

MyJuceApp

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Contents

Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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MainAppWindow	??
MainComponent	??
XmlParser	??

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

Main.cpp	...	??
MainAppWindow.cpp	...	??
MainAppWindow.h	...	??
MainComponent.cpp	...	??
MainComponent.h	...	??
MyJuceApp_Headers.h	...	??
XmlParser.cpp	...	??
XmlParser.h	...	??

Chapter 3

Class Documentation

3.1 AppClass Class Reference

Public Member Functions

- [AppClass](#) ()
- [~AppClass](#) ()
- void [initialise](#) (const String &commandLine)
- void [shutdown](#) ()
- const String [getApplicationName](#) ()
- const String [getApplicationVersion](#) ()
- bool [moreThanOneInstanceAllowed](#) ()
- void [anotherInstanceStarted](#) (const String &commandLine)

Private Attributes

- [MainAppWindow](#) * [theMainWindow](#)
- ApplicationCommandManager * [m_commandManager](#)

3.1.1 Constructor & Destructor Documentation

3.1.1.1 `AppClass::AppClass ()` [inline]

3.1.1.2 `AppClass::~~AppClass ()` [inline]

3.1.2 Member Function Documentation

3.1.2.1 `void AppClass::anotherInstanceStarted (const String & commandLine)` [inline]

3.1.2.2 `const String AppClass::getApplicationName ()` [inline]

3.1.2.3 `const String AppClass::getApplicationVersion ()` [inline]

3.1.2.4 `void AppClass::initialise (const String & commandLine)` [inline]

3.1.2.5 `bool AppClass::moreThanOneInstanceAllowed ()` [inline]

3.1.2.6 `void AppClass::shutdown ()` [inline]

3.1.3 Member Data Documentation

3.1.3.1 `ApplicationCommandManager* AppClass::m_commandManager` [private]

3.1.3.2 `MainAppWindow* AppClass::theMainWindow` [private]

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

- [Main.cpp](#)

3.2 MainAppWindow Class Reference

```
#include <MainAppWindow.h>
```

Public Member Functions

- [MainAppWindow](#) (ApplicationCommandManager *commandManager)
- [~MainAppWindow](#) ()
- void [closeButtonPressed](#) ()

3.2.1 Constructor & Destructor Documentation

3.2.1.1 [MainAppWindow::MainAppWindow](#) (ApplicationCommandManager *
commandManager)

3.2.1.2 [MainAppWindow::~~MainAppWindow](#) ()

3.2.2 Member Function Documentation

3.2.2.1 void [MainAppWindow::closeButtonPressed](#) ()

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

- [MainAppWindow.h](#)
- [MainAppWindow.cpp](#)

3.3 MainComponent Class Reference

```
#include <MainComponent.h>
```

Public Member Functions

- [MainComponent](#) (DocumentWindow *mainWindow, ApplicationCommandManager *commandManager)
- [~MainComponent](#) ()
- juce_UseDebuggingNewOperator void [resized](#) ()
- void [paint](#) (Graphics &g)
- void [buttonClicked](#) (Button *button)
- void [timerCallback](#) ()
- void [hochZaehler](#) ()
- const StringArray [getMenuBarNames](#) ()
- const PopupMenu [getMenuForIndex](#) (int menuIndex, const String &menuName)
- void [menuItemSelected](#) (int menuItemID, int topLevelMenuIndex)
- ApplicationCommandTarget * [getNextCommandTarget](#) ()
- void [getAllCommands](#) (Array< CommandID > &commands)
- void [getCommandInfo](#) (const CommandID commandID, ApplicationCommandInfo &result)
- bool [perform](#) (const InvocationInfo &info)

Private Types

- enum [CommandIDs](#) { [about](#) = 0x2000 }

Private Member Functions

- [MainComponent](#) (const [MainComponent](#) &)
Prevent copy constructor being generated.
- const [MainComponent](#) & [operator=](#) (const [MainComponent](#) &)
Prevent operator= being generated.

Private Attributes

- DocumentWindow * [m_mainWindow](#)
- ApplicationCommandManager * [m_commandManager](#)
- TooltipWindow [tooltipWindow](#)
- TextButton * [button1](#)
- bool [m_schalter](#)
- String [m_text](#)
- bool [m_timerOn](#)
- String [m_text2](#)
- int [m_zaeher](#)
- Image * [m_image](#)

3.3.1 Member Enumeration Documentation

3.3.1.1 enum MainComponent::CommandIDs [private]

Enumerator:

about Show about dialog.

3.3.2 Constructor & Destructor Documentation

3.3.2.1 MainComponent::MainComponent (DocumentWindow * *mainWindow*, ApplicationCommandManager * *commandManager*)

3.3.2.2 MainComponent::~MainComponent ()

3.3.2.3 MainComponent::MainComponent (const MainComponent &) [private]

Prevent copy constructor being generated.

3.3.3 Member Function Documentation

3.3.3.1 void MainComponent::buttonClicked (Button * *button*)

3.3.3.2 void MainComponent::getAllCommands (Array< CommandID > & *commands*) [inline]

3.3.3.3 void MainComponent::getCommandInfo (const CommandID *commandID*, ApplicationCommandInfo & *result*) [inline]

3.3.3.4 const StringArray MainComponent::getMenuBarNames () [inline]

3.3.3.5 const PopupMenu MainComponent::getMenuForIndex (int *menuIndex*, const String & *menuName*) [inline]

3.3.3.6 ApplicationCommandTarget* MainComponent::getNextCommandTarget () [inline]

3.3.3.7 void MainComponent::hochZaebler ()

3.3.3.8 void MainComponent::menuItemSelected (int *menuItemID*, int *topLevelMenuIndex*) [inline]

3.3.3.9 const MainComponent& MainComponent::operator= (const MainComponent &) [private]

Prevent operator= being generated.

3.3.3.10 void MainComponent::paint (Graphics & *g*)

3.3.3.11 bool MainComponent::perform (const InvocationInfo & *info*) [inline]

3.3.3.12 void MainComponent::resized ()

3.3.3.13 void MainComponent::timerCallback ()

3.3.4 Member Data Documentation

3.3.4.1 TextButton* MainComponent::button1 [private]

3.3.4.2 ApplicationCommandManager* MainComponent::m_commandManager
[private]

3.3.4.3 Image* MainComponent::m_image [private]

3.3.4.4 DocumentWindow* MainComponent::m_mainWindow [private]

3.3.4.5 bool MainComponent::m_schalter [private]

3.3.4.6 String MainComponent::m_text [private]

3.3.4.7 String MainComponent::m_text2 [private]

3.3.4.8 bool MainComponent::m_timerOn [private]

3.3.4.9 int MainComponent::m_zaebler [private]

3.3.4.10 TooltipWindow MainComponent::tooltipWindow [private]

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

- [MainComponent.h](#)
- [MainComponent.cpp](#)

3.4 XmlParser Class Reference

```
#include <XmlParser.h>
```

Public Member Functions

- const String & [getPicturePath](#) () const

Static Public Member Functions

- static const [XmlParser](#) & [getInstance](#) ()

Private Member Functions

- [XmlParser](#) ()
- [~XmlParser](#) ()
- void [readConfig](#) ()

Private Attributes

- String [m_picturePath](#)

Static Private Attributes

- static [XmlParser](#) * [m_instance](#) = 0

3.4.1 Constructor & Destructor Documentation

3.4.1.1 [XmlParser::XmlParser](#) () [private]

3.4.1.2 [XmlParser::~~XmlParser](#) () [private]

3.4.2 Member Function Documentation

3.4.2.1 static const [XmlParser](#)& [XmlParser::getInstance](#) () [inline, static]

3.4.2.2 const String& [XmlParser::getPicturePath](#) () const [inline]

3.4.2.3 void [XmlParser::readConfig](#) () [private]

3.4.3 Member Data Documentation

3.4.3.1 [XmlParser](#) * [XmlParser::m_instance](#) = 0 [static, private]

3.4.3.2 String [XmlParser::m_picturePath](#) [private]

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

- [XmlParser.h](#)
- [XmlParser.cpp](#)

Chapter 4

File Documentation

4.1 Main.cpp File Reference

```
#include "MyJuceApp_Headers.h"  
#include "MainAppWindow.h"
```

Classes

- class [AppClass](#)

4.2 MainAppWindow.cpp File Reference

```
#include "MyJuceApp_Headers.h"  
#include "MainAppWindow.h"  
#include "MainComponent.h"
```

4.3 MainAppWindow.h File Reference

Classes

- class [MainAppWindow](#)

4.4 MainComponent.cpp File Reference

```
#include "MyJuceApp_Headers.h"  
#include "MainComponent.h"  
#include "XmlParser.h"
```

4.5 MainComponent.h File Reference

Classes

- class [MainComponent](#)

4.6 MyJuceApp_Headers.h File Reference

```
#include <juce.h>
#include <TraceLog.h>
```

4.7 XmlParser.cpp File Reference

```
#include "MyJuceApp_Headers.h"  
#include "XmlParser.h"
```

Functions

- static const String & [configFile](#) (T("../data/MyJuceAppConfig.xml"))

4.7.1 Function Documentation

4.7.1.1 static const String& [configFile](#) (T("../data/MyJuceAppConfig.xml")) [static]

4.8 XmlParser.h File Reference

Classes

- class [XmlParser](#)