes in *font_info.name* set to zeros. Usually, due to Windows programming conventions, you will set the name to a cstring. In this case, before passing the *font_info* record to *pgSetFontInfo*, you must set *font_info.environs* to *NAME_IS_CSTR* (see example below).



CAUTION: WINDOWS NOTE: OpenPaige converts *font_info.name* to a pascal string and clears the *NAME_IS_CSTR* bit when the font is stored in the *pg_ref*. This is done purely for cross-platform portability. This is important to remember, because if you examine the font thereafter with *pgGetFontInfo*, the font name will now be a pascal string (the first byte indicating the string length), not a cstring.

Setting *font_info* (Windows)

```
/* This example assumes we got a "LOGFONT" struct from a
ChooseFont dialog, or something similar. */

LOGFONT           log;
font_info          font, mask;
pgFillBlock(&font, sizeof(font_info), 0); // clear all to zeros

pgFillBlock(&mask, sizeof(font_info), -1); // Set to all 1's
lstrcpy((LPSTR)font.name, log.lfFaceName);

/* IMPORTANT! The following line is an absolute MUST or your code will
fail: */

font_info.environs |= NAME_IS_CSTR;
```

```

/* Apply to the text: */

pgSetFontInfo(pg, NULL, &font, &mask, best_way);

pgFillBlock(&font, sizeof(font_info), 0); // clear all to zeros
pgFillBlock(&mask, sizeof(font_info), -1); // Set to all 1's
lstrcpy((LPSTR)font.name, log.lfFaceName);

/* IMPORTANT! The following line is an absolute MUST or your code will
fail: */
font_info.environ |= NAME_IS_CSTR;

/* Apply to the text: */

pgSetFontInfo(pg, NULL, &font, &mask, best_way);

```

Responding to font menu (Macintosh)

```

/* In this example, we assume a "Font" menu whose MenuHandle is
FontMenu, and "item" is the menu item selected by the user. */

font_info font, mask;

pgFillBlock(&font, sizeof(font_info), 0); // clear all to zeros
pgFillBlock(&mask, sizeof(font_info), -1); // Set to all 1's
GetItem(FontMenu, item, (StringPtr)font.name);
pgSetFontInfo(pg, NULL, &font, &mask, best_way);

```

Obtaining Current Text Format(s)

The three functions above return information for a specific range of text about its style or paragraph format, or font, respectively.

```
(long) pgGetStyleInfo (pg_ref pg, select_pair_ptr selection, pg_boolean
    set_any_match, style_info_ptr info, style_info_ptr mask);
(long) pgGetParlInfo (pg_ref pg, select_pair_ptr selection, pg_boolean
    set_any_match, par_info_ptr info, par_info_ptr mask);
(long) pgGetFontInfo (pg_ref pg, select_pair_ptr selection, pg_boolean
    set_any_match, font_info_ptr info, font_info_ptr mask);
```

The three functions above return information for a specific range of text about its style or paragraph format, or font, respectively.

For all functions, if *selection* is a null pointer the information that is returned applies to the current selection range in *pg* (or the current insertion point); if *selection* is non-null, pointing to *select_pair* record, information is returned that applies to that selection range (see “Copying and Deleting” on page 5-1 for information about *select_pair* pointer under *pgGetStyleInfo*).

Both *info* and *mask* must both point to a *style_info*, *par_info* or *font_info* record; neither can be a null pointer. When the function returns, both *info* and *mask* will be filled with information you can examine to determine what style(s), paragraph format(s) or font(s) exist throughout the selected text, and/or which do not.

If *set_any_mask* was FALSE: All the fields in *mask* that are set to nonzero indicate that the corresponding field value in *info* is the same throughout the selected text; all the fields in *mask* that are set to zero indicate that the corresponding field value in *info* is not the same throughout the selected text.

For example, suppose after calling *pgGetStyleInfo*, *mask.styles[bold_var]* has a nonzero value. That means that whatever value has been set in *info.styles[bold_var]* is the same for every character in the selected text. Hence if *info.styles[bold_var]* is -1, then *every* character is BOLD; if *info.styles[bold_var]* is 0, then *NO* character is bold.

On the other hand, suppose after calling *pgGetStyleInfo*, *mask.styles[bold_var]* is set to zero. That means that *some* of the characters in the selected text are BOLD and

some are NOT. In this case, whatever value happens to be in `info.styles[bold_var]` is not certain.

Essentially, any nonzero in mask is saying, “Whatever is in `info` for this field is applied to every character in the text,” and any zero in mask is saying, “Whatever is in `info` for this field does not matter because it is not the same for every character in the text.”

You want to pass FALSE for `set_any_mask` to find out what styles, paragraph formats or fonts apply to the entire selection (or not).

If `set_any_mask` was TRUE, all fields in mask get set to nonzero if the corresponding field value in info appears ANYWHERE within the selected text. In this case, you must first set all the `info` fields that you want to check before making the call.

The purpose for setting `set_any_mask` to TRUE is to find out what item(s) in info exist anywhere in the selected text (as opposed to finding out what items are all the same in the text).

NOTE: This important difference: if you pass FALSE for `set_any_mask`, OpenPaige sets the info fields; if you pass TRUE for `set_any_mask`, you set the `info_fields` before calling `pgGetStyleInfo`, `pgGetParInfo` or `pgGetFontInfo`.

For example, suppose you want to find out if BOLD exists anywhere in the selected text. To do so, you would set `info.styles[bold_var]` to a nonzero value, then call `pgGetStyleInfo()` passing TRUE for `set_any_mask`. Upon return, if `mask.styles[bold_var]` is “TRUE” (nonzero), that means BOLD exists somewhere in the selected text. On the other hand, had the function returned and `mask.styles[bold_var]` was FALSE, that would mean that BOLD exists nowhere in the text.

Usually, the reason you would want to pass TRUE for `set_any_mask` is to make some kind of notation on a menu or dialog, etc. as to which style(s) appear anywhere in a selection but not necessarily applied to the entire selection.

FUNCTION RESULT: Each function returns the text offset (which is a byte offset) of the first text that is examined. For example, if the current selection range in `pg` was offsets 100 to 500, `pgGetStyleInfo` would return 100; for the same selection range `pgGetParInfo` would return the text offset of the beginning of the first paragraph (which would often be less than 100).

NOTE: If you want to get information about tabs, it is more efficient (and less code) to use the functions in the section below. See also, “Tab Support” on page 9-1.

30.9

Getting Info Recs

An additional way to obtain the current font that applies to a text range is to first obtain the style information that applies using *pgGetStyleInfo*, then get the font record by calling the following function:

```
(void) pgGetFontInfoRec (pg_ref pg, short font_index, font_info_ptr info);
```

font_index — should be whatever is in the *font_index* field in the *style_info* record (which you received from *pgGetStyleInfo*). The font record is put into *info* (which must not be a null pointer).

This function is used to fill in the whole font record if you already know its font index number, which you do after doing a *pgGetStyleInfo*.

Styles and fonts have the same functions that will fill in the appropriate record.

```
(void) pgGetStyleInfoRec (pg_ref pg, short style_item, style_info_ptr  
format);  
(void) pgGetParInfoRec (pg_ref pg, short style_item, par_info_ptr  
format);
```

These functions take the *style_item* value from a *style_run* record and return a *par_info* or *style_info* record.

NOTE: This is a low-level function that you will rarely need but has been provided for documentation purposes. See *style_run* information at “More About Style Runs” on page 30-632.

```
/* This function is to obtain a font record that is “attached” to a style_info  
record. For example, you could get the whole font record after doing  
pgGetStyleInfo as follows: */  
  
style_info    info, mask;  
font_info     font;  
pgGetStyleInfo(pg, NULL, FALSE, &info, &mask);  
pgGetFontInfoRec(pg, info.font_index, &font);
```

30.10

Other Style, Font and Paragraph Utilities

Set Insertion Styles

This function provides a convenient way to set both a style record and font for a single insertion point.

```
(void) pgSetInsertionStyles (pg_ref pg, style_info_ptr style, font_info_ptr  
font);
```

The *style* parameter will be the style that will apply to the next *pgInsert*; the *font* parameter will be the font that will apply to the next *pgInsert*. *Neither parameter can be null.*

NOTE: This function is intended for single insertion points and will fail to work correctly if there is a selection range in *pg*.

pgSetInsertionStyles is a convenience

Is pgSetInsertionStyles just a convenience function? Or should I be using this to set font/style info when there is only an insertion point (no selection)? i.e. can I simply always use pgSetStyleInfo and pgSetFontInfo, and never use pgSetInsertionStyles?

This is only a convenience function; you will probably never use it. *pgSetStyleInfo* handles this for you. It checks the selection and, if only a “caret”, it calls *pgSetInsertionStyles* for you.

Style info of a Mouse Point

```
long pgPtToStyleInfo (pg_ref pg, const co_ordinate_ptr point,  
short conversion_info, style_info_ptr style, select_pair_ptr range);
```

This function is useful for determining which *style_info* is applied to the character containing a specific “mouse” coordinate. For instance, *pgPtToStyleInfo()* can be used to detect what kind of text the cursor is moving through.

When this function returns, if is non-null it gets set to the range of text for which this style applies (see “Selection range” on page 8-2 for information about *select_pair* record).

conversion_info is used to indicate one or two special-case alignment instructions, which can be represented by the following bits:

```
#define NO_HALFCHARS      0x0001      /* Whole char only  
#define NO_BYTE_ALIGN     0x0002      /* No multibyte alignment
```

NO_HALFCHARS instructs the function to select the right side of a character if the point is anywhere to the right of its left side (not having *NO_HALFCHARS* set results in the left side of the character if the point is within its first half width, or the right side of the character if the point is within its second half width).

NO_BYTE_ALIGN returns the absolute byte position regardless of multibyte character status. For example, in a Kanji system that contains double-byte characters, setting *NO_BYTE_ALIGN* can result in the selection of 1/2 character.

NO_HALFCHARS instructs the function to select the right side of a character if the point is anywhere to the right of its left side (not having *NO_HALFCHARS* set results in the left side of the character if the point is within its first half width, or the right side of the character if the point is within its second half width).

NO_BYTE_ALIGN returns the absolute byte position regardless of multibyte character status. For example, in a Kanji system that contains double-byte characters, setting *NO_BYTE_ALIGN* can result in the selection of 1/2 character.

FUNCTION RESULT: The function result is the text (character) position for the character found containing point. The function will always return a style and position even if the point is way beyond text (in which case the style for the last character is returned) or before text (where the first style is returned). Either style or range can be a null pointer if you don't need those values.

NOTE: This function always finds some *style_info* even if point is nowhere near any text. Hence, to detect “true” cursor-over-text situations you should also call *pgPtInView()* to learn of the point is actually over text (or not).

Font table

```
(memory_ref) pgGetFontTable (pg_ref pg);
```

FUNCTION RESULT: This function returns the memory allocation in *pg* that contains all the fonts used for the text. The *memory_ref* will contain an array or one or more *font_info* records.

NOTE: The actual *memory_ref* that OpenPaige used for this *pg_ref* is returned, not a copy. Therefore do not dispose this allocation and do not delete any records it contains.

To learn how to access a *memory_ref*, see “The Allocation Mgr” on page 25-1.

style_info

```
#define MAX_STYLES32           /* Maximum # of styles in style_info */

typedef struct
{
    short      font_index;          /* What font this style is in */
    short      styles[MAX_STYLES];   /* Stylization extension */
    short      char_bytes;         /* Number of bytes per character-1 */
    short      max_chars;          /* Maximum chars before new style begins */
    short      ascent;             /* This style's ascent */
    short      descent;            /* This style's descent */
    short      leading;            /* Regular leading */
    short      shift_verb;          /* Superscript / Subscript verb */
    color_value fg_color;          /* Foreground color */
    color_value bk_color;          /* Background color (white = transparent) */
    short      class_bits;          /* Defines selection & behavior */
    long       style_sheet_id;      /* Used for style sheet features */
    long       small_caps_index;    /* Style_info index for point size */
    long       machine_var;         /* Machine-specific use */
    long       machine_var2;        /* Machine-specific use */
    pg_fixed   char_width;          /* Character width (not used in Mac) */
    pg_fixed   point;               /* Point size (do << 16 on integer value) */
    long       left_overhang;       /* This style's left overhang if any */
    long       right_overhang;      /* This style's right overhang if any */
    long       top_extra;            /* This style's top leading */
    long       bot_extra;            /* This style's bottom leading */
    long       space_extra;          /* Extra pixels for spaces ("fixed" value) */
    long       char_extra;           /* Extra pixels for chars ("fixed" value) */
    long       user_id;              /* Can be used by app to identify custom styles */
    long       user_data;            /* Additional space for app if style is custom */
    long       user_data2;           /* Additional space for app */
    long       future[3];            /* Reserved for future expansion */
}
```

```

long      embed_entry;    /* App callback function for embed_refs */
long      embed_style_refcon; /* Used by embed object extension */
long      embed_refcon;    /* Used by embedded object extension */
long      embed_id;        /* Used by embedded object extension */
memory_ref embed_object;   /* Used by embedded object extension */
style_append_t user_var;   /* Can be used for anything */
pg_style_hooks procs;     /*Contains functions on how to draw */
long      maintenance;    /* (Used internally) */
long      used_ctr;       /* (used internally) */
}

style_info, PG_FAR *style_info_ptr;

```

Field descriptions

font_index — The record number of the font that goes along with this style. (To obtain the actual font, see “Getting Info Recs” on page 30-647 for information about *pgGetFontInfoRec*).

NOTE: Do not change the *font_index* using *pgSetStyleInfo*. Instead, use *pgSetFontInfo* and the *font_index* values will be handled by OpenPaige appropriately.

styles — An array of shorts that correspond to 32 possible “standard” styles. Each element of *styles*, if nonzero, implies that style be applied to the text. An overall style of “plain” generally means all style elements are zero.

The standard styles supported by OpenPaige are defined by the following enumerates (each corresponding to one of the array elements):

```
enum
{
    bold_var,
    italic_var,
    underline_var,
    outline_var,
    shadow_var,
    condense_var,
    extend_var,
    dbl_underline_var,
    word_underline_var,
    dotted_underline_var,
    hidden_text_var,
    strikeout_var,
    superscript_var,
    subscript_var,
    rotation_var,           /* future, not currently supported*/
    all_caps_var,
    all_lower_var,
    small_caps_var,
    overline_var,
    boxed_var,
    relative_point_var,
    super_impose_var,
    dsi_custom_var = 27,      /* Used for DSI internally only */
    custom_var = 28

};
```

Superscript, subscript—If `styles[superscript_var]` or `styles[subscript_var]` apply, their values define the “amount” of shift.

For example, if `styles[subscript_var]` contained a value of 3, the text is to be shifted down by 3 points (3 pixels). If `styles[superscript_var]` were 3, the text is to be shifted upwards by 3 points. However, the `shift_verb` (below) defines whether or not the `super/subscript` is relative to the text baseline or relative to a percent of the `style's` height.

Small caps — If `styles[small_caps_var]`— applies, the value in this style element indicates a percentage of the original point size to display lower case characters that get converted to ALL CAPS. Or, if this value is -1, the default is used (which is 75% of the original style).

For example, if `style_info->styles[small_caps_var]` is 50 and `style_info` point size is 24, the lower case text is converted to uppercase 12 point; if `style_info->styles[small_caps_var]` is -1, the lower case text is converted to 18 (which is 75% of 24).

Relative size —If `styles[relative_point_var]` applies, the value in this style element indicates a point size to display the text which is a ratio relative to 12 point times the original point size. The ratio is computed as:

```
style_info->styles[relative_point_var] / 12
```

(The “original point size” is taken from the “point” field in `style_info`).

Or example: If `style_info->styles[relative_point_var]` is 6 and the original point size is 12, the point size that displays is $12 * (6/12) = 6$ point. If `style_info->styles[relative_point_var]` is 6 and the original point size is 24, the point size that displays is $24 * (6/12) = 12$ point.

NOTE: The `relative_point_var` element must not be -1 as there is no default.

Superimpose — If `styles[super_impose_var]` applies, the value represents a stylesheet ID that gets “superimposed” over the existing style. All fields in the stylesheet `style_info->styles[super_impose_var]` that are nonzero are temporarily forced into `style_info` to form a composite style of both.

For example, if `style_info->styles[super_impose_var]` record had all fields set to zero EXCEPT for the bold_var element, the resulting style would be whatever the original `style_info` contained but with boldface text.

NOTE: `style_info->styles[super_impose_var]` can only be zero or a positive number representing a stylesheet ID that actually exists in the `pg_ref`.

See “Style Sheets” on page 31-1 for more information.

char_bytes — Defines the number of bytes per character minus 1. For “normal” text, this field will be zero.

NOTE (Macintosh): Do not confuse this with double-byte script such as Kanji.

This field is intended for situations where all character are *char_bytes* + 1 in size, such as a feature in which a *PicHandle* is embedded as a “character.” For Kanji, not every character is a double-byte so this field will always be zero.

max_chars —(** not supported currently **). Eventually this will be used for something fancy.

ascent, descent, leading—Define the style’s ascent, descent and leading values. (For **Macintosh**, each value is obtained from the Toolbox call, *GetFontInfo*).

NOTE: You do not need to set these fields for “normal” (non-custom) styles because the machine-specific portion of OpenPaige will initialize these fields according to the composite style and font. Additional note: If you need to implement a “set extra leading” feature, use *top_extra* and *bot_extra* below.

shift_verb—This value is used only if *styles[sub_script_var]* or *styles[subscript_var]* are nonzero. The *shift_verb* can be one of two values:

```
typedef enum
{
    baseline_relative,      /* Draw from line's baseline */
    percent_of_style       /* Draw relative to percent of baseline */
};
```

For *baseline_relative*, values in *styles[sub_script_var]* or *styles[subscript_var]* are considered to be point (pixel) values; for *percent_of_style*, the super/subscript point values are computed as a percent (value of *styles[sub_script_var]* or *styles[subscript_var]*) of the *style*’s total height (ascent + descent + leading). Example: If *style*’s total height is 32 and *styles[subscript_var]* contained 50, the point value to shift the text will be $32 * 0.50$, or 16.

class_bits —Contains a set of bits defining specific attributes and behaviors for this style. The current attributes supported by OpenPaige are as follows:

```

#define CANNOT_HILITE_BIT      0x00000000 // Cannot highlight text of this style
#define CANNOT_BREAK            0x00000002 // Chars can not break with this
#define STYLE_IS_CONTROL        0x00000004 // Style is "control" type item
#define GROUP_CHARS_BIT         0x00000008 // All chars are selected as one
#define STYLE_MERGED_BIT        0x00000010 // Style has been merged
#define STYLE_IS_CUSTOM          0x00000020 // Style is understood only by app
#define HILITE_RESTRICT_BIT     0x00000040 // Cannot select outside of style
#define CANNOT_WRAP_BIT          0x00000080 // Cannot wrap (used for tables, etc.)
#define IS_NOT_TEXT_BIT          0x00000100 // Data is not text at all
#define REQUIRES_COPY_BIT        0x00000200 // Text copy requires copy_proc callback
#define NO_SMART_DRAW_BIT       0x00000400 /*Tells OpenPaige not to second-guess line
                                             drawing */

#define ACTIVATE_ENABLE_BIT      0x00000800 // Causes activate_proc to be called
#define CANT_UNDERLINE_BIT       0x00001000 // The OS does not support underline
#define CANT_TRANS_BIT           0x00002000 // Text cant transliterate etc.
#define RIGHTLEFT_BIT             0x00004000 // Text direction is right to left
#define VERTICAL_TEXT_BIT        0x00008000 // (unsupported)
#define TEXT_LOCKED               0x00010000 // (unsupported)
#define NO_EXTRA_SUPER_SUB        0x00020000 // (unsupported)
#define EMBED_SUBSET_BIT          0x00040000 // (for DSI only)
#define NO_SAVEDOC_BIT            0x00080000 // Do not save this style_info
#define EMBED_INITED_BIT          0x00100000 // (Used internally by embed_refs)

#define NON_TEXT_BITS (STYLE_IS_CUSTOM | IS_NOT_TEXT_BIT)

```

Each of the above bits, if set, cause the following (only the bits currently supported are explained):

CANNOT_HILITE_BIT causes highlighting to NOT show for the characters; even if the user does a “Select All,” text with this style attribute will not highlight.

CANNOT_BREAK is essentially a “non-breaking” style; characters with this attribute will not break in the middle (unless the line is too large).

STYLE_IS_CONTROL causes the track-control low-level function to be called when a “mouse” click is received (see “Customizing OpenPaige” on page 27-1).

GROUP_CHARS_BIT causes all text in this style to be highlighted as one, i.e. a single click selects the whole group.

STYLE_MERGE_BIT gets set by OpenPaige in “mail merge mode” (you should not set this bit).

STYLE_IS_CUSTOM causes the text to be invisible IF the standard display function is used. In other words, all text with this attribute will only display if you have provided your own display function.

HILITE_RESTRICT_BIT forces a click/drag on this style to stay inside the boundaries of the style.

CANNOT_WRAP_BIT causes text to NOT wrap regardless of width.

IS_NOT_TEXT_BIT tells OpenPaige the character(s) aren’t really text. If this is set, the standard text measuring and drawing functions do nothing (hence you would need to set your own hooks for both functions).

REQUIRES_COPY_BIT causes the *copy_text_proc* (hook) to get called for these character(s); otherwise OpenPaige does not call this hook.

NO_SMART_DRAW_BIT disables the “second-guessing” for fast character display. If this bit is set, the whole text line is drawn (instead of a partial line).

ACTIVATE_ENABLE_BIT causes the *style_activate_proc* to get called, otherwise that hook is ignored.

CANT_UNDERLINE_BIT informs the text drawing function that the OS will not display an underline style (used for Kanji characters in Macintosh).

CANT_TRANS_BIT informs the “ALL CAPS” and “small caps” functions that the text can’t be translated to upper/lower case. This bit might be important for text that is not really text, e.g. a pointer or *memory reference*.

RIGHTLEFT_BIT indicates the writing direction for the text is right-to-left.

NO_SAVEDOC_BIT causes this *style_info* to not be included in *pgSaveDoc()*. One reason you might want to do this is for special applications that want to construct their own styles or stylesheets without saving *style_info* to each file.

style_info fields (continued)

style_sheet_id—Contains a unique ID used by style sheet support (see “Style Sheets” on page 31-1).

small_caps_index—This is used by OpenPaige when “*small_caps_var*” style is set; you should not alter this field.

fg_color, bk_color—Define the foreground and background color of the text. Both fields are a structure as follows:

```
typedef struct
{
    unsigned shortred;           /* Red composite */
    unsigned shortgreen;         /* Green composite */
    unsigned shortblue;          /* Blue composite */
    pg_short_t   alpha; /* Optional value (machine dependent)*/
}
color_value;
```

NOTE: The “background” color applies to the text background, not necessarily the window’s background.

For example, a line of text drawn with a “blue” background color on a white-background window will result in a blue “stripe” of line height’s size with the text foreground overlaying the stripe.

machine_var, machine_var2—This is used by OpenPaige internally and must not be altered.

char_width—(Used only in Windows version). This becomes the “*IfWidth*” value when setting up a LOGFONT for font selection.

point—The point size for this style. This field is a “Fixed” fraction, i.e., the high-order word of the field is the whole integer point size and the low-order word the fractional value, if any. For more on setting point, see “Setting / Getting Point Size” on page 8-5 and “Changing point size” on page 30-641.

left_overhang, right_overhang—These are a form of indent for characters. These fields control how far a style overhangs to the left and/or right, the best example being italic that can overhang to the right.

NOTE: OpenPaige sets the default for these values when the style is initialized.

top_extra, bot_extra—Contains extra leading, in pixels, to add to the top or bottom of the style.

NOTE: You should use these fields —þnot the ascent/descent fields —þfor “add extra leading” features.

space_extra—The fractional amount to add to each space width. This value is a “fixed” fraction (high order word is the whole part and low order word the fraction part).

char_extra—þThe fractional amount to add to each non-space character. This value is a “fixed” fraction (high order word is the whole part and low order word the fraction part) and can be used for kerning.

NOTE (Macintosh): This field is only supported if *Color QuickDraw* exists.

*user_id, user_data, user_data2*þ—Your app can use these fields for anything it wants. These come in handy for customizing styles.

future—þan array of longs reserved for future enhancement. **Do not** use these fields.

embed_entry, embed_style_refcon, embed_refcon, embed_id, embed_object—These are used by the TEXT-embed extension and should not be altered. See chapter on “Embedding Non-Text Characters” on page 28-1.

user_var—This can be used for anything. It is intended mainly, however, for source code users who want to append to the *style_info* record.

procs—þThis is a record of many function pointers that get called by OpenPaige for drawing, text measuring, etc. The array of functions literally define the way this style behaves (OpenPaige will always call one of these functions to obtain information and/or to display text in this style). These are the essence and key to implementing special styles and text types. See “Customizing OpenPaige” on page 27-1.

maintenance, used_ctr—Both of these are used only by OpenPaige for internal maintenance and must not be altered (actually, you cannot alter them anyway; when calling *pgSetStyleInfo*, þOpenPaige ignores anything you put into these two fields).

A *style_info* is said to be user-defined if one or more fields contain information understood only by the application. Usually, in all other respects the style looks and feels like any other OpenPaige style.

For example, your application might want to “mark” various sections of text with some special attribute, but invisible to the user. You can set invisible “marks” for various sections of text by merely applying a *style_info* to the desired text with any of the user fields set to something your app will understand. The user fields are *user_id*, *user_data* and *user_data2*, each can be used for any purpose whatsoever.

font_info

```
typedef struct
{
    pg_char      name[FONT_SIZE];           /* "Name" of font */
    pg_char      alternate_name[FONT_SIZE];
                           /* Alt font if first not found */
    short        environs;                 /* Machine-specific attributes */
    short        typeface;                /* Typography class */
    short        family_id;               /* Font ID code */
    short        alternate_id;            /* Alternate ID code if bad font */
    short        char_type;              /* Char type (machine-specific) */
    long         platform;                /* The platform this font originated */
    long         language;                /* Language */
    long         machine_var[8];
                           /* Used for machine-specific purposes */
    font_append_t user_var;             /* Can be whatever */
}
font_info, PG_FAR *font_info_ptr;
```

The *font_info* record is somewhat machine-dependent and what should be placed in each field may depend on the platform you are running.

When you set a *font_info* record, usually only the name, *alternate_name* and environs fields need be changed; this is because OpenPaige will initialize all the other fields to their defaults when the font is applied to a *pg_ref*.

One exception to this is setting a Windows font and you require a special character set and/or special precision information (see “Additional Font Info for Windows” below).

NOTE (Macintosh): the *font_info.name* should be a pascal string terminated with the remaining bytes in *font_info.name* set to zeros; the *font_info.environs* field should be set to zero. For an example see “Responding to font menu (Macintosh)” on page 30-644.

NOTE (Windows): the *font_info.name* can be initially set to either a pascal string or a cstring, with all remaining bytes in *font_info.name* set to zeros. Usually, due to Windows programming conventions, you will set the name to a cstring. In this case, before passing the *font_info* record to *pgSetFontInfo*, you must set *font_info.environs* to *NAME_IS_CSTR*.



CAUTION: WINDOWS NOTE: OpenPaige converts *font_info.name* to a pascal string and clears the *NAME_IS_CSTR* bit when the font is stored in the *pg_ref*. This is done purely for cross-platform portability. This is important to remember, because if you examine the font thereafter with *pgGetFontInfo*, the font name will now be a pascal string (the first byte indicating the string length), not a cstring.

name — This should contain the name of the font. This can either be a pascal string (first byte is the length) or a cstring (terminated with zero). However, the assumption is made by OpenPaige that the string is a pascal string. Hence, you need to set the environs field accordingly if *name* is a *cstring* (see below).

alternate_name — This should contain a font name to use as a second choice if the font defined in *name* does not exist. If OpenPaige can't find the first font, it will try using *alternate_name*. If you do not have an alternative, set *alternate_name* to all zeros.

environments—þAdditional information about the font, which contains the following bit (or not):

```
#define NAME_IS_CSTR 1           /* Font name is a cstring */
```

All the other fields in *font_info* are initialized by OpenPaige when you set a font.

NOTE: You should fill the font name with all zeros before setting the string. This will allow applications to more easily shift between pascal strings and cstrings (because a pascal string will also be terminated with a zero).

NOTE (Macintosh): For your reference, the *family_id* will get initialized to the font ID and *char_type* will get set to the font script code (e.g., Roman, Kanji, etc.).

The remaining fields are not supported for any particular purpose and might be used for future enhancements.

language—þThis will contain the language ID for the font. In Windows NT and 95, this contains the langID and code page.

Additional Font Info for Windows

In certain cases it is necessary to map certain members of the font information to obtain the appropriate character set and drawing precision. The *machine_var* field in *font_info* is used for this purpose, the first four elements defined as follows:

```
machine_var[PG_OUT_PRECISION] should contain output precision.  
machine_var[PG_CLIP_PRECISION] should contain clipping precision.  
machine_var[PG_QUALITY] should contain output quality.  
machine_var[PG_CHARSET] should contain the character set code.
```

Setting LOGFONT precision info

```
/* This code snippet shows the members of LOGFONT you should map
   across to font_info: */

font->machine_var[PG_OUT_PRECISION] = log_font-
>lfOutPrecision;
font->machine_var[PG_CLIP_PRECISION] = log_font-
>lfClipPrecision;
font->machine_var[PG_QUALITY] = log_font->lfQuality;
font->machine_var[PG_CHARSET] = log_font->lfCharSet;
```

par_info

```
struct par_info
{
    short      justification;          /* How text is justified */
    short      direction;             /* Primary text direction */
    short      class_info;            /* Used to define para attributes */
    pg_short_t num_tabs;              /* Number of active tabs */
    tab_stop   tabs[TAB_ARRAY_SIZE]; // Tab stop information long
    style_sheet_id; // Used for style sheet features
    pg_fixed   def_tab_space;         /* Default tab space */
    pg_indent  indents;               /* Line spacing */
    pg_fixed   leading_extra;         /* Extra leading of lines */
    pg_fixed   leading_fixed;         /* Fixed leading (0 = auto) */
    pg_fixed   top_extra;             /* Extra space at top */
    pg_fixed   bot_extra;             /* Extra space at bottom */
    pg_fixed   left_extra;            /* Extra space at left */
```

```

    pg_fixed      right_extra;           /* Extra space at right */
    long          user_id;
    /* Can be used by app to identify custom par styles */
    long          user_data;
    /* Additional space for app if par is custom */
    long          user_data2;           /* More space for app */
    long          partial_just;
    /* Partial justify (future enhancement) */
    long          future[PG_FUTURE];
    /* Reserved for future enhancement */
    par_append_t user_var;            /* Can be used for anything */
    pg_par_hooks procs;              /* Function pointers */
    long          maintenance;         /* (Used internally) */
    long          used_ctr;            /* (used internally) */
}
par_info, PG_FAR *par_info_ptr;

```

Field descriptions

justification — The justification (alignment) for the paragraph. This value can be any of the following:

```

typedef enum
{
    justify_left,                      /* Left justify */
    justify_center,                    /* Center justify */
    justify_right,                    /* Right justify */
    justify_full,                     /* Full justify */
    force_left,                       /* Force left (regardless of writing dir) */
    force_right                        /*Force right(regardless of writing dir)
};

```

force_left and *force_right* are used to force an alignment to one side or the other regardless of the writing direction.

direction —▶ Defines the writing direction (left to right or right to left), and can be one of the following:

```
typedef enum
{
    right_left_direction = -1,           /* Right-to-left */
    system_direction,                  /* Direction defined by OS */
    left_right_direction            /* Left-to-right */
};
```

NOTE: The *direction* parameter defines the writing direction of the paragraph(s) affected by the *par_info* style. In such paragraphs, bidirectional scripts can exist such as English and Hebrew. While each script has its own direction attribute, the writing direction defines the point of origin for all lines in the paragraph. If writing direction is right-to-left, all text is aligned to the right; if writing direction is left to right, all text is aligned to the left. In both cases, however, individual blocks of text can go either direction relative to the text it is aligned to. For more information on bidirectional scripts, see *Inside Macintosh Volume 6* and *Apple's Inside Macintosh Text* manual.

class_info —▶ Contains various bit setting(s) defining special attributes. Currently, the following attribute bits are supported:

```
#define KEEP_PARS_TOGETHER      0x0001
/* Keep pars on same page */

#define NO_SAVEDOC_PAR          0x0200
/* Do not save par_info in pgSaveDoc() */
```

num_tabs, *tabs* — Defines the tab stop(s). The *tabs* field contains an array of *tab_stop* records and *num_tabs* contains the number of valid elements. Tabs are described in “Tab Support” on page 9-1.

style_sheet_id — Contains a unique ID for paragraph style sheets (see “Style Sheets” on page 31-1).

def_tab_space — Defines the default tab spacing (when no preset tab stops exist). You can set this to anything.

NOTE: The initial (default) setting is taken from *pg_globals* (see “Changing Globals” on page 3-21 for more information about *pg_globals*).

indents — These are the paragraph indentations; for information about indents see “Set Indents” on page 9-11 and “Get Indents” on page 9-12.

spacing — Defines the line spacing for the paragraph. This value is a fraction, a “fixed” type in which the whole amount is in the high-order word and the fraction in the low-order word. This value is multiplied times the current line height (ascent + descent) and the result becomes the new height.

For example, to obtain 2 X 1 line spacing, the spacing value should be 0x00020000. For 1.5 X 1 spacing, the value should be 0x00018000 (low-order word is 1/2 of an unsigned short).

NOTE: A spacing value of zero implies “auto” spacing (lines spaced according to their style). You would also get the same effect if spacing = 0x00010000.

leading_extra, *leading_fixed* — Both of these can also control line spacing. The *leading_extra* field is added to the line’s height. The *leading_fixed* field, if nonzero, is forced as the line height. Both should never be set to nonzero at the same time since that would make no sense.

top_extra, *bot_extra*, *left_extra*, *right_extra* — These are all added to the top, bottom, left and right of the paragraph, respectively.

NOTE: These values are all pixel amounts (*point*) and they are added to the paragraph’s boundaries in addition to everything else (in addition to indentations and spacing, etc.). Note: Use these fields to obtain “space before” and “space after” for paragraphs.

user_id, user_data, user_data2 — Your app can use these fields for anything it wants. These come in handy for customizing paragraphs.

partial_just, future — These are reserved for future enhancement. Do not alter these fields.

procs — This is a record of many function pointers that get called by OpenPaige for paragraph formatting. The array of functions literally define the way this format behaves. See “Customizing OpenPaige” on page 27-1.

user_var — This can be used for anything. It is intended mainly, however, for source code users who want to append to the *par_info* record.

maintenance, used_ctr — Both of these are used only by OpenPaige for internal maintenance and must not be altered (actually, you can’t alter them anyway with *pgSetParInfo* — OpenPaige simply ignores anything you put into these two fields)

30.12

Creating a simple custom style

One of the most important features of OpenPaige is the ability to create custom styles. There are several issues to be understood when doing custom styles. They involve customizing how OpenPaige draws and measures the text. This is accomplished by using hooks, described in “Customizing OpenPaige” on page 27-1.

However, here simple custom styles can be created by changing just a few functions. The following example shows how to create a custom style that draws a box around some text. In this case, the only thing changing is how the text is drawn.

First of all, I must set the text to my custom style and install the hooks I will need. Second, I show how to initialize my style and my drawing hook. I even get to use the default OpenPaige functions for simply drawing the characters.

Other custom styles may have to use other custom hooks, including *measure_proc*. But nearly every custom style can be built changing only three:

1. The *measure_proc*. The (replaced) function must not only measure the character widths correctly, it must also fill in the “types” pointer (see “*measure_proc*” on page 27-9).

2. The *text_draw_proc*. The (replaced) function must be able to draw the text on demand (see “*text_draw_proc*” on page 27-17).
3. The *style_init_proc*. The (replaced) function probably needs to determine the style’s ascent, descent and leading if that functionality for the character set in question does not already exist inherently in the OS. (See “*style_init_proc*” on page 27-7).

NOTE: Many improvements could be made to this code, such as drawing a single box around the text when boxes are adjacent, setting the box so the offset on the left and right of the style is not right next to the first and last character, using the *styles[var]* amount for various offsets or widths of the line or both, and implement scaling.

Set some text to a custom style (Cross platform)

```
void SetBoxStyle (pg_ref pg)
{
    style_info                                style={0}// or use
    pgInitStyleMask
    style_info                                mask ={0};
/* it is zero cause I don't necessarily want to set everything, only the
   procs I am interested in AND the styles[box_var] */

    style.styles[box_var] = -1;
    style.class_bits |= NO_SMART_DRAW_BIT;

    info->procs.init = box_init_proc;
    info->procs.draw = box_draw_proc;
    mask.procs.init = (style_init_proc) -1;
    mask.procs.draw = (text_draw_proc) -1;
    mask.class_bits = -1;
    mask.styles[box_var] = -1;

    pgSetStyleInfo(pg, NULL, &style, &mask, best_way);
/* text inserted using pgInsert is now my custom boxed style */
}
```

```
/* This does the actual box and text drawing. */
/* Note: this does not handle multiple custom styles
   to do that we will need to build our own myMasterDrawProc with the
   major changes being 1) a huge if/then for each styles[], 2) possibly
   the order in which these are called AND 3) that the pgDrawProc be
   called only once. */

static PG_PASCAL (void) box_draw_proc (paige_rec_ptr pg,
    style_walk_ptr walker,
    pg_char_ptr data, pg_short_t offset, pg_short_t length,
    draw_points_ptr draw_position, long extra, short draw_mode)
{
    style_info_ptr original_style = walker->cur_style;
    pg_scale_factor scale = pg -> scale_factor;
    /* this is not implemented*/
    Point start_pt;
    Point end_pt;

    pgDrawProc(pg,walker,data,offset,length,draw_position,extra,draw_mode);
    /* OpenPaige's standard draw */

    start_pt.h = pgLongToShort(draw_position->from.h);
    start_pt.v = pgLongToShort(draw_position->from.v);

    end_pt.h = pgLongToShort(draw_position->to.h);
    end_pt.v = pgLongToShort(draw_position->to.v);

    draw_a_box_around_rectangle ( start_pt.h, start_pt.v - original_style-
        >ascent + 1, end_pt.h, end_pt.v+original_style->descent - 1 );
    /* on Mac use FrameRect */
}
```

```
/* This sets up the required info in the style record. */

static PG_PASCAL (void) box_init_proc (paige_rec_ptr pg, style_info_ptr
    style, font_info_ptr font)
{
    register short distance;

    pgStyleInitProc(pg, style, font);           // first call standard proc
    distance = style->styles[box_var];
    style->ascent += distance;
    style->descent += distance;

    // style->right_extra += distance;
    // style->left_extra  += distance;

    style->class_bits |= NO_SMART_DRAW_BIT;
}
```

31

STYLE SHEETS

CHAPTER

A style sheet in OpenPaige is a text format; and/or a paragraph format that is “shared” by various characters in document. Although a style sheet contains the same info as regular formats, affected text essentially “points” to these styles. A change to a single style sheet will change every place in the text that uses that style.

NOTE: The *style_info* record structure is described in “*style_info*” on page 30-21.

31.1

New sheets

```
(short) pgNewStyle (pg_ref pg, style_info_ptr new_style, font_info_ptr  
style_font);
```

Establishes a new style sheet and returns a unique ID code for that style.

FUNCTION RESULT: No text is changed from this function; all that occurs is *new_style* is added internally to *pg*, *style_font* is added (if it does not exist

already) and is assigned to the new style; the style is assigned a unique number which can be referenced in subsequent calls that affect such styles. The reference number for the style will never be zero.

new_style can contain anything a regular text style contains.

31.2

Remove style

```
(void) pgRemoveStyle (pg_ref pg, short style_id);
```

Removes the style sheet referenced as *style_id*. Immediately after this call is made, *style_id* will no longer be valid.

However, the text is not affected. The *style_info* that used to be a style sheet simply changes to a regular style run item; locations in the text that are set to *style_id* will retain their styles but each occurrence is no longer linked with the *style_sheet* reference.

31.3

Style count & “Indexing”

```
(short) pgNumStyles (pg_ref pg);
(short) pgNumParStyles (pg_ref pg);
```

Returns the total number of style sheets in *pg*; *pgNumParStyles()* returns the total number of paragraph style sheets.

```
short pgGetIndStyleSheet (pg_ref pg, short index, style_info_ptr  
    stylesheet);  
short pgGetIndParStyleSheet (pg_ref pg, short index, style_info_ptr  
    stylesheet);
```

Returns the nth style sheet found in *pg*. The style sheet to return is given in index (first style sheet is zero); *pgGetIndStyleSheet()* returns a regular (text) style while *pgGetIndParStyleSheet()* returns a paragraph style sheet.

Using these in conjunction with *pgNumStyles()* / *pgNumParStyles()* can provide “random access” to styles sheets existing in *pg*.

If the requested style sheet is found and *stylesheet* is nonnull, this *style_info* or *par_info* is initialized to the settings of the sheet.

FUNCTION RESULT: If index style sheet exists, its ID is returned. If no such style sheet exists, zero is returned.

31.4

Searching for a Style Sheet

```
short pgFindStyleSheet (pg_ref pg, par_info_ptr compare_style,  
    par_info_ptr mask);
```

This function returns the style sheet ID, if any, whose *style_info* fields match *compare_style* exactly. If no match is found, zero is returned.

The *mask* parameter can be used to do partial or selective comparisons. If mask is nonnull, only the *style_info* fields that are nonzero in this structure are compared.

For example, to locate a style sheet that had a specific value in *style_info.user_id*, clear the *mask* to all zeros except *user_id* set to -1.

```
short pgFindParStyleSheet (pg_ref pg, par_info_ptr compare_style,  
par_info_ptr mask);
```

This function is identical to *pgFindStyleSheet* except it is used for paragraph style sheets.

31.5

Get, set, change a style in a style sheet

```
(pg_boolean) pgGetStyle (pg_ref pg, short style_id, style_info_ptr style);
```

Returns the *style_info* record belonging to style sheet *style_id*. The *style_id* must be valid.

NOTE: If you want to get the associated font, use *pgGetFontInfoRec*.

Returns the *style_info* record belonging to style sheet *style_id*. The *style_id* must be valid.

NOTE: If you want to get the associated font, use *pgGetFontInfoRec*.

If *style_id* is not a valid stylesheet ID, the function returns FALSE and the *style_info* record is not set to anything certain.

```
(void) pgChangeStyle (pg_ref pg, short style_id, style_info_ptr style,  
font_info_ptr style_font, short draw_mode);
```

Changes the style sheet *style_id* to the contents in **style*. All text is affected that is set to this style sheet. Every character in the text that is set to this style —or a subset of this

style —þwill change as follows: if the *style_info* attribute is the same as the original stylesheet, that same attribute changes to the new setting. If the attribute is different (i.e. has been changed by user), that attribute remains unchanged.

For example, suppose you created a style sheet for Helvetica-Bold-Italic and applied that sheet to the whole document. The user underlines a word (making it Helvetica-Bold-Italic-Underline), then you change the style sheet to Times-Italic. The underlined word will change to Times-Italic *but will retain the underline*

If *style_font* is non-NULL, the font is also changed (otherwise the font already assigned to the style is retained).

If *draw_mode* is nonzero, the text is redrawn in the mode specified (see “Draw Modes” on page 2-30 for more about the display modes for *pgDisplay*). In most cases, *draw_mode* should be *best_way*.

```
(void) pgSetStyleSheet (pg_ref pg, select_pair_ptr selection, short  
    style_id, short draw_mode);  
(pg_boolean) pgGetStyleSheet (pg_ref pg, select_pair_ptr selection,  
    short PG_FAR *style_id);
```

The *pgSetStyleSheet* function changes all the text in the specified selection to style sheet reference *style_id*.

NOTE: This differs from *pgChangeStyle* since, in this case, you are changing a selection range to assume the format of a specific style sheet —þyou are not changing the style sheet itself.

The *selection* parameter operates in the same way as all functions that accept a *select_pair* (see “Selection range” on page 8-2 for more information about the *select_pair* record).

If *draw_mode* is nonzero, the text is redrawn in the mode specified (see “Draw Modes” on page 2-30 for more information about display modes for *pgDisplay*). In most cases, *draw_mode* should be *best_way*.

To find out what style sheet, if any, is applied to an area of text, I use *pgGetStyleSheet*.

FUNCTION RESULT: *pgGetStyleSheet* returns the style sheet belonging to the specified selection range. On return, if **style_id* contains zero, no single style sheets affect the selected text, otherwise the stylesheet ID is placed in **style_id*. Additionally, if the function result is TRUE, the style sheet is consistent throughout the selection range.

For more on styles and masks see “Changing Styles” on page 30-7.

NOTE: If the function returns TRUE, yet **style_id* returns as zero, that means there are no style sheets anywhere within the selection. But if the function returns FALSE and **style_id* is zero, there are some style sheets within the selection but they are not consistent.

```
(short) pgNewParStyle (pg_ref pg, par_info_ptr new_style);
(void) pgRemoveParStyle (pg_ref pg, short style_id);
(short) pgNumParStyles (pg_ref pg);
(short) pgGetParStyle (pg_ref pg, short style_id, par_info_ptr style);
(void) pgChangeParStyle (pg_ref pg, short style_id, par_info_ptr style,
short draw_mode);
(void) pgSetParStyleSheet (pg_ref pg, select_pair_ptr selection, short
style_id, short draw_mode);
(pg_boolean) pgGetParStyleSheet (pg_ref pg, select_pair_ptr selection,
short PG_FAR *style_id);
```

All of the above functions are identical to their counterparts, but are used for paragraph format style sheets. OpenPaige maintains a separate list for paragraph formats.

TECH NOTE

Why is the *style_sheet_id* “negative”?

*I was walking through the *style_info* records in the *pg_ref* and noticed that some of them have negative *style_sheet_id* values. How/why does this happen?*

If your *pg_ref* has any stylesheets applied to text, when you change any of that text to additional style attributes, OpenPaige negates the *style_sheet_id*. This is how it keeps track of “offspring” style sheets; upon closer inspection you might notice that the “parent” style sheet ID is the compliment (negation) of this value, i.e. if parent sheet is 17, a

`style_info.style_sheet_id` of -17 was originally the style #17 before changes were made.

TECH NOTE

Can I build style sheets from scratch?

Would it be possible for me to set up the `style_info` records myself and put my own `style_sheet id`, then use `pgAddStyleInfo`, or would this cause problems for OpenPaige?

Actually, I do not think that method will work... and in fact after investigating the source code more carefully there are some problems with my suggestions to implement “*global*” stylesheets.

First, I'll outline what the problems are and then I'll suggest workarounds.

Problem #1 is the fact that OpenPaige maintains style sheet ID's in ways that you might not expect. For example, to keep track of “clone” stylesheets (sheets that get altered slightly but still affected by global changes), OpenPaige negates the stylesheet ID so it knows who the “parent” style is. Do to this, I have a feeling your `pg_ref` would get messed up if you start assigning your own ID's.

Problem #2 has to do with a field in `style_info` called “`used_ctr`”. This field gets incremented for every occurrence of that style in the text stream and gets decrements every time that style is deleted from the text. Once it decrements to zero, OpenPaige will DELETE the `style_info` record. For “stylesheet” info records, however, it starts the `used_ctr` at 1 so it doesn't get deleted, except at the moment of calling the delete-stylesheet function, in which case the `used_ctr` is decremented so it deletes once no text is using it.

The reason #2 is a problem is that OpenPaige forces this field to zero when you add new `style_info` records, even if you only use the lower-level `pgAddStyleInfo`.

Workarounds:

I think you will be better off by literally adding stylesheets the “normal” way (e.g. `pgNewStyle`, `pgChangeStyle`, etc.), also don't try to force your own “ID” into the target `pg_ref`.

When I say don't “force your own ID” I mean just let OpenPaige assign ID's to the stylesheets. That doesn't mean you can't have your own ID's (such as your resource ID's) and it also does not mean you even need to do anything with the stylesheet

ID's that OpenPaige returns. But, I wouldn't mess with *stylesheet_id* in the *style_info* records.

In light of this, I would slightly modify my suggestions in the last message as follows:

- To find out if a stylesheet already exists in a *pg_ref*, use *pgFindStyleSheet* to do an actual comparison against your style(s).
- To change a stylesheet "globally" (for example, opening a doc and applying a changed global stylesheet to the opened doc), also use *pgFindStyleSheet* to see if it exists, then change it by referring to it with the "local" ID OpenPaige returns from that function.
- To make it really solid, I would use one of the "*refcon*" fields in the *style_info* record to store my own "ID" numbers to identify exact stylesheets. Specifically, the fields you can choose from in *style_info* for this purpose are *user_id*, *user_data* and *user_data2*. Remember that OpenPaige plays no significance on any of these fields, but they can mean something to your app -- original resource ID's for example. Note that *pgFindStyleSheet* allows a "mask" to compare only certain fields. An interesting approach would be to slap in your own "ID" in one of the *user_xx* fields then simply compare that one field for locating stylesheets in question.

As for not using an "invisible" *pg_ref*, that's no problem if you do something along the line of my above suggestions.



Building paragraph styles from scratch

When creating a Paragraph Style Sheet, does the par_info record need to be filled out completely?

Yes.

If so.... how does one fill in the fields in the *par_info* record such as *style_sheet_id*, *procs*, *maintenance* and *used_ctr*?

This is actually ultra simple and takes only one line of code. You simply begin with a "default *par_info*" record that you get

from OpenPaige globals. If your potential style sheet is called “*MyParStyleSheet*”, you do the following to initialize:

```
par_info MyParStyleSheet;
MyParStyleSheet = paige_globals.def_par;
```

The “*paige_globals*” is of course your *pg_globals* struct given originally to *pgInit*. The above statement copies the default paragraph style, including all the default hooks, etc., into your paragraph style. Furthermore this method guarantees compatibility with any future versions (even if we add stuff to *par_info* such as new hooks, your style will get initialized correctly).

Does the paragraph style sheet mechanism ignore [some] fields?

I think it might ignore “*style_sheet_id*” in this case and I know it always ignores *used_ctr* and *maintenance*. But that shouldn’t matter if you do the above.

31.6

“Named” Styles

“Named” styles differ from OpenPaige’s ordinary stylesheets by combining both *style_info* and *par_info* stylesheets into one, composite format that can be applied to the document. The composite stylesheet can be given a name, and can be applied by calling the appropriate OpenPaige function using the name only.

Functions

```
long pgNewNamedStyle (pg_ref pg, pg_char_ptr stylename,  
                      const style_info_ptr style, const font_info_ptr font,  
                      par_info_ptr par);
```

Creates a new, named stylesheet and keeps the resulting style in *pg*.

The *stylename* parameter is the name of the style; this is a cstring and can be from 1 to 64 bytes long (including the terminating null character). *If the same, exact named style already exists it is replaced by this style.*

The *style*, *font*, and *par* parameters define the text style, font and paragraph formats, respectively. However, either of these parameters can be NULL, in which case only the non-NULL attributes are applied.

For example, a NULL par parameter indicates that only text formatting (not paragraph formatting) will be change when this stylesheet is applied to text. If style is NULL, only font and/or par would be applied; if font is NULL, the style (if non-NULL) is applied using the current font of the targeted text.

Creating a new named stylesheet does not affect the document until you apply it to one or more characters using the functions listed below.

A value is returned from this function, which will be an “index” number, identifying this style, that you can use with some of the functions listed here that require an index value. This index number is optional — you can ignore it and still apply the stylesheet to the text by using its name.

```
long pgAddNamedStyle (pg_ref pg, pg_c_string_ptr stylename,  
                      const short style_id, const short par_id);
```

This function does the same thing as *pgNewNamedStyle* except existing stylesheet ID number(s) are provided instead of *style_info* and *par_info* records.

If the named style already exists, *style_id* and *par_id* replace the style and paragraph styles.

A value is returned from this function, which will be an “index” number, identifying this style, that you can use with some of the functions listed here that require an index value. This index number is optional — you can ignore it and still apply the stylesheet to the text by using its name.

```
void pgApplyNamedStyle (pg_ref pg, select_pair_ptr selection,  
    pg_char_ptr stylename, short draw_mode);
```

The stylesheet identified by *stylename* is applied to the text within the specified *selection*. If *selection* is NULL, the current *selection* is used. Text is redrawn using the *draw_mode* parameter (or not redrawn if *draw_mode == draw_none*).

If *stylename* does not exist, this function does nothing.

Since *stylename* represents a composite style (text and paragraph), each of them get applied differently. If a text style (*style_info*) is part of the style, only the characters within the selection are changed; if a paragraph format (*par_info*) is part of the style, the whole paragraph(s) within the selection are changed.

Hence, if you want to apply the *style_info* to entire paragraph(s) you must provide a selection range that covers the paragraph(s), otherwise you may not get the expected results.

```
void pgApplyNamedStyleIndex (pg_ref pg, select_pair_ptr selection,  
    long index, short draw_mode);
```

This is identical to *pgApplyNamedStyle()* except the stylesheet is identified by its index number (the value returned from *pgNewNamedStyle*).

```
pg_boolean pgGetAppliedNamedStyle (pg_ref pg, select_pair_ptr  
    selection, pg_char_ptr stylename);
```

Returns the named style, if any, that is currently applied to the specified selection.

If there is indeed a named *style* applied, the name is returned in *stylename*.

NOTE: The selection range can have other style(s) applied, in which case *pgGetAppliedNamedStyle()* might still return TRUE if the text also contains the stylesheet.

```
long pgNumNamedStyles (pg_ref pg);
```

Returns the number of named *stylesheets* in *pg*. The number of named *stylesheets* is simply the number you have created; it does not necessarily mean any of them are applied to any text in the document.

```
pg_boolean pgGetNamedStyle (pg_ref pg, long named_style_index,  
                           named_stylesheet_ptr named_style);
```

Returns the named style record for *named_style_index*. The “*index*” is any value between 1 and *pgNumNamedStyles()*.

If the *stylesheet* exists, the *named_style* record is initialized and the function returns TRUE. If *named_style* is NULL, the function merely returns TRUE if *named_style_index* is valid. The *name_style* structure is defined as follows:

```
struct named_stylesheet  
{  
    pg_char             name[FONT_SIZE];  
    short               stylesheet_id;  
    short               par_stylesheet_id;  
};
```

The *stylesheet_id* and *par_stylesheet_id* are the style and paragraph stylesheets, respectively. If either are zero they are not a part of this composite style.

```
long pgGetNamedStyleIndex (pg_ref pg, pg_char_ptr stylename);
```

Returns the *index* value for stylesheet *stylename*. If one exists, a number between 1 and *pgNumNamedStyles()* will be returned, otherwise this function returns zero.

```
void pgDeleteNamedStyle (pg_ref pg, long named_style_index);
```

Deletes the named style indicated by *named_style_index*. The “*index*” value can be anything between 1 and *pgNumNamedStyles()*.

NOTE: The text is not affected by this function, even if a style is deleted that has been applied to one or more characters. (The characters will still retain that style until some other action changes their format).

```
void pgRenameStyle (pg_ref pg, long named_style_index,  
                    pg_char_ptr style_name);
```

Renames the *style* indicated by *named_style_index*; the new name is *style_name*. The “*index*” value can be anything between 1 and *pgNumNamedStyles()*.

32

CHAPTER

STYLE WALKERS

32.1

Walker record structure

The following record structure is passed to certain low-level hooks (and can also be used for complex style and format manipulations):

```
typedef struct
{
    long current_offset; /* Current style offset position */
    style_info_ptr cur_style; /* Current text style */
    par_info_ptr cur_par_style; /* Current paragraph style */
    font_info_ptr cur_font; /* Current font record */
    style_run_ptr next_style_run; /* Next style run record */
    style_run_ptr next_par_run; /* Next paragraph run record */
    style_run_ptr prev_style_run; /* Previous style run */
    style_run_ptr prev_par_run; /* Previous paragraph style run */
    style_info_ptr style_base; /* used internally */
    par_info_ptr par_base; /* used internally */
    font_info_ptr font_base; /* used internally */
```

```

pg_short_t           last_font;          /* used internally */
long                t_length;          /* Text size from original pg_ref */
style_info          superimpose;        /* Composite superimpose style */
}
style_walk, PG_FAR *style_walk_ptr;

```

OpenPaige uses this structure to “walk” through a run of style (including paragraph styles). In other words, given a starting position in text, OpenPaige will initialize a *style_walk* to reflect that’s positions style, font and paragraph format; then by calling special “style walker” functions, the style information can increment or decrement so the current formatting is always known. The purpose of the *style_walk* method is to avoid the necessity to constantly look up the style, font or paragraph info while walking through a series of text bytes.

From top to bottom, each field can be described as follows:

current_offset — Indicates the current, absolute offset (from beginning of text) in the *pg_ref*.

cur_style — A pointer to the current *style_info* record.

cur_par_style — A pointer to the current *par_info* record.

cur_font — A pointer to the current *font_info* record.

next_style_run — A pointer to the NEXT *style_run* record for styles. To determine the number of bytes from current position to next style, the formula is:

```
style_walk.next_style_run->offset - style_walk.current_offset;
```

next_par_run — A pointer to the NEXT *style_run* record for paragraph styles. To determine the number of bytes from current position to next paragraph style, the formula is:

```
style_walk.next_par_run->offset - style_walk.current_offset;
```

prev_style_run — A pointer to the previous (or “current”) *style_run* record for styles. To determine the total number of bytes for this style (number of bytes this style applies to), the formula is:

```
style_walk.next_style_run->offset - style_walk.prev_style_run->offset;
```

prev_par_run — A pointer to the previous (or “current”) *style_run* record for paragraph styles. To determine the total number of bytes for this paragraph style (number of bytes this paragraph style applies to), the formula is:

```
style_walk.next_par_run->offset - style_walk.prev_par_run->offset;
```

style_base — A pointer to the first *style_info* record (element 0 of *style_info* array). This is used to quickly index the *style_info* records.

par_base — pointer to the first *par_info* record (element 0 of *par_info* array). This is used to quickly index the *par_info* records.

font_base — A pointer to the first *font_info* record (element 0 of *font_info* array). This is used to quickly index the *font_info* records.

last_font — Contains the font index number for the pointer at *cur_font*. The purpose of this is to avoid re-initializing *cur_font* for every style change if the font remains the same.

t_length — The TOTAL length of text for the *pg_ref* associated to this *style_walk*.

superimpose — Used for a temporary workspace when building a subset of *style_info* based on *super_impose_var*, *all_caps_var*, *small_caps_var* or *all_lower_var*.

Note on style_run records

The last element in a *style_run* array is a “dummy” entry whose offset field will be greater than the total text size of the *pg_ref*. For example, if the total text size of a *pg_ref* is 100 bytes, the final element in the array of *style_run* records will contain a value in *style_run.offset* of > 100.

Hence, if you are examining a walker to determine the amount of text that applies to a style, be sure to take this into account.

For example, if *walker.next_style_run->offset* is GREATER than *walker.t_length*, use *walker.t_length* in your calculations. The same is true for *walker.next_par_run*.

Walker Functions

OpenPaige provides the following functions to support a *style_walk* record:

Prepare style walk

```
(void) pgPrepareStyleWalk (paige_rec_ptr pg, long offset, style_walk_ptr
                           walker, pg_boolean include_pars);
```

To initialize a *style_walk* record, call *pgPrepareStyleWalk*. The offset parameter should contain the starting text offset (relative to the start of all text). When this function returns, the *style_walk* pointed to by *walker* will be initialized to the styles of offset.

Once you are through using the *style_walk*, make one more call to *pgPrepareStyleWalk* but pass NULL for *walker*; this tells the OpenPaige code you are through using the fields. Every *pgPrepareStyleWalk* must eventually be balanced with a second call with NULL.

The purpose if the *include_pars* parameter is to enhance the speed when walking through style runs but the caller does not care about paragraph format runs: if *include_pars* is FALSE then *pgPrepareStyleWalk* will only initialize the walker for style runs (not paragraph formats) —in which case all paragraph format-related fields in the *walker* will be null pointers. If *include_pars* is TRUE then all paragraph format runs will be included. Generally, if the intention is to examine only *style_info* runs, *include_pars* should be FALSE.

Using pgPrepareStyleWalk

```
style_walk    walker;

pgPrepareStyleWalk(pg, 0, &walker);

/* use style_walk code goes here */

pgPrepareStyleWalk(pg, 0, NULL);

/* Tells OpenPaige I am through */
```

Walk style

```
pg_boolean  pgWalkStyle (style_walk_ptr walker, long amount);
```

This function advances the styles in *walker* by amount bytes. The *amount* parameter can be negative, in which case the *styles* are “decremented”.

All this does is reset the fields in *walker* to reflect the styles that apply to the current text position (in *walker*) + amount. If the same style, font and paragraph format applies to all text, you would keep getting the same answers regardless of the value in *amount*. The function result from *pgSetWalkStyle* returns “TRUE” if the style has changed from the previous setting. For example, if the style applied to the current text position (before

`pgSetWalkStyle`) is Plain, and calling `pgSetWalkStyle` now sits on text that is “Bold”, the function would return TRUE.

Walk next/previous style

```
(pg_boolean) pgWalkNextStyle (style_walk_ptr walker);
(pg_boolean) pgWalkPreviousStyle (style_walk_ptr walker);
```

This function advances *walker* forward to the next or previous text style and, if appropriate, to the next paragraph style. The amount from the current position to the next text style is passed to `pgWalkStyle` for “*amount*.” It is your responsibility to determine that there really is another style before making this call. (Another style exists if `walker.next_style_run->offset` is less than `walker.t_length`). The function result from `pgSetWalkStyle` returns “TRUE” if the style has changed from the previous setting. For example, if the style applied to the current text position (before `pgSetWalkStyle`) is Plain, and calling `pgSetWalkStyle` now sits on text that is “Bold”, the function would return TRUE.

Set walk style

```
(pg_boolean) pgSetWalkStyle (style_walk_ptr walker,
    long position);
```

This function sets all fields in *walker* to reflect the styles that apply to position. The *position* parameter is absolute, i.e. it is the amount in bytes from the beginning of all text. The result of this function is identical to `pgPrepareStyleWalk` except *walker* must already be initialized. The function result from `pgSetWalkStyle` returns “TRUE” if the style has changed from the previous setting. For example, if the style applied to the current text position (before `pgSetWalkStyle`) is Plain, and calling `pgSetWalkStyle` now sits on text that is “Bold”, the function would return TRUE.

33

CHAPTER

WINDOWS CHARACTER WIDTHS

OpenPaige contains a low-level function you can use to force specific character widths for any given text format.

For example, a cross-platform, OpenPaige-based application might need to render exact, identical placement of characters drawn in the same font between Macintosh and Windows. As most developers realize, the subtle differences between fonts, even between fonts that are supposedly the same family and type will not always render the same text widths between platforms, or between changing resolution or printers.

The following function has been created to help with a solution:

```
void SetFontCharWidths (pg_ref pg, style_info_ptr style,  
                      int PG_FAR *charwidths);
```

This function causes the rendering of all text drawing in *style* to match predetermined character widths defined in *charwidths*.

The *charwidths* table must be a pointer to 256 int values, each element must correspond to that same ordinal value of the style's character set. For example, *charwidths[0]*

represents the width of a null (0) character; *charwidths*[`' '`] represents the width of a space character, *charwidths*[`'A'`] represents the width for an “A” character, etc.

NOTE: The character table applies only the precise, composite text format represented by the *style* parameter. This includes the associated *font_info* record (which is defined by the value in *style->font_index*).

After this function is called, any text that is drawn in the precise format represented by *style* will be rendered using the widths in *charwidths*.

NOTES:

1. The function prototype for *SetFontCharWidths()* is defined in *pgtraps.h*.
2. *SetFontCharWidths()* makes a copy of the character widths, hence you do not need to keep its array of int values around.
3. The *pg* parameter is required to have access to OpenPaige globals as well as access to a font table (unique to the *pg_ref*). However, the character table you set becomes universal and global for all *pg_ref(s)* that use exactly the same style.

34

CHAPTER

FILE HANDLERS



CAUTION: Nearly every file input/output issue can be addressed by referring to “File Standards, Input & Output” on page 22-1. Rarely will a developer need this chapter on File Handlers.

In fact, if you are looking to this chapter to help solve an input/output issue, you should probably contact DataPak Tech Support via email to see if it is absolutely necessary. In nearly every case, the “File Standards, Input & Output” on page 22-1 will be enough to handle file saving and retrieving.

34.1

File Sub-system

The basic ingredients necessary to achieve the feature set listed above are:

1. Documents are saved exclusively as a series of components, where each component contains a standard “header” identifying the data type and length followed by the data, and

2. OpenPaige structures are saved and read as a series of component values, never as a single structure. Hence, upward compatibility and even backward compatibility becomes possible since every version reads only the field(s) it understands.
3. Numbers (or relative addresses) are stored as hexadecimal characters.
4. For specialized cases that require the application to bypass normal sequential I/O within a data component, an alternate read and write function can be privately assigned to that data component.

Data Components

An OpenPaige document is saved to a file as a series of data components, each component being independent of the other. It does not matter what order they are saved (or what order they are read when the file is open) and it does not matter if strange or unrecognized components are imbedded anywhere in the file stream.

Every component consists of:

- þA header defining the data type and its length
- þThe data, which immediately follows the header

When a file is “opened” and each component is scanned, if OpenPaige recognizes the data type (in the component header) it processes the information; if it does not recognize the data type it can simply skip over it. Thus, compatibility between versions, platforms and applications become possible since no single unknown component can throw OpenPaige for a spin or crash the application.

NOTE: Technical Note: The term “file” is being used here only to describe sequentially stored data. This does not always imply a physical disk file. An OpenPaige “file” can just as well be a block of memory such as the system scrap or “clipboard” or it could be a sequence of bytes sent over a modem, or any other type of medium that might support data transfer.

How File Data is Recognized

The term “handler” is used here to describe a function which handles reading or writing a specific data component. Within OpenPaige, there are specific functions to handle each piece of data from an OpenPaige object; a set of pointers to these functions are maintained using the following record:

```
typedef struct
{
    pg_file_key    key;                      // Parameter file key
    pg_short_t     flags;                    // used for internal purposes
    pg_handler_proc read_handler;           // Called to handle "read" data
    pg_handler_proc write_handler;          // Called to handle "write" data
    file_io_proc   read_data_proc;           // To read data
    file_io_proc   write_data_proc;          // To write data
}
pg_handler, PG_FAR *pg_handler_ptr;
```

OpenPaige maintains an array of *pg_handler*, essentially one element for each data component that can be saved to a file. The key field in the *pg_handler* record contains a unique code that is included in the data component for which the handler is responsible.

write_handler and *read_handler* — contain pointers to functions that will process the data component that is transferred to or from the file, respectively.

Both handler functions are declared as follows:

```
PG_PASCAL (pg_boolean) pg_handler_proc (paige_rec_ptr pg,  
    pg_file_key key, memory_ref key_data, long PG_FAR *element_info,  
    void* aux_data, long *unpacked_size);
```

When a *pg_handler_proc* is called, *pg* contains the record structure of the OpenPaige object being written or (read into). The *key* parameter will contain the “key” code that will be written to the data component header (if writing) or the key code that has been found in the header (if reading). The *key* will be identical to the value found in the *pg_handler* associated with this function.

key_data — is a *memory_ref* (memory allocation) that must be filled in with data to write (when writing) or contains the data that has been read (when reading).

element_info — parameter is an optional value that can be included in the header when writing and will be read and provided to this function when reading; *aux_data* is used by OpenPaige internally to provide information for some of the standard handlers (*aux_data* is ignored for all “custom” handlers added to the *pg_handler* list by the app) —please see the Table on page 730, “Standard Handlers”, which describes what each of these parameters will hold for standard handlers.

unpacked_size — parameter is a pointer to a long which the handler function must set to the actual (physical) size of the data being read or written, in bytes. This may differ from the byte size in *key_data*.

For example, suppose a special read handler is used for compressed text (ASCII text compressed in some way). The size of *key_data* might be much smaller than the uncompressed text size that is inserted into the *pg_ref*. In this case, **actual_size* should be set to the uncompressed size since it is the “real” size of the data.

For writing, **actual_size* should be set to the original size of the data that will be written to the file. In a similar example of compressed text, **actual_size* in the case of a write handler should be the uncompressed size of text (text size before it is compressed into *key_data*).

FUNCTION RESULT: Both functions must return TRUE if it is through handling this key.

NOTE: A TRUE is the “normal” and usual response; the purpose of a possible TRUE or FALSE result is for special read/write cases where the same key is handled more than once. A FALSE result essentially tells OpenPaige to call the handler function again (see “Repetitive Handler Loops” below).



CAUTION: For simple read or write handlers, be sure to return TRUE or an endless loop can result! See “Repetitive Handler Loops” on page 34-698.

Read and Write Data Functions

The *read_data_proc* and *write_data_proc* contain the function that will physically read the data to be processed by the handler function or to write the data processed by the handler function, respectively. For “normal” OpenPaige data components, these will get set to the standard I/O function, but either can be changed by the application for custom data transferring that is local and private to the respective component.

Writing

When writing to a file, each individual “handler” function is called to write its own data component. This is fairly straightforward because OpenPaige simply walks through the list of available *pg_handler* records and calls each *write_handler* function, one at a time.

Reading

When reading a file, if the component is recognized (i.e., if OpenPaige can find a *pg_handler* that contains the same key as found in the component header), the handler is called to process the data.

For example, when a file was saved, the write handlers typically saved blocks of text, style records, paragraph formats, font records, etc., all as individual components, each with its own code (from the “key” field in its *pg_handler* record) to identify the data type. When this file is “opened,” the components are read one by one; if the data type is recognized, which is to say if a *pg_handler* record can be found that contains its code,

its “*read handler*” function is called to process the data; if the type is not recognized, i.e. if no handler can be found to match, it is skipped.

At once this guarantees future compatibility since no single data element involves hard-codes recognition; it also allows applications to save their own data structures by installing their own *pg_handlers*. If some other application or platform read the file, the unrecognized data components are simply skipped with no adverse effect!

Repetitive Handler Loops

In certain situations it may be required for OpenPaige to call the same read or write handler more than once.

An example of this would be saving a huge data structure by breaking it into smaller components, writing each component as a separate “key.”

One way to accomplish this is to return FALSE from a write handler which results in the same handler function to get called again; OpenPaige will keep calling the handlers until TRUE is returned.

Additionally, the value set (by you) in **element_info* will remain unchanged between repetitive read-handler calls, so you can use that feature to know what to do (or where you are in the data, etc.) for each repetitive loop. The first time the handler function gets called, OpenPaige will set **element_info* to zero.

Repetitive Write Handlers

Writing more than one data component using the same write handler is accomplished in the same way as repeating read handlers (by returning FALSE and using **element_info*).

However, when using a write handler in this fashion it may be important to observe the following:

- The value your write handler places in **element_info* will be what gets written to the data component’s header. Later when your read handler is called, the same value in **element_info* will be given to you that was associated with the same data component.

- Remember that your data component is written after you return from the write handler (whereas data has already been read when a read handler is called). While this may seem obvious, it could prove to be an important point (see next item below).
- When you return from your write handler, OpenPaige will not write any additional data if the data component you just processed has a byte size of zero. This is an important “feature” since you can terminate the repetitive loop if there is no more data to write by setting *key_data* to zero size and returning TRUE.

For example, you could set up the first data component in a series of (potentially) many and return FALSE (indicating you want to get called again). On the subsequent call, however, you discover there are no more data components to be written, therefore you can simply call *SetMemorySize(key_data, 0)* and return TRUE indicating you are through.

34.3

Installing Handlers

NOTE: If you will simply be saving OpenPaige documents in the standard manner without any additional data, you may skip this section completely.

The most basic method of saving an OpenPaige document is to use only the standard, “built-in” handlers. If that is all your application needs to do (if you simply want to save OpenPaige objects with no special data types or custom handlers), you do not need to install any handlers as the defaults will be initialized automatically.

If you need to save or read additional data types, you can install your own handler(s) by calling the following function:

```
(void) pgSetHandler (pg_globals_ptr globals, pg_file_key key,
    pg_handler_proc read_handler, pg_handler_proc write_handler,
    file_io_proc read_data_proc, file_io_proc write_data_proc);
```

globals — must point to the same structure given to *pgInit*.

key — is the handler ID number you wish to install; this can be one of the predefined handler keys or it can be a custom ID specific to your application.

read_handler and *write_handler* — should contain a pointer to a valid *pg_handler_proc* function, or NULL. These are the functions that will get called to handle data components that have been read or components that are to be written, respectively. If either parameter is NULL than the existing function for that *key*, if any, is left unchanged (or, if no handler yet exists for that *key* the standard (default) function is assumed). For example, to change only the read handler for a specific key, you would pass a pointer in *read_handler* and NULL for *write_handler*.

read_data_proc and *write_data_proc* — should be either a NULL pointer, or point to a valid *file_io_proc* (see “The *file_io_proc*” on page 34-705). If non-NUL, the respective function will get called to physically read or write the data to the file for that key; if NULL the existing I/O function for that key remains unchanged (or, if no handler yet exists for that key the standard (default) function is assumed).

NOTE: Setting a handler that already exists simply replaces the function pointers in that handler per the parameters given above; if the handler does not exist it is added.

If you want to get a copy of an existing handler, call the following:

```
(pg_error) pgGetHandler (pg_globals_ptr globals, pg_handler_ptr  
handler);
```

globals — must be a pointer to the same structure given to *pgInit*.

handler — parameter must point to a *pg_handler* record (cannot be null); however, you only need to set the *key* field for the handler you wish to get a copy of. When the function returns, a copy of the *read_handler* and *write_handler* will be put into the handler record provided.

If the handler is not found (if no existing handler matches with the value you put in the *pg_handler*'s *key* field), *NO_HANDLER_ERR* is returned.

Standard Handler Codes

The following is a list of the standard handler “key” codes; if you want to read and write special data using your own unique code, you should always define it at least greater or equal to the #define *CUSTOM_HANDLER_KEY*.

CONTROL_MOD_BIT is used mainly with “arrow” keys. This causes the selection to advance to the next word (right arrow) or to the previous word (left arrow).

```
/* Macintosh-specific keys: */

typedef enum
{
    mac_pict_key = PLATFORM_SPECIFIC_KEY, /* Mac Pictures */
    mac_control_key,                      /* Mac Control */
    mac_sound,                            /* Sound record */
    mac_quicktime,                       /* QuickTime pic */
    mac_print_key,                        /* Mac print record */
    mac_rgb_key,                          /* RGBColor */
    mac_code_rsrc,                        /* Mac code resource */
    mac_quickdraw,                        /* Quickdraw object */
    mac_custom_object,                   /* Custom object */
    mac_dsi_extend1,                     /* DataPak extension rsrc 1 */
    mac_dsi_extend2                      /* DataPak extension rsrc 2 */
};
#define CUSTOM_HANDLER_KEY(PLATFORM_SPECIFIC_KEY +
1024)
/* App can use this for keys */
```

“Key” codes can be any 16-bit value but must be positive numbers.

NOTE: Contact DataPak Software via electronic mail or fax regarding registering keys which you wish to make public with DataPak. DataPak will assist you in assigning numbers which will prevent duplication between applications. Those wanting to read custom data MUST use the author signature settings.

When used against keys, the author will let you know when you have your own document and not some other app's. See “Application Signature” on page 34-726 (this chapter).

Removing Handlers

To completely remove a handler, call the following:

```
(pg_error) pgRemoveHandler(pg_globals_ptr globals, pg_file_key key);
```

This function removes the handler indicated in key. If no such handler exists, the function returns *NO_HANDLER_ERR*.

Setting / Resetting Standard Handlers

If you want to restore the list of *pg_handlers* to the defaults, call the following:

```
(void) pgInitStandardHandlers (pg_globals_ptr globals);
```

globals — is a pointer to the same structure given to *pgInit*.

This function reinitializes the list of *pg_handlers* to the defaults, and it will remove all custom handlers that have been installed.

The usual reason for calling *pgInitStandardHandlers* is to remove all custom handlers you have installed and/or to restore any you might have deleted.

You do not need to call *pgInitStandardHandlers* if you have not installed, changed or deleted any handlers, nor do you need to call *pgInitStandardHandlers* if you want to leave the handlers as-is throughout the application session.

Reading certain data only

This feature is for using OpenPaige to open only a few files keys in a document. For example one might want to open format and shapes of a document, but not the text, or perhaps display the text using a different format. This is used to implement stationary or templates.

OpenPaige handles such partial reads as follows:

Reading only certain data elements —but not all—is possible by passing a list of file keys to *pgReadDoc* that specify which elements to include for reading; OpenPaige will skip over all other keys that are not in this list.

However, reading only certain data components from an OpenPaige file might require some knowledge of dependencies among these components.



CAUTION: For example, if you read the OpenPaige text (by virtue of including *text_key* in the list of file keys to be read), you must ALSO include *text_block_key* or the file can crash; yet if you read no text at all then you must NOT include *text_block_key*.

On the other hand, if you elect to read only *style_info* records but no text, then you must NOT read the style run information (because the “run” info will contain offsets into text that will not exist).

The following guidelines should therefore be observed:

- You must always include *paige_key* regardless of how many (or how few) other keys are used. The *paige_key* must also be the first element in the key list given to *pgReadDoc*.
- To read “text only” without any styles, include ONLY the following keys, in this order:
 - paige_key*
 - text_block_key*
 - text_key*
- You can also read “text only” without styles and include certain other data items such as “shapes” by including:
 - paige_key*
 - text_block_key*
 - text_key*

- `vis_shape_key`
 - `page_shape_key`
 - `exclude_shape_key`
- To read everything EXCEPT text, include all the keys you want to read EXCEPT for the following:
 - `text_block_key`
 - `text_key`
 - `line_key`
 - `style_run_key`
 - `par_run_key`
 - `selections_key`
- If you read `style_info` records (by including `style_info_key` in the read), you must ALSO include `font_info_key` or else using the styles will crash.

Using pgReadDoc for only the style info from an OpenPaige file saved with pgSaveDoc

The following is an example of reading only the *styles* from an OpenPaige file and omitting the text:

```
pg_refnewPG;
pg_file_key    keys[3];

keys[0] = paige_key;           // Always include this one
keys[1] = style_info_key;
keys[2] = font_info_key;      /* Must include this if style_key
                               wanted */

newPG = pgNewShell(&paige_globals);
pgReadDoc(newPG, &filePosition, keys, 3, NULL, filemap);
```



CAUTION: IN ABOVE EXAMPLE: The usual reason for reading `style_info` records is to obtain a list of styles to apply to some other `pg_ref`. If you start “using” the `pg_ref` above, i.e. if text is inserted and formatted, many of its `style_info` records will be removed! This is because OpenPaige will delete

style_info records that are not applied to any text (which will not occur until you attempt to apply new styles or change the text). The exception to this is the existence of stylesheet records: those will not be deleted.

34.5

The file_io_proc

If you want to provide your own function for reading or writing, the function pointer given to *pgSaveDoc* or *pgReadDoc* must be declared as follows:

```
PG_PASCAL (pg_error) file_io_proc (void* PG_FAR data, short verb,  
long PG_FAR *position, long *data_size, file_ref filemap);
```

This will get called whenever *pgSaveDoc* wants to write something, or when *pgReadDoc* wants to read something.

The *data* parameter points to the data to be written (if this is a write function), or a pointer to the data to be read (if this is a read function); for read functions, **data* will contain enough space to read the data requested.

CAUTION: The “*data*” parameter is not always a pointer, sometimes it is a *memory_ref* indicated by the *verb* parameters — see below.



The verb will indicate what I/O function to perform and will be one of the following:

```
typedef enum
{
    io_data_direct,           /* Read or write data directly*/
    io_data_indirect,         /* Read or write data in/from
                                memory_ref */
    io_get_eof                /* Return file size */
};
```

If verb is *io_data_direct*, data is a pointer to the contents to be read to or written from.

If verb is *io_data_indirect*, the data parameter is a *memory_ref* (not a pointer to the data). Read functions must set the appropriate memory size of data and set its contents to the bytes read from the file; for write functions, the byte to be written are contained in data.

If verb is *io_get_eof*, this function should set **data* to the byte offset for end-of-file. (OpenPaige will call this function with *verb == io_get_eof* to know how large the input file is; hence, if you require any kind of logical end of file, such as reading only a part of a file, you can set that value at this time).

position — is a pointer to the file offset to read or write. The file offset is always relative to the start of the file.

data_size — will point to a long word containing the number of bytes to transfer.

filemap — contains the machine-specific reference to use for file I/O. (*The standard Macintosh file_io_proc assumes filemap contains a file reference*).

For reading or writing (as opposed to getting end of file for *verb = io_get_eof*), this function must do the following: (1) Transfer the data, (2) Update the **position* by adding to it the number of bytes transferred, (3) Set **data_size* to the actual bytes transferred (which will usually be the same as requested, barring file errors), and (4) return any errors, or 0 for no errors.

The function result must be 0 for no errors (successful) or some kind of error code (unsuccessful). The error code should be an OpenPaige-defined error — see “Error Codes” on page 39-765.

Will the file fit?

I want to be able to check the disk to see if my file will fit before I call `pgSaveDoc`. How do I check to see if my data will fit on the disk?

You can check for the actual size that will be created before a save simply by using a custom `write_io_proc`. The proc will simply increment the offset for each of the kinds of data you want to save. It will count the times it is called and be multiplied by the size of the data being saved. You don't actually write during the proc, just advance the counter. It will then pass back the eventual position and will be very fast.

34.6

Reading & Writing “Soft” Files (and transferring to the “scrap”)

It may be desirable to transfer a file to something other than a disk file, such as to and from a block of memory, some communication line, etc.

To do so, you simply replace the `file_io_proc` with one of your own, or if you simply read and write to “memory” you can pass a built-in function for this purpose, `pgScrapMemoryRead` (for reading) and `pgScrapMemoryWrite` (for writing).

The following is an example of “writing” a document to the Macintosh “scrap” by simply replacing the `file_io_proc` with a custom version to fill in a Handle and calling `pgSaveDoc`:

```
// This function "writes" OpenPaige object pg to the scrap.

#include "defprocs.h"/* must include this for prototype of
pgScrapMemoryWrite */

void PutToScrap (pg_ref pg)
{
    file_ref      data_ref;
    Ptr          scrap_data;
    long         file_position;

    /* Our "filemap" will simply be a memory_ref that will get
filled with the data that is "written" */

    filemap = MemoryAlloc(&paige_rsrv.mem_globals, sizeof(pg_char),
0, 0);
    file_position = 0;
    pgSaveDoc(pg, &file_position, NULL, 0, memory_write_proc, filemap,
0);

    scrap_data = UseMemory(filemap);
    PutScrap(file_position, PG_SCRAP_TYPE, scrap_data);
    UnuseMemory(filemap);
    DisposeMemory(filemap);
}
```

KEY NOTES:

1. For a thorough understanding of the memory functions in the above example, see “The Allocation Mgr” on page 25-441.
2. Both *pgScrapMemoryRead* and *pgScrapMemoryWrite* are defined in “*defprocs.h*”. For both functions, the “filemap” is simply a *memory_ref*

created by your application; `pgScrapMemoryRead` will “read” from the contents of the `memory_ref` as if it were a file, and `pgScrapMemoryWrite` will set the `memory_ref`’s contents as if it were a file being written to.

NOTE (Macintosh): We encourage developers to use the above method —or a similar method —for transferring OpenPaige objects to the scrap, because the read/write handler scheme can be ultra compatible between diverse applications, and even between platforms, hence it could be an excellent standard.

34.7

Writing your Own Handlers

Almost without exception, applications will usually have one or more data elements that need to be saved along with an OpenPaige document. If nothing else, an app will typically want to save the window size or position and other similar items.

The best (and most compatible) way to save your own data elements is to save each data type (using the function provided below), and create your own “read” handlers that will recognize the data when the file is opened.

Writing / Saving

In actual practice, you don’t really need to create a “write handler” function as such for saving custom data. In fact, in many situations the creation of a write handler function (given to `pgSaveDoc` to call) will reveal difficult situations for your application.

While this may appear inconsistent with the information in this section, it is not. To write your data components, you should first call *pgSaveDoc* and then save your data using the following low-level function that OpenPaige provides for this purpose:

```
#include "pgFiles.h"
(pg_error) pgWriteKeyData (pg_ref pg, pg_file_key key, void PG_FAR
    *data, long data_length, long element_info, file_io_proc io_proc,
    file_io_proc data_io_proc, long PG_FAR *file_position, file_ref
    filemap);
```

NOTE: You need to #include “*pgFiles.h*” to use the above function.

This function takes a data component and a file key and writes them to the specified file offset in the standard OpenPaige format (so it can be processed later from *pgReadDoc*).

key — parameter must be your file key (the value to be recognized later, during *pgReadDoc*, that will match up with your installed read handler).

data — must point to the data you wish to save and *data_length* must contain the data size, in bytes; the data can be anything and length can be any size (assuming it will successfully fit on file).

element_info — can also be any value you want; whatever this is, it gets saved in the data component header and will be returned to you in the *element_info* parameter when your read handler function is called later on.

io_proc, *file_position* and *filemap* — are (and should be) identical to the same parameters you would give to *pgSaveDoc*.

data_io_proc — is an optional pointer to a different function that should write the physical data to the file. This function is effectively the same as the *write_data_proc* function that exists in a handler record. If this function is NULL then the same I/O function given in *io_proc* is used (or if *io_proc* is also NULL then the standard default write function is used).

file_position — parameter, in particular, should point to the value of the file offset that was set when *pgSaveDoc* returned —it is assumed that you first called *pgSaveDoc*, then called *pgWriteKeyData* above, hence the ending file offset after *pgSaveDoc* should be the starting file offset of *pgWriteKeyData*.

To read the document saved above, you must install your own read handlers to process all the custom data elements saved. Each read handler should contain the same code given to the key parameter when the data was written with *pgWriteKeyData*.

The read handler you install will contain a pointer to a function (which you create) declared as follows:

```
PG_PASCAL (pg_boolean) pg_handler_proc (paige_rec_ptr pg,  
pg_file_key key, memory_ref key_data, long PG_FAR *element_info,  
void* aux_data, long PG_FAR *unpacked_size);
```

In the process of reading the document (by *pgReadDoc*), when a file key is found to match one of your handlers, your function, as defined above, will get called.

key — parameter will be the file key that matched your handler (which could be important if you installed, say, the same function for several different data components).

key_data — will contain the data —þthe same data you wrote when you called *pgWriteKeyData*. The data size will be:

```
size_of_data = GetMemorySize(key_data);
```

element_info — will point to a long word containing the value you originally gave to *element_info* when calling *pgWriteKeyData*.

aux_data — is to be ignored (except in special cases noted elsewhere in this document).

The way you process the data, what you do with it, etc., is completely up to you; *pgReadDoc* does not care what happens with this data.



CAUTION: The *key_data* allocation will get disposed when you return from this function; therefore you need to copy its data if necessary because it will not be preserved.

NOTES:

- 1.** When you install your read handler, be sure to include a function pointer to the “write handler” even though it won’t get called, otherwise OpenPaige will try to delete the handler. You can simply plug the same function pointer in both read and write handler fields.
- 2.** By not installing one or more appropriate read handlers for your data, those data items in the file will simply be skipped; *pgReadDoc* will not crash. (Your app, however, might crash if you completely depend on the items saved if it never sees them).

Using OpenPaige to save and read a picture

The following is an example of saving a Macintosh picture to an OpenPaige file, then reading that picture from the file when it is opened:

Saving

```
/* This function accepts a PicHandle and all the other things previously
   given to pgSaveDoc and write the picture to the file in the standard
   OpenPaige fashion. An error, if any, is returned. */
short save_mac_pict (pg_ref pg, PicHandle the_pict, file_position
                      *offset, file_io_proc io_proc, file_ref filemap)
{
    short          error;
    long           data_size;
    data_size = GetHandleSize((Handle) the_pict);
    HLock((Handle) the_pict);
    error = pgWriteKeyData(pg, mac_pict_key, *pict, data_size, 0,
                          io_proc, NULL, offset, filemap);
```

```
    HUnlock((Handle) the_pict);
    return      error;
}
```

Reading

```
// The read handler I need to install:

PG_PASCAL (void) ReadPictHandler (paige_rec_ptr pg, pg_file_key
key, memory_ref key_data, long PG_FAR *element_info, void
*aux_data);

/* This function gets called BEFORE pgReadDoc to install the read-
picture handler.*/

void setup_pict_handler (void)
{
    pgSetHandler(&paige_rsrv, mac_pict_key, ReadPictHandler, NULL,
NULL, NULL);
}
/*ThefunctionbelowwillgetcalledbyOpenPaigesometimeduringthepgReadDoc
 */

PG_PASCAL (void) ReadPictHandler (paige_rec_ptr pg, pg_file_key
key, memory_ref key_data, long PG_FAR *element_info, void
*aux_data)
{
    PicHandle     read_pict;
    Ptr          data_ptr;
    long         data_size;
    data_size = GetMemorySize(key_data);
```

```

read_pict = (PicHandle) NewHandle(data_size);
data_ptr = UseMemory(key_data);
BlockMove(data_ptr, *read_pict, data_size);
UnuseMemory(key_data);

/* At this point, you would do << whatever >> with the PicHandle, such
   as place it in a global, insert it into the text stream, etc. */
}

```

NOTE: The sample does not install a “*write handler*” since the data was written with *pgWriteKeyData*.

34.8

About pg_ref(s) in Handler Functions

It is often necessary to obtain the *pg_ref* from within a handler function. However, you will notice that the handler function provides you with a *paige_rec_ptr*, not a *pg_ref*.

Getting a *pg_ref* from an OpenPaige record pointer

To get the *pg_ref*, assuming the *paige_rec_ptr* parameter is called “*pg*”, simply do this:

```

pg_ref      the_pg_ref;
the_pg_ref = pg->myself;

```

Special “Initializing” Handlers

Not all of the handler key codes are used to transfer data to and from files.

format_init_key — is used to signal the application that a style, paragraph or font record has been loaded from a file. This gives an application a chance to initialize any of these records, setting custom function pointers, etc.

Also, the *format_init_key* is used to inform your application when the file begins and ends, i.e. “prepare-to-read / prepare-to-write” and “end-read / end-write”.

The *format_init_key* has a verb which indicates which is being initialized; this verb value is given in *key_data*. Coercing *key_data* will indicate one of the following:

```
enum
{
    init_start_verb,                                // Prepare for file read
    init_style_verb,                                 // style_info init
    init_font_verb,                                  // font_info init
    init_par_verb,                                   // par_info init
    init_end_verb                                    // File is done
};
```

init_start_verb and *init_end_verb* — are given to flag “begin” and “end” of the read or write session for the file.

The other verbs work as follows: For every *style_info*, *par_info* or *font_info* record that is fully reconstructed after reading data from a file, the appropriate handler function is called (if one exists) for the respective key (*style_init_key*, *par_init_key* or *font_init_key*).

When this occurs, the *aux_data* parameter points to the appropriate structure to initialize; the *element_info* parameter points to the structure element number (which element in the array of the styles, paragraph styles or fonts).

For example, if the handler for *format_init_key* is called, **aux_data* will be a *style_info_ptr*, which you would coerce as follows:

```
style_info_ptr style_to_init;
style_to_init = *aux_data;
```

Function pointers in *style_info* and *par_info* records will be set to the default functions before being passed to the initialization handler.

The “Extra Struct” Handler

Since application-specific elements usually comprise the contents of “*extra struct*” (set with *pgSetExtraStruct*, etc. See “Storing Arbitrary References & Structures” on page 3-90), when OpenPaige writes this data it makes consecutive calls to the write handler for each extra struct entry.

When doing so, the parameters are set as follows:

<i>element_info</i>	points to the extra struct ID number.
<i>aux_data</i>	pointer to the long data set in extra struct.

When the write handler is called, you must fill *key_data* with the appropriate data to write.

When the extra struct data is read later on, OpenPaige will call the read handler, passing the data in *key_data*, and **element_info* with the original *element_info* given to you (and possibly modified by your function). However, for read handlers, OpenPaige won’t do anything with the data —þyou must call *pgSetExtraStruct*, or whatever else is appropriate from within your extra struct read handler.

NOTES:

1. OpenPaige does not call the write handler for extra structs that are zero.

- When returning from a write handler for extra struct, OpenPaige will write whatever is contained in `*element_info`. You can therefore modify `*element_info` contents, if so desired, and you will be fed that information during a read handler when the document is opened.

34.10

The Exception Handler

There is one additional handler key —þthe `exception_key`—þthat does not transfer data, rather it is used to report an error.

If any errors occur during file transfer, OpenPaige will call the `exception_key` handler function, if any. When this occurs, it is the responsibility of the handler function to handle the error as follows: upon entry, the `element_info` parameter will point to the error code (which will be one of the values defined in `pgErrors.h`).

If the handler function decides to continue the file transfer, it must set `*element_info` to zero (i.e., `*element_info = 0`); to abort the transfer, leave `*element_info` alone (or set some other appropriate nonzero error code).

NOTE: It is generally a good idea to continue file transfer, i.e. set `*element_info` to zero, if `NO_HANDLER_ERROR` is given. It is also a good idea to set `*element_info` to zero if `GLOBALS_MISMATCH_ERROR` is given (see next section). Otherwise, you will defeat the ability to “skip” over unrecognized data elements. The `NO_HANDLER_ERROR` is passed to the exception handler mostly as a debugging tool.

(See also “Error Codes” on page 39-765).

34.11

Document-specific pg_globals

There might be certain cases when you want to change the behavior of an application if an OpenPaige-based document is opened which was originally saved with a different `pg_globals` than the defaults.

Considering localization issues, for example, might demand that you keep a set of *pg_globals* for each document in case different values were used for decimal tab, a different default script such as Kanji, etc.

A file saved (in version 1.0b1 and greater) includes a copy of the critical fields of *pg_globals* at the time it was saved; when that file is reopened and one or more critical field(s) of the original globals does not match the current fields in *pg_globals*, the *exception_key* handler is called indicating the mismatch.

By “critical fields” is meant the portions of *pg_globals* that are typically changed by the application (as opposed to volatile static values such as function pointers) such as character values, default style and default font.

To recognize a “globals mismatch” between the current settings and the document currently being read, set a handler for the *exception_key* and observe the following:

- When and if document-specific globals do not match the current globals, the *exception_key* handler is called.
- The “error” given to the *exception_key* handler is GLOBALS_MISMATCH_ERROR.
- The document-specific globals (just read) will be contained in a *memory_ref* in the “*last_message*” field of the memory globals.

Access globals record

To access the “new” globals record you would do something like the following (the “*pg*” parameter is assumed to be the *paige_rec_ptr* passed to the *exception_key* handler function):

```

memory_refdoc_globals_ref;
pg_globals_ptrdoc_globals;

doc_globals_ref = (memory_ref) pg -> globals -> mem_globals ->
last_message;
doc_globals = UseMemory(doc_globals_ref);

// ... do whatever you want with these doc-specific globals

UnuseMemory(doc_globals_ref);

```

- OpenPaige does not change any existing globals, rather it is your responsibility and/or decision to handle the globals mismatch any way you see fit. OpenPaige merely reports that the globals are different and provides those settings in the *last_message* field.
- The usual response before returning from the *exception_key* handler is to set **element_info* to *NO_ERROR* (i.e., claim the exception was handled and therefore no file errors are pending —*þ*see previous section). Otherwise *pgReadDoc* will raise an exception and abort the reading process (which is probably not what you want).

34.12

Saving & Reading Multiple *pg_ref*(s)

Many applications have the need to save more than one *pg_ref* to a file. For example, an application that employs “headers” (each one a *pg_ref*) may need to save these along with the main body.

Saving Multiple Refs

Steps to saving multiple *pg_refs* to one file are as follows

1. Set a long-word variable to zero (or to the desired file position if you aren't saving the document to position 0). Let's call this variable "*filePosition*."
2. Call *pgSaveDoc()* for the first *pg_ref*, passing *filePosition* for the *file_position* parameter. You do not need to set any special file handlers (unless you are saving something else that requires it); just pass NULL for the *keys* parameter.
3. Call *pgTerminateFile()*, passing *filePosition* once again.
4. If you have another *pg_ref* to save, simply repeat (2) and (3) above.

That is all there is to saving multiple *pg_refs*. The only important thing to remember is to leave "*filePosition*" alone after step 1.

Reading Multiple Refs

The method outlined below for reading multiple *pg_refs* assumes you already know in advance how many *pg_refs* there are in the file (if this is not the case see the note below, "Unknown OpenPaige Object Quantities").

1. As in saving, set a long-word variable to zero (or to whatever the first file position is for the first *pg_ref* that was saved). We will call this "*filePosition*."
2. Create a new *pg_ref* if you have not already (you can use *pgNew()* or *pgNewShell()* depending upon your requirements).
3. Call *pgReadDoc()* passing *filePosition* and the newly created *pg_ref*.
4. If there is another *pg_ref* to read, repeat 2 and 3.

Unknown OpenPaige Ref Quantities

The steps to retrieve multiple *pg_refs* shown above assumes you know, in advance, how many *pg_refs* are contained in the file. If that is not the case, the recommended method for determining the number of *pg_refs* is to use *pgVerifyFile()* after each *pgReadDoc()* to verify whether or not there is another valid OpenPaige element.

The intended purpose for using *pgVerifyFile()* is to verify whether or not a file is truly an OpenPaige file versus something else (like a text file). However, this function can also be used as a test for multiple *pg_refs*: after each *pgReadDoc()*, if *pgVerifyFile()* returns *NO_ERROR* then the current file position is, in fact, another OpenPaige file.

Example of Method 2, Unknown OpenPaige Ref Quantities

```
#include "pgErrors.h"

/* The following function reads an undetermined number of multiple
   pg_refs written to a file. For demonstration purposes we are assuming
   the first pg_ref was written to the
   physical beginning of the file. Upon entry, fileRef is the file ID (a file
   opened for read access, specific to your OS). The "refs" parameter is
   a pointer to an array of pg_refs, large enough to
   hold the most possible pg_refs that will be in a file. The function result
   is the number of pg_refs successfully read. */
int ReadMultiplePG (int fileRef, pg_ref *refs) {
    long filePosition, oldPosition;
    memory_ref fileMap;
    short PG_FAR *file;
    int readQty;
    pg_ref pg;

    // Set up what OpenPaige expects for the "filemap" param:

    fileMap = MemoryAlloc(&mem_globals, sizeof(short), 1, 0);
    file = (short *) UseMemory(fileMap);
    *file = (short)fileRef;
    UnuseMemory(fileMap);
    filePosition = oldPosition = 0; // Set first file pos

    // (Note, "oldPosition" is only used for a work-around to a 1.2 bug)
```

```

readQty = 0;           // Set "number of pg_refs read" to zero

while (pgVerifyFile(fileMap, NULL, &filePosition) != NO_ERROR
{
    pg = MakeNewPG(); // (This would be whatever your app does for
    new pg_ref)
    refs[readQty] = pg; // Place in caller's array

// Read the next object:

    if (pgReadDoc (pg, &filePosition, NULL, 0, NULL, filemap) != NO_ERROR)
        break;          // Exit if error!

    // Since successful read, increment the quantity read

    readQty += 1;
}
DisposeMemory(fileMap);

return readQty;
}

```

34.13

Bypassing Standard I/O

There are certain cases when you need to write your own data structure directly to the file.

For Macintosh, an example might be writing a *QuickTime* movie in which a built-in system function is required that will write its own data by passing a file reference. For such cases it is desirable to temporarily bypass OpenPaige's standard I/O function when the physical data for a specific key is read or written.

As mentioned earlier, a handler can have its own private *io_proc* for reading and/or writing. Hence, the way to bypass the standard function for a specific key is to set the read or write function to one of your own.

How It Works

The private read or write function for a handler is called only to read or write the physical contents of the data element, not the key actual header. For example, if you set a private write function for a picture, OpenPaige will call your write function when it comes time to write the picture contents but after it has already written the key header (key ID, element info and data size), at which time the next file position will be passed to your write function.

The data size you write does not need to match the data size already written to the key header; OpenPaige will adjust the header's data size if you return a new file position that is different than it expected.

Additionally, the “data” processed by the write handler (the handler for the file key, not the *io_proc*) does not necessarily need to be the same data that gets written by the I/O function.

For example, suppose you wanted to write the contents of a picture directly to the file. This could be done by a write handler placing a mere reference to the picture into the data buffer (for Macintosh, the 4-byte *PicHandle* itself could be returned from the write handler as the “data” to be saved); then the private I/O function associated with the picture handler could take this “*data*” and write the real picture to the file. Note that the real data —þthe picture contents —þmight be hundreds of K but the data returned from the write handler was only 4 bytes. This “trick” is therefore a good way to write large data structures without the need to make a copy of the data.

The following example shows how a write handler + an associated private I/O function would write pictures directly to a file. You can use this example as a starting “shell” to write any similar structure.

```
/* Prototype for the private write function for the picture data:*/
PG_PASCAL (pg_error) WritePictProc (void* data, short verb, long
*position, long PG_FAR *data_size, file_ref filemap);
    // The io_proc to write

/* The following function accepts a PicHandle to be written to the data
file defined by the rest of the parameters. The “refcon_info” is
<whatever> so you can identify what the picture is for later when the
file is opened. In this example, the basic I/O proc is NULL (implying
the standard) but the data-write function is WritePictProc -- which
gets called to physically write the data. Note that I am passing off as
“data” a pointer to the PicHandle itself. But what really happens
eventually, by virtue of the WritePictProc is the contents the picture
get written instead.      */
static pg_error SavePicture (pg_ref pg, PicHandle the_pic, long
*file_position, file_ref filemap, long refcon_info)
{
    return pgWriteKeyData(pg, mac_pict_key, &the_pic,
sizeof(PicHandle),refcon_info, NULL, WritePictProc, file_position,
filemap);
}
/* WritePictProc gets called by OpenPaige to physically write some data
to the file. In this <special> case I have passed a PicHandle as the
“data” whose size is sizeof(PicHandle) but I will really end up writing
the picture contents. OpenPaige will adjust the data element header
to reflect the correct written size. */
```

```

PG_PASCAL (pg_error) WritePictProc (void* data, short verb, long
*position, long PG_FAR *data_size, file_ref filemap)
{
Handle      pict, *data_ptr;
pg_error     error;

data_ptr = data;           // This points to a PicHandle
pict = *data_ptr;

/* I will now make it easy on myself and call OpenPaige's standard write
function, but this time I am giving it the "real" data instead of the
dummy data which was a pointer to a PicHandle */
*data_size = GetHandleSize(pict);

HLock(pict);

error = pgStandardWriteProc(*pict, io_data_direct, position,
data_size, filemap);

HUnlock(pict);

return      error;

```

Important Tips & Cautions

When writing your own I/O remember the following:

- When doing custom writes, OpenPaige will not call your I/O write function if the write handler does not set *key_data*'s memory size to at least 1 byte. This is because OpenPaige will think there is nothing to write (which is a correct assumption since “*zero data*” is one of the legitimate ways to terminate a write handler being called repetitively). It is therefore necessary to return some kind of “*data*” from your handler even if it is only dummy data (consult the example above where a *PicHandle* is being used as the “*data*” so OpenPaige is sure to call the write function).

- The data and its byte size that is physically written when a write function is called can be completely different than what OpenPaige thinks is being written. However, it is important to update the **position* parameter to reflect correct, next sequential file positions —þthat is how OpenPaige knows you write a different number of bytes than was originally expected.
- You do not update the key header information —þOpenPaige does that for you if you wrote a different size than originally asked when the write function got called.
- For read functions, the data size given to your function should be considered the literal, physical size of the data component. Regardless what/how you read the data you should always return with **position* updated to **position + data size* or *pgRead* might crash. Unlike write functions you must not try to change the file position to anything other than its starting position upon *entry + data size* upon entry.
- When your *io_proc* is called, upon entry the file position will be the starting location after the key header. For write functions, that will be the next physical location following the header; for read functions, OpenPaige will have already read the header information, the data size given will be the physical data size of the data component and the file position will be the first byte to read.
- If you use *pgScrapMemoryWrite* or *pgScrapMemoryRead* —þor some other special I/O function for general writing, make sure your private I/O functions for individual keys will handle this appropriately. For example, in the sample shown above for writing pictures, a call to *pgStandardWriteProc* will fail if *pgSaveDoc* gave *pgScrapMemoryWrite* as the general I/O function.

34.14

Application Signature

To avoid any possible conflict between your own custom handler ID's and other OpenPaige-based files, you can set a unique “author” ID that gets saved with the document and that ID can be examined at any time during or after *pgReadDoc*.

To set or access such an identifier, use the following functions:

```
(void) pgSetAuthor (pg_ref pg, long author);
(long) pgGetAuthor (pg_ref pg);
```

Calling *pgSetAuthor* stores author into *pg*; this value can be anything and is always saved along with a document if *pgSaveDoc* is called.

To get the current author value, call *pgGetAuthor*.

Both functions can be called at any time and can be called from within handler functions.

NOTE (Macintosh): It is recommended that you use the same “*author*” ID that you are using to identify your own application signature (i.e. the “*creator*” OSType).

Reading OpenPaige files from other developers

If you might be reading someone else’s OpenPaige file (that might have identical custom key values that you used), you should check your signature in the “*author*” field of the *paige_rec* given to you in the read handler:

```
pg_boolean MyReadHandler(paige_rec_ptr pg, pg_file_key key,
    memory_ref key_data, long PG_FAR *element_info, void PG_FAR
    *aux_data, long PG_FAR *unpacked_size)
{
    if (pg->author == ME)
    {
        //... process the data
    }
    // else do nothing.

    return      TRUE;
}
```

NOTE: When your own file is saved, call *pgSetAuthor* to set a unique “ID” so you will recognize your own signature per the above example. The “*author*” field gets saved with the file.

A Quick & Easy Empty OpenPaige Object

For the purposes of reading a file (*pgReadDoc*), it might be desirable to create a completely empty *pg_ref* without the requirement to pass many parameters to *pgNew*. To do so, you can call the following:

```
(pg_ref) pgNewShell (pg_globals_ptr globals);
```

The *globals* parameter must be a pointer to the same structure given to *pgInit*.

FUNCTION RESULT: This function will return a new *pg_ref* that has nothing in it, including all shapes that are completely empty.

The idea is to pass this *pg_ref* to *pgReadDoc*, in which case every important data component, including *wrap_area* and *vis_area* will get initialized.



CAUTION: If for some reason you have suppressed the read handler for *vis_shape_key* and/or *page_shape_key* (which process the *vis_area* and *shape_area*), or if one of these shapes do not exist in the file, your *pg_ref* will result in an empty shape for the *vis_area* and/or *page_area*. This is because *pgNewShell* simply creates empty shapes assuming they will get set in *pgReadDoc*. An empty *vis_shape* will cause an OpenPaige object to be completely “invisible” and an empty *page_area* can cause an OpenPaige object to hang, crash or also be invisible.

Examining Incoming Data

At times it may be necessary or desirable to examine some of the incoming data during the *pgReadDoc* process.

The way you can do this is to set your own handler function for the data you wish to examine, but call OpenPaige’s standard handler function to actually process it.

Although a unique function can be set for any handler key, OpenPaige only uses one function for handling all standard keys for reading and one for all writing. The function for handling all standard keys, which is made public in “*defprocs.h*” is declared as follows:

```
#include "defprocs.h"  
(pg_boolean) pgReadHandlerProc (paige_rec_ptr pg, pg_file_key key,  
    memory_ref key_data, long PG_FAR *element_info, void *aux_data,  
    long PG_FAR *unpacked_size);
```

From your own handler function, you could first call *pgReadHandlerProc* to bring in the information then you could examine the resulting contents within *pg*.

NOTE: The read handler places the appropriate data into *pg*. (To learn exactly what is transferred for each file key, consult the table “STANDARD HANDLERS” on page 34-730 below).

34.17

Standard Handler Data

The following table shows what is transferred into a *paige_rec* for every call to the standard read handler. This information can be useful when implementing the “Examining Incoming Data” method as given above on page 728.

Generally, the table shows what each parameter contains when the read handler is called; this is assuming that the standard write handler originally saved the data. The associated data will exist within the *pg_ref* after the read handler returns.

NOTE: Unless specified otherwise, the contents of *key_data* are always “packed” into a special compressed format. If necessary, you can “unpack” the data by calling the standard read handler (see “Examining Incoming Data” on page 34-728).

TABLE #7		STANDARD HANDLERS	
Handler Key	key_data contents	*element_info	aux_data
paige_key	All non-memory_ref fields such as version, platform attributes, etc.	-not used-	-not used-
text_block_key	Array of text blocks (NO TEXT or other mem structures will exist yet within the blocks).	Number of records	-not used-
Handler Key	key_data contents	*element_info	aux_data
text_key	Text for ONE block (each block of text is saved separately, one belonging to each text block record).	Absolute byte offset for beginning of text	- not used -
line_key	Same as text_key except data is array of point_start records instead of text.	Absolute byte offset for first record.	- not used -
style_run_key	Array of style_run records.	Number of records.	- not used -
par_run_key	(Same as styles).	Number of records.	- not used -
style_info_key	(Same as styles but data is style_info's).	Number of records.	- not used -
par_info_key	(Same as styles but data is par_info's).	Number of records.	- not used -
font_info_key	(Same as styles but data is font_info's).	Number of records.	- not used -
vis_shape_key	Array of rectangles	Number of rectangles.	- not used -
page_shape_key	(Same as vis_shape_key).	Number of rectangles.	- not used -
exclude_shape_key	(Same as vis_shape_key).	Number of rectangles.	- not used -

TABLE #7	STANDARD HANDLERS	(Continued)
selections_key	Array of t_select records.	Number of records. (Note: this is number of t_selects, not pairs. Selection pairs will be *element_info / 2.

Handler Key	key_data contents	*element_info	aux_data
extra_struct_key	set by app only	extra struct ID	*long as set in extra struct
applied_range_key	Array of longs	Number of longs.	- not used -
doc_info_keys	The doc_info record	- not used -	- not used -
exception_key	- not used -	Error code	- not used -
containers_key	array of longs (refCon)	- not used -	- not used -
exclusion_key	array of longs (refCon)	- not used -	- not used -

34.18

Repetitive Write Handler “Trick”

Occasionally, if you write data from a write handler (as opposed to the “direct” approach of calling *pgWriteKeyData*) but need to do repetitive writes for several different data elements, it becomes necessary to write some data, return FALSE from the write handler, then get called again until you finally return TRUE.

For example, suppose you create a write handler to save multiple items embedded in a style run. Sometimes it proves useful to perform the “*repetitive write*” loop by returning FALSE from the handler so OpenPaige calls your function repeatedly until all elements are written.

To help this situation, OpenPaige always set the *aux_data* parameter to a *long** (*pointer to a long*), with the long set to zero the first time it calls your handler but left as-is for the remaining calls.

What this provides is the ability to monitor your own reentrance.

For example, in the case of writing elements from each *style_info* record in the *pg_ref*, you might want to know which element was last written (so you know when to end the callbacks to the write handler). Basically, *aux_data* points to a *refcon* value that you can set to anything, and that value can be examined in each callback.

Using aux_data in write handlers to pass data to yourself

```
pg_boolean MyWriteHandler(paige_rec_ptr pg, pg_file_key key,
    memory_ref key_data, long PG_FAR *element_info, void PG_FAR
    *aux_data, long PG_FAR *unpacked_size)
{
    long          PG_FAR *counter;

    counter = (long PG_FAR *)aux_data;
    if (*counter == 0)// being called for first time
        // do whatever if called first time

    *counter += 1;           // This value will be intact next time

    // We might terminate when, say, the counter hits 10:

    return (*counter == 10);
}
```



CAUTION: The *aux_data* parameter only points to a long when it is not being used for something else, i.e. if the file key is one of the standard OpenPaige keys that uses *aux_data* the above example will not work. As a rule, all “custom” key values are guaranteed to give you *aux_data* as a *long** to a “*refcon*” value ini-

tialized to zero when your handler is called for the first time, but all standard OpenPaige keys (non-custom) will not necessarily provide this feature.

35

CHAPTER

SHARED STYLES

You can create *putrefies* that all “share” a common set of style, paragraph, font records and named stylesheets. The purpose of this feature is to minimize the extra overhead required to save a large quantity of individual OpenPaige documents and/or to provide a method to create a “master document”.

35.1

Setting Up

This feature is enabled by programming the following steps:

1. Create an empty *pg_ref* which you will keep in memory. This will be the “master” set of all text formats; subsequent *pg_ref* creations will “share” all the formats from the master. You probably won’t ever display or draw the master *pg_ref* so you can create it with *pgNewShell(&paige_globals)*.

2. All subsequent *pg_ref*(s) should be created for “shared” formatting (shared with the master *pg_ref*). If using the direct API, you call the following function *instead of pgNew()*:

```
pg_ref pgNewShared (pgNewShared (pg_ref shared_from,  
    const generic_var def_device, shape_ref vis_area,  
    shape_ref page_area, shape_ref exclude_area, long attributes);
```

This is identical to *pgNew()* except the first parameter — *shared_from* — is a *pg_ref* instead of a pointer to OpenPaige globals. This should be the master *pg_ref* (the one created in step 1).

All other parameters are the same as *pgNew()*. However, for any parameter that is NULL, those structures are also “shared”.

For example, if *def_device* is 0L, the same window device in the master *pg_ref* is used; if *vis_area* is 0L then the same physical *vis_area* shape is shared from the master *pg_ref*, and so on. If you don’t want the new *pg_ref* to share its *vis_area* or *page_area* or *exclusion_area*, do not pass 0L for these values.

NOTE: about exclusion area(s): Most often, you won’t be creating a *pg_ref* that begins with an exclusion shape. For shared *pg_ref*(s), however, not providing an exclusion shape to *pgNewShared()* will result in the inability to create a non-shared exclusion later on. The work-around is to create an empty shape for the *exclude_area* parameter.

35.2

Custom Control

If you create a custom control (instead of using OpenPaige API), you can share the control with the master *pg_ref* by sending the following message:

```
SendMessage(hWnd, PG_SHAREREFS, flags, master_pg);
```

After this message is sent, the *hWnd* (*control*) will be sharing the structures from *master_pg* (the *pg_ref* created in step 1).

The *flags* parameter indicates which structure(s) you wish to share, which can be any of the following bit settings:

```
#define PGSHARED_FORMATS      0x0001      /* Style, font, par infos shared */
#define PGSHARED_GRAF_DEVICE   0x0002      /* Common graphics context */
#define PGSHARED_VIS_AREA      0x0004      /* Shared vis area */
#define PGSHARED_PAGE_AREA     0x0008      /* Shared page area */
#define PGSHARED_EXCLUDE_AREA  0x0010      /* Shared exclusion area */
```

Probably, you only want to set *PGSHARED_FORMATS*.

35.3

Disposing

You do *not* need to do anything special to dispose a “shared” *pg_ref* or control. Just dispose the *pg_ref* (or close the control) in the same way that you would if they were not shared.

However, you must *never dispose the master pg_ref* while any shared *pg_ref*(s) or controls are still alive.

35.4

Saving & Reading

Saving the individual shared *pg_ref*(s) or control(s) works the same as before: when you call *pgSaveDoc()* or *pgCacheSaveDoc()*, OpenPaige realizes that some of the structures are shared with a master *pg_ref*, and therefore those structures are not saved to the disk file. Hence, you eliminate excess file overhead. This is also true for saving a

control with *PG_SAVEFILE* or *PG_CACHESAVEFILE*, as well as saving with the OpenPaige Export extension to “native” format.

Reading a shared *pg_ref* or control also works as before (*pgReadDoc()*, *pgCacheReadDoc()*, or *PG_READFILE* and *PG_CACHEREADFILE*). However, you must first create an empty “shared” *pg_ref* or control before reading the file.

35.5

Saving the Master

The ability to read a shared document assumes that the master *pg_ref* is in tact, i.e. that it contains all the appropriate styles and formatting that existed at the time you saved each document.

To accomplish this you merely save the master *pg_ref* (using *pgSaveDoc*). Then later (probably when your application initializes), create an empty *pg_ref* then read it in with *pgReadDoc()*. The file-read sequence for shared *pg_ref(s)* is therefore:

1. Open the “master” *pg_ref*, residing in memory.
2. For each *pg_ref* that you read from a file, create the *pg_ref* with *pgNewShared()* then read the file.

36

CHAPTER

ANATOMY OF TEXT BLOCKS

36.1

Access to the text block array

The information in this section has been provided for OpenPaige users who need to access a *pg_ref*'s text block array.

One of the more common reasons to access a text block is to examine an array of line records to determine specific locations of characters and/or to alter line positions.

For performance and portability reasons, OpenPaige splits large blocks of text into smaller portions rather than maintain one continuous text stream. The approximate size of a block is determined by the *max_block_size* in *pg_globals*: when any block of text exceeds *pg_globals.max_block_size*, OpenPaige will split it into two or more new blocks.

Text block record

Every block of text in a *pg_ref* is represented by the following record:

```

typedef struct
{
    long begin;           /* Relative offset beginning */
    long end;             /* Relative offset ending */
    rectangle bounds;    /* Entire area this includes */
    text_ref text;        /* Actual text data */
    line_ref lines;       /* Point_start run for lines */
    pg_short_t flags;    /* Used internally by OpenPaige */
    short extra;          /* - rsrv - */
    pg_short_t num_lines; /* Number of lines */
    pg_short_t num_pars; /* Number of paragraphs */
    long first_line_num; /* First line number */
    long first_par_num;  /* First par number */
    point_start end_start; /* Copy of ending point_start in block */
    memory_ref isam_end_ref; /* Used by DSI (do not use) */
    tb_append_t user_var; /* Can be used for anything */
}
text_block, PG_FAR *text_block_ptr;

```

Each field, from top to bottom, has the following meaning:

begin, *end* — defines the absolute beginning and ending offsets for this block of text (relative to the beginning of all text). The text size:

text_block.end - text_block.begin.

bounds — defines the outermost bounds, as a rectangle, for the calculated text (by “calculated” is meant how the text will appear once all word wrapping, etc. is computed for this block). This is not necessarily the actual shape of the drawn text, rather the rectangle’s four sides represent the leftmost, topmost, rightmost and bottommost areas.

text — the *memory_ref* containing the text. Passing this value to *UseMemory* would return a pointer to the first text byte.

lines — the *memory_ref* containing an array of *point_start* records (see below). Passing this value to *UseMemory* would return a pointer to the first *point_start*.

flags — define certain states of the block with one or more of the following bit settings:

#define NEEDS_CALC	0x0001	/* One or more lines need re-calc */
#define NEEDS_PAGINATE	0x0002	/* Needs re-paginatation */
#define SOME_LINES_GOOD	0x0004	/* One or more lines are probably OK */
#define SOME_LINES_BAD	0x0008	/* Some lines not calculated */
#define BROKE_BLOCK	0x0010	/* Terminator char deleted */
#define ALL_TEXT_HIDDEN	0x0020	/* All text in block is hidden! */
#define BOUNDS_GUESSED	0x0040	/* Best guess only for bounds rect */
#define LINES_PURGED	0x0080	/* Lines purged, but block OK */
#define BELOW_CONTAINERS	0x0100	/* Lines below last container */
#define NO_CR_BREAK	0x0400	/* Does not break on a CR */
#define SWITCHED_DIRECTIONS	0x0800	/* System text direction has switched! */
#define LINES_NOT_HORIZONTAL	0x1000	/* Point starts are not always horizontal */
#define JUMPED_4_EXCLUSIONS	0X2000	/* One or more lines hop across exclusions */
#define NEEDS_PARNUMS	0X4000	/* Requires paragraph "line" computation */

num_lines through *first_par_num* — If COUNT_LINES_BIT is set in the *pg_ref* attributes, these fields are used to track line and paragraph numbering. The *first_line_num* and *first_par_num* values define the first line number and paragraph number in this block, respectively, while *num_lines* and *num_pars* indicate the number of lines and paragraphs found in this block only. If COUNT_LINES_BIT is not set, all these fields are zero.

end_start — Contains a copy of the ending *point_start* record (*point_start* for the ending line of text in this block).

NOTE: Most of the fields in a *text_block* are only accurate if the *flags* field has neither NEEDS_CALC, NEEDS_PAGINATE nor SOME_LINES_BAD set.

Text lines are represented by a series of *point_start* records; for every text block, an array of *point_start*'s are maintained in the “lines” *memory_ref*.

```
typedef struct
{
    pg_short_t    offset;           /* Position into text */
    short          extra;           /* Tab record if 0x8000, otherwise full-j */
    short          baseline;        /* Distance from bottom to draw */
    pg_short_t    flags;           /* Various attributes flags */
    long           r_num;           /* Wrap rectangle record where this sits */
    rectangle     bounds;          /* Point(s) that enclose text piece exactly */
}
point_start, PG_FAR *point_start_ptr;
```

Any line of text might have a number of *point_start* records to represent its character positions. Generally, a *point_start* will exist for *every display change* in a line. This includes style changes, tab positions and of course line-feed and line-wrap changes.

The meaning of each field, from top to bottom, is as follows:

offset — the text byte position for this *point_start*, relative to the start of text *for this block*. Hence, an offset of zero implies the first byte for the block.

r_num — the *rectangle* element in *page_area* where this *point_start* first intersects. If zero, it intersects the first rectangle in *page_area* (a shape, such as *page_area*, is a series of rectangles). If the *pg_ref* is set for repeating shapes, the actual physical rectangle number can be computed as *r_num / rect_qty* (where *rect_qty* is the number of rectangles in the *page_shape*). To determine “page number”, compute the modular value of *r_num* and add one.

extra — either a tab record element OR a full justification value. If high bit is set (0x8000), the low-order bits define a tab record element index from the paragraph style applying to this text. If high-bit is not set, the value in extra defines the amount of “slop”, in pixels, to compensate for full justification drawing.

baseline — amount of offset from line’s bottom to draw the text, in pixels.

flags — contains bit setting(s) for various attributes for the text within this *point_start* (see “Line Flags” on page 36-743 below).

bounds — defines the bounding rectangle around the text for this *point_start*.

Text “Length” of a Line

The length of text for each *point_start* is determined by the NEXT point start in the array, i.e., text length of *array[0]* is *array[1].offset - array[0].offset*. The *point_start* array is always terminated with a “dummy” record for this purpose.

Line Flags

If you examined any array of *point_start* records, a *point_start*’s “*flags*” field will reveal much of the information you often want to know. The flags will be a combination of bit settings as follows:

#define LINE_BREAK_BIT	0x8000	/* Line ends here */
#define PAR_BREAK_BIT	0x4000	/* Paragraph ends here */
#define SOFT_PAR_BIT	0x2000	/* Soft CR ends line */
#define RIGHT_DIRECTION_BIT	0x1000	/* Text in this start is right to left */
#define LINE_GOOD_BIT	0x0800	/* This line requires no recalc */
#define NEW_LINE_BIT	0x0400	/* New line starts here */
#define NEW_PAR_BIT	0x0200	/* New paragraph starts here */
#define WORD_HYPHEN_BIT	0x0100	/* Draw a hyphen after this text */
#define TAB_BREAK_BIT	0x0080	/* Tab char terminates this line */
#define HAS_WORDS_BIT	0x0040	/* One or more word separators exist */
#define CUSTOM_CHARS_BIT	0x0020	/* Style(s) are custom, not OpenPaige */
#define SOFT_BREAK_BIT	0x0010	/* Start breaks on soft hyphen */
#define BREAK_CONTAINER_BIT	0x0008	/* Line breaks for next container */
#define BREAK_PAGE_BIT	0x0004	/* Line broke for exclusion */
#define LINE_HIDDEN_BIT	0x0002	/* Line is invisible */
##define NO_LINEFEED_BIT	0x0001	/* Line does not advance vertically */
#define TERMINATOR_BITS	0xFFFF	/* Flagged only as terminator record */
#define HARD_BREAK_BITS (PAR_BREAK_BIT SOFT_PAR_BIT BREAK_CONTAINER_BIT BREAK_PAGE_BIT)		

As mentioned, every array of *point_start* records has at least one “dummy” record as a terminator. This record will always have the value TERMINATOR_BITS in the flags field.

For any *point_start*, if LINE_GOOD_BIT is NOT set, all remaining fields are not to be considered valid.

36.3

Text Block Support Functions

The following functions are available to find and otherwise access text blocks in a *pg_ref*:

```
(long) pgNumTextblocks (pg_ref pg);
(long) pgGetTextblock (pg_ref pg, long offset, text_block_ptr block,
pg_boolean want_pagination);
```

pgNumTextBlocks returns the total number of text block records in *pg*. There will always be at least one, even if no text exists.

pgGetTextBlock will return a copy of the *text_block* record in **block* that contains offset (which is an absolute position relative to the start of all text).

If *want_pagination* is TRUE, the block is calculated if necessary. Note that if *want_pagination* is FALSE, there it is possible to get a block whose line records are not in tact; paginating the block, however, can be time consuming particularly if it is down the list of many blocks.

The function result of *pgGetTextBlock* is the record number (element number from the array of text blocks within *pg*).

Hackin' the Text

I want to write a "Find" function so I need to walk through the text within a pg_ref. I do not want to "copy" the text to look at it, that would be too slow. Is there a way to do this?

When speed is a critical issue and you have the need to look at OpenPaige text, you are best off looking at these structures directly. The following code sample shows various "hacks" to do this:

```
// To look at the text_block records, we need to get
// access to the paige_rec within the pg_ref:

paige_rec_ptrpg_rec;
text_block_ptrblocks;

long          num_blocks, num_bytes;
char         *text;

pg_rec = UseMemory(pg);

// Then get the pointer to the text_block array:

blocks = UseMemory(pg_rec->t_blocks);

/* To know how many text_block records exist,
   get memory sized of t_blocks: */

num_blocks = GetMemorySize(pg_rec->t_blocks);

/* Also note that "blocks" is also an array, i.e.:
   blocks[1] is next block, if any blocks[2] is the one after that, etc.
   - or -

blocks += 1 advances to next block. */
```

```
/* NOW TO GET THE TEXT, just do UseMemory(block->text), as:  
 */  
  
text = UseMemory(block->text);  
  
// To get size of text, in bytes, we can compute either as:  
  
num_bytes = GetMemorySize(block->text);  
  
// - or -  
  
num_bytes = block->end - block->begin;  
  
// ONCE WE ARE DONE be sure to do UnuseMemory():  
  
UnuseMemory(block->text);  
UnuseMemory(pg_rec->t_blocks);  
UnuseMemory(pg);
```

37

CHAPTER

ADVANCED TEXT PLACEMENT

37.1

OpenPaige Custom Placement of Lines and Paragraphs

Occasionally, an OpenPaige users needs to enhance a word processing environment beyond the built-in feature set of OpenPaige. This particular chapter discusses the methods required to provide “widows and orphans,” “keep paragraphs together”, and other forms of paragraph and line manipulation.

For basic pagination techniques and how to build repeating shapes to contain your text see “Pagination Support” on page 13-1. For information about the *line_adjust_proc* hook which is the key hook used in this chapter, see “*line_adjust_proc*” on page 27-48.

Technical Terms

For purpose of clarity, we will define the following technical terms used in this discussion:

Line -- a row of characters in a document. The reason we feel it necessary to define “line” is to avoid confusion with CR/LF-breaking text. In OpenPaige, a “line” is any row of characters that break due to either word wrapping or because of the presence of a CR character. Therefore, in such a wordwrapping environment, a line and paragraphs are not necessarily synonymous (in applications that do not word-wrap lines, a line and paragraph IS synonymous).

Page -- the area in a *pg_ref* (usually a rectangle) in which text will flow. For the purposes of this discussion, we assume that the *pg_ref* contains multiple pages, i.e. “repeating shape” feature is enabled, providing the appearance of multiple page breaks.

Pagination -- the computation and vertical placement of lines. While the term “pagination” derives from the word “page” and often implies formatting of text across multiple page boundaries, we use the term “pagination” here to mean any vertical placement of lines, with or within multiple page breaks.

Paragraph -- a block of text that terminates with a CR character (or the last block of text in the document if no CR character). If OpenPaige is set for wordwrapping, a paragraph can consist of many lines (in which the ending line is terminated with a CR). If OpenPaige is not set for wrapping, a paragraph and line are synonymous.

How Pagination Occurs

OpenPaige formats the drawing positions for each line of text by building an array of records that define the text offset and bounding coordinates for groups of characters. If no changing styles or tabs exist in the text, a single line is usually represented by one of these records; for lines that change styles and/or contain tab characters, a line will consist of many of these records.

The record that composes a line (or part of a line) is called the *point_start*, which is defined as follows:

```
typedef struct
{
    pg_short_t    offset;           /* Position into text */
    short         extra;            /* Tab record if &0xC000 == 0 */
    short         baseline;         /* Distance from bottom to draw */
    pg_short_t    flags;            /* Various attributes flags */
    long          r_num;            /* Wrap rectangle */
    rectangle     bounds;           /* Rect enclosing text exactly */
}
point_start, PG_FAR *point_start_ptr;
```

For a block of fully paginated text, OpenPaige will create a *point_start* record for *all style and screen position changes*. By “screen position changes” we mean either some extra horizontal “jump” (such as a tab character), or a new line (from wordwrapping or CR).

The *bounds* field in the *point_start* always represents the exact display location and dimensions of the text, *i.e.* *bounds.top_left* will contain the top-left pixel coordinate of the text, and *bounds.bot_right* will contain the bottom-right pixel coordinate of the text.

NOTE: The *bounds* dimensions always represent the display dimensions, not necessarily the character dimensions (for example, if extra line spacing or leading has been added to the text, *bounds.bot_right.v* might be larger than the actual characters’ descent).

The display positions represented by the bounds rectangle are always unscaled and unscrolled. In other words, their coordinates always reflect the position of the text relative to the top-left origin of your window, whether or not the document is “scrolled” and whether or not the document is “scaled”.

Intercepting Pagination

Implementing widows and orphans, keeping paragraphs together, etc., can be accomplished dynamically by intercepting the *point_start* array for each *text_block* record that is paginated, and making the necessary adjustments.

The recommended method for doing this is to set the *paginate_proc* within the *pg_ref*. OpenPaige will call this function after it is through paginating a *text_block* record.

NOTE: OpenPaige performs pagination on a *text_block* level, not a “page” or “line” level. For example, if a large document had to be paginated, OpenPaige would walk through the *text_block* array and paginate the text for one *text_block* record at a time; the *paginate_proc* hook gets called after the completion of pagination for each *text_block*.

The concept of using the *paginate_proc* is to make adjustments to the line array (*point_start* records) after OpenPaige is done calculating the lines within a block; several code examples are shown below for typical applications.

Changing the point_start Array

Although we can’t tell you how to write your custom feature, we will attempt to provide enough information here to do almost any form of paragraph or line adjustments.

IMPORTANT — Matching text_block Members

If you alter any of the *point_start* records within a *text_block* it is important to also make adjustments to the following members:

text_block.bounds — This defines the bounding rectangle for all text within the block. Essentially, *text_block.bounds* is the union of all *point_start.bounds*. Hence if you move some lines up or down you should also adjust the bounding area as recorded in the *text_block*.

text_block.end_start—pThis is a copy of the last *point_start* in the block. If you change the last *point_start*, copy its contents to this member.

Determining type of line

An obvious requirement for manipulating paragraphs or lines is to determine what kind of line you are looking at, i.e. is the line at the beginning of the paragraph, somewhere in the middle, or at the end.

Examining flag fields of a line

The easiest way is to examine the flags field of the first and last *point_start* of the line as follows:

If NEW_PAR_BIT is set in the first *point_start*, the line is the BEGINNING OF A PARAGRAPH.

Example:

```
if (starts->flags & NEW_PAR_BIT)  
    // line begins a paragraph.
```

-- if PAR_BREAK_BIT is set in the last *point_start*, the line is the ENDING OF A PARAGRAPH.

Example:

```
if (starts[num_starts - 1].flags & PAR_BREAK_BIT)  
    // line is last one in paragraph, i.e. ends with CR.
```

NOTE: A line can, of course, have both NEW_PAR_BIT and PAR_BREAK_BIT set at the same time, which means the paragraph has only one line (or is just a CR character).

Adjusting vertical position

Another obvious requirement is the ability to move a line up or down (to adjust for a page break or to force the line to begin on the next page, etc.).

The easiest way to adjust the line's vertical position is to walk through *num_starts* records and move each bounds rectangle with *pgOffsetRect*. Suppose you wanted to move the line "down" 10 pixels; you would do so as:

```
pg_short_t    counter;  
  
for (counter = 0; counter < num_starts; ++counter)  
    pgOffsetRect(&starts[counter].bounds, 0, 10);
```

However, you must ALSO ADJUST THE LINE_FIT RECTANGLE because OpenPaige uses that rectangle to place the next line it computes. Hence, in addition to the above, you must also do:

```
pgOffsetRect(line_fit, 0, 10);
```

Affecting subsequent lines -- All lines will follow suit (vertically) from the bottom position of *line_fit* when your function returns. In other words, OpenPaige starts the top of the next line at the precise position of *line_fit->bot_right.v*. Hence, if you want your line adjustment to affect future lines as well (i.e., if you move a line down you want all subsequent lines to move down by the same amount), you do nothing except adjust the current line and OpenPaige will handle the rest.

Examining line(s) before the current

It may become necessary to examine one or more lines prior to the current line given in the *adjust_proc*.

One example might be a situation where the current line is the middle of a paragraph but you need to know the position of the first line in the paragraph.

Since the *starts* pointer actually points to a specific element in the entire array of *point_starts* that have been computed thus far, you can simply decrement it backwards to examine line(s) before the current position, if they exist.

However, the only *point_start* elements that are guaranteed to exist in the array are all the elements for the current paragraph; this is due to the fact that OpenPaige breaks apart large blocks of text into smaller sections -- but never in the middle of a paragraph.

Obtaining the *point_starts* of the current paragraph

To obtain the first *point_start* of the current paragraph, you can decrement the pointer until the *flags* field contains *NEW_PAR_BIT*. Here is an example:

```
for (;;)
{
    if (starts->flags & NEW_PAR_BIT)
        break;

    --starts;
}
```

You can do the same thing to back up to start of the previous line, with a slight alteration:

```
for (;;)
{
    --starts;

    if (starts->flags & NEW_LINE_BIT)
        break;
}
```



CAUTION: Be sure there are truly previous *point_start* elements before backing up the starts pointer. The simplest way to check this is to examine the “offset” field of the start; if it is zero, there are no elements before it.

Example:

```
if (starts->offset == 0)

/* We must not “back up” because starts is the FIRST START.*/
```

NOTE: The “first start” does not necessarily mean the start of the whole document, rather the start of the current block of text. The first start however will always be the beginning of a paragraph.

For purposes of custom pagination of paragraphs, you probably need to compute the vertical location of page boundaries.



CAUTION: THE INFO GIVEN HERE IS ASSUMING “REPEATING SHAPES” ARE ENABLED to achieve a multiple-page effect. If you are using some other method for page breaks, this information might not apply (mainly because we do not know how you have implemented page sizes and breaks).

The following is a list of very useful low-level utility functions that you can use to find out about the current “page” that a line will display in:

```
#include "pgShapes.h"  
pg_short_t pgGetWrapRect (paige_rec_ptr pg, long r_num,  
co_ordinate_ptr offset_extra);
```

This function returns sufficient information to construct the exact “page” rectangle for a given line of text. (Note, it is prototyped in “*pgShapes.h*” and is intended to be called from low-level hooks such as *adjust_proc*).

The *r_num* field must be the value in *r_num* from the first *point_start* of the line. When this function returns, *offset_extra* gets set to the amount to adjust the original page rectangle to obtain the actual, physical page location (remember we are dealing with “repeating shapes,” which means the *pg_ref* has only one page shape which repeats; this function computes the physical page position based on that information).

For purposes of obtaining only the vertical positions of the page, the function result can be ignored.

Here is an example of obtaining the page rect for a line of text in question (while in the *adjust_proc*):

```
rectangle    page;
co_ordinate  offset_adjust;

pgShapeBounds(pg->wrap_area, &page);
/* start with actual page area */

pgGetWrapRect(pg, starts->r_num, &offset_adjust);
pgOffsetRect(&page, offset_adjust.h, offset_adjust.v);

/* We now have the "real" page area for the line beginning at "starts" */
```

37.7

Page Break Characters

If your application implements page break characters, you can determine if the line has terminated with a forced page break by examining the ending *point_start* flags field:

```
if (starts[num_starts - 1].flags & BREAK_PAGE_BIT)

    // line ends with forced page break char.
```

`BREAK_PAGE_BIT` only gets set if the line terminates with a physical page-break character (it does not get set just because more lines won't fit on the page).

38

CHAPTER

UNICODE SUPPORT

Using the appropriate OpenPaige library (or compiling OpenPaige with #define UNICODE) will help you create a Unicode-aware application.

38.1

Compiler Settings

To compile an application using the OpenPaige Unicode library (or to build the OpenPaige Unicode library) you must provide the pre-definitions “UNICODE” and “_UNICODE”. It is best to use the preprocessor settings in your compiler for these definitions (not *CPUDEFS.H*) because your Windows headers require these definitions to resolve various macros.

38.2

Absolute Unicode

OpenPaige Unicode expects absolute Unicode in every respect. This includes anything whatsoever that has previously been declared as a “char” or “unsigned char”.

For example, *pgInsert()* expects your character(s) insertions to be wide characters (16 bit). The font name(s) in *font_info* are expected to be 16-bit characters as well. If you are using the custom control, all strings are assumed to be Unicode (the “OpenPaige” window class, the default font name, etc.).

Text positions and offsets are also Unicode-aware, thus they must be considered character offsets and not byte offsets. For example, if the insertion point (caret) is sitting between characters 4 and 5, *pgGetSelection()* will return position 4 even though the physical byte position is 8. Similarly, *pgTextSize()* will return the total (Unicode) character size, not the physical byte size. Every structure within OpenPaige Unicode assumes Unicode-based text; this design has been implemented for transparency and ease of upgrading.

38.3

OpenPaige Character Types

To support both Unicode and non-Unicode in a portable fashion, a new generic type has been declared:

```
#ifdef UNICODE
typedef unsigned short pg_char, *pg_char_ptr;
#else
typedef unsigned char pg_char, *pg_char_ptr;
#endif
```

Most parameters in OpenPaige API have changed from *pg_byte* and *pg_byte_ptr* to *pg_char* and *pg_char_ptr*.

For historical purposes, the older type “*pg_byte*” is still valid but it maps to *pg_char*.

If you need to declare a true byte (8-bit value), OpenPaige provides the following:

```
typedef unsigned char pg_bits8, *pg_bits8_ptr;
```

I/O and Text Files

Most of the file I/O supported by OpenPaige Unicode will be transparent to your application. If an older OpenPaige file is opened and/or if an OpenPaige Unicode-aware program opens a non-Unicode OpenPaige file, the text will be translated appropriately with no required intervention from your application.

Even if you are running the non-Unicode version of OpenPaige, reading OpenPaige Unicode files will still be converted to 8-bit ASCII text.

Import/Export

The OpenPaige import/export extension will translate Unicode to ASCII or ASCII to Unicode, whichever is appropriate. For example, when importing a text file the importer checks for the existence of Unicode (or not) and will convert the characters as necessary during the import. This will work (more or less) even if you are running the non-Unicode OpenPaige library — if Unicode text is being imported it will be converted to non-Unicode, 8-bit ASCII.

Exceptions

Exporting text and RTF, however, will export non-Unicode ASCII by default. If you need to export Unicode text, the following flag has been added to the export definitions:

`EXPORT_UNICODE_FLAG`

After you have created the export object, set `EXPORT_UNICODE_FLAG` in the “`export_bits`” member.

EXAMPLE:

```
filter = (PaigeExportObject) new PaigeRTFExportFilter();
filter->feature_bits |= EXPORT_UNICODE_FLAG;
```

38.6

Unicode Support Utilities

NOTE: Unless specified otherwise, these support utilities can be called even if the runtime OpenPaige library is non-Unicode (version 2.0 or above).

```
pg_boolean pgIsPaigeUnicode (void);
```

Returns TRUE if the current runtime OpenPaige library supports Unicode. This function works for all 2.0b1+ versions, with or without Unicode support.

NOTE: A “TRUE” merely means that the library — not necessarily the OS — supports Unicode.

```
pg_boolean pgInsertBytes (pg_ref pg, const pg_bits8_ptr data, long
length, long position, short insert_mode, short modifiers, short
draw_mode);
```

This function is identical to *pgInsert()* except the data to be inserted is considered to be 8-bit characters. The purpose of this function is to provide a way for a Unicode application to (still) be able to insert 8-bit ASCII if necessary (calling *pgInsert()* assumes Unicode characters).

Calling this function in a non-Unicode OpenPaige library will do the same thing as *pgInsert()*. If called in a Unicode OpenPaige library, the bytes are converted internally to 16-bit Unicode characters.

Saving Unicode (from non-Unicode Applications)

You can force text to be saved as Unicode even if you are running in a non-Unicode environment. To do so, set the extended attribute “SAVE_AS_UNICODE” using *pgSetAttributes2()* before calling *pgSaveDoc()*. When this attribute is set, the text is converted to Unicode (16 bit characters).

NOTE: While converting Roman or “English” characters will generally convert to 16 bit characters properly, complex double byte languages such as Japanese may not convert correctly. To work around this problem you need to supply the necessary character conversion functions as described below.

Unicode Conversion Hooks

In certain cases, OpenPaige is required to convert Unicode to non-Unicode, or non-Unicode to Unicode. In every case, one of the two low-level “hook” functions are called as shown below.

Both of these functions are *style_info* hooks, i.e. they apply to individual text formats. Initially, an internal function is used as the default. For *bytes_to_unicode_proc* the standard (default) function merely converts 8 bit characters to 16 bit characters and *unicode_to_bytes_proc* performs the reverse. For special languages, scripts, etc. you would need to provide your own conversion functions to replace the defaults.

Non-Unicode to Unicode

```
long bytes_to_unicode_proc (pg_bits8_ptr input_bytes,
pg_short_t PG_FAR *output_chars, font_info_ptr font, long
input_byte_size);
```

Upon entry, *input_bytes* is a pointer to a buffer of bytes (8 bit characters); *input_byte_size* defines the number of bytes.

NOTE: The input is considered a byte stream even if they are logically “double byte characters” such as Japanese text.

If *output_chars* is NULL, no conversion is to occur; instead, this function should simply return the number of characters that would result from a conversion to Unicode.

If *output_chars* is not NULL, the converted characters are to be output to this buffer; note that the actual size of the *output_chars* buffer will be large enough to accommodate the conversion, assuming that each and every byte in *input_bytes* will be converted to a 16 bit value.

The *font* parameter will contain the current font of the text (which typically will contain language and script information).

NOTE: All the characters provided are guaranteed to be rendered in this font, i.e. the conversion function will never be called with “mixed” fonts.

FUNCTION RESULT: The function should return the total number of characters converted (that were placed into *output_chars*) or the number of characters that would be converted (if *output_chars* is NULL).

NOTE: This is a character count, not a byte count.

38.10

Unicode to Non-Unicode

```
long unicode_to_bytes_proc (pg_short_t PG_FAR *input_chars,  
    pg_bits8_ptr output_bytes, font_info_ptr font,  
    long input_char_size);
```

Upon entry, *input_chars* is a pointer to a buffer of 16 bit characters; the number of characters is given in *input_char_size*.

NOTE: *input_char_size* is a character count, not a byte count.

The converted characters are to be output to the *output_bytes* buffer.

NOTE: The actual size of the *output_bytes* buffer will be large enough to accommodate the conversion, assuming the possibility that all characters might result in double byte sizes (e.g., Japanese conversions, etc.).

This function only gets called if the characters in *input_chars* are, in fact, Unicode; a call will never occur otherwise.

The *font* parameter will contain the current font of the text (which typically will contain language and script information).

NOTE: All the characters provided are guaranteed to be rendered in this font, i.e. the conversion function will never be called with “mixed” fonts.

FUNCTION RESULT: The function should return the total number of bytes converted (that were placed into *output_bytes*).

NOTE: This is a byte count, not necessarily a character count.

38.11

Hook Names

The Unicode conversion hooks are members of *style_info.procs*; their respective names are:

```
style_info.procs.bytes_to_unicode;// Non-Unicode to Unicode  
style_info.procs.unicode_to_bytes;// Unicode to Non-Unicode
```


39

CHAPTER

ERROR CODES

39.1

The #define error codes

The following error codes are defined in “*pgErrors.h*”.

NOTE: These defines are not brought in by *Paige.h*: In addition, they vary slightly from platform to platform.

No error

#define NO_ERROR	Mac 0x0000	Windows 0x0000	/* No error */
------------------	---------------	-------------------	----------------

Allocation Manager Errors

	Mac	Windows	
#define NO_MEMORY_ERR	memFullErr	0x0100	/* Insufficient memory */
#define NOT_ENOUGH_PURGED_ERR	0x0101	0x0101	/* Cannot purge enough space */
#define NO_PURGE_FILE_ERR	0x0102	0x0102	/* Purge file not available */
#define LOCKED_BLOCK_ERR	0x0103	0x0103	/* Cannot resize locked block */
#define NIL_ADDRESS_ERR	nilHandleErr	0x0104	/* Address is NIL (not valid) */
#define BAD_ADDRESS_ERR	0x0104	0x0105	/* Address is bogus (not valid) */
#define BAD_LINK_ERR	0x0105	0x0106	// Something wrong with internal ref

OpenPaige memory_ref-specific errors

	Mac	Windows	
#define CHECKSUM_ERR	0x0200	0x0200	/* Memory_ref checksum error */
#define ACCESS_ERR	0x0201	0x0201	/* Access failed on memory_ref */
#define BAD_REF_ERR	0x0202	0x0202	/* Bogus memory_ref */
#define REF_DISPOSED_ERR	0x0203	0x0203	/* Memory_ref has been disposed */
#define FILE_PURGE_ERR	0x0204	0x0204	/* Error on file when purging */
#define FILE_UNPURGE_ERR	0x0205	0x0205	/* Error on reading purged file */
#define RANGE_ERR	0x0206	0x0206	/* Access out of range */
#define PURGED_MEMORY_ERR	0x0207	0x0207	/* Attempt to operate on a purged block */
#define DEBUG_ZERO_ERR	0x0208	0x0208	/* Access is zero debug check */
#define DEBUG_NZ_ERR	0x0209	0x0209	/* Access is non-zero debug check */
#define NO_ERR_HANDLER_ERR	0x020A	0x020A	/* No exception handler */
#define PG_PSTRING_TOO_BIG_ERR	0x020B	0x020B	// conversion to Pascal string error

	Mac	Windows	
#define NO_HANDLER_ERR	0x0300	0x0300	/* A key handler not found */
#define NO_SPACE_ERR	fnOpnErr	0x0301	/* File has insufficient space */
#define NOT_OPEN_ERR	fnOpnErr	0x0302	/* Requested file not open */
#define FILE_LOCK_ERR	fLckdErr	0x0303	/* Disk write protected */
#define WRITE_PROTECT_ERR	wPrErr	0x0304	/* Medium write protected */
#define ACCESS_DENIED_ERR	permErr	0x0305	/* Access permission denied */
#define EOF_ERR	eofErr	0x0305	/* Attempt to go past end of file */
#define IO_ERR	ioErr	0x0306	/* Hard I/O Error */
#define BAD_TYPE_ERR	0x0301	0x0308	/* File not of appropriate type */
#define UNICODE_ERR	0x0309	0x0309	/* File has unicode, platform cannot handle */
#define NO_FILE_ERR	0x03FE	0x03FF	/* File not found */
#define SOFT_EOF_ERR	0x03FF	0x03FF	/* Logical end of file "error" abort */

Runtime debugging errors (not Allocation Manager related)

	All Platforms	
#define LOCKED_PG_ERROR	0x0400	/* Attempt to change a locked pg_ref */
#define ILLEGAL_RE_ENTER_ERROR	0x0401	/* Illegal reentrance */
#define BAD_PARAM_ERROR	0x0402	/* Bad parameter in function */
#define GLOBALS_MISMATCH_ERROR	0x0403	/* Globals in doc don't match pg_globals */
#define DUP_KEY_HANDLER_ERROR	0x0404	/* pgWrite/Read key that already exists */
#define BAD_REFCON_ID_ERROR	0x0405	/* Bad refcon number of exclusion */
#define STRUCT_INTEGRITY_ERR	0x0406	/* Style structures bad */
#define USER_BREAK_ERR	0x0407	/* User-invoked debug break */
#define CARET_SYNC_ERR	0x0408	/* Caret and caret bit out of sync */

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