Zones Commands

Instructions and functions to handle and detect zones

Reset Zone INDEX
Erase the definition of a zone, making it non-detectable
Parameters:
   INDEX: (Optional) The index of the zone to reset, if ommited all zones will be reset

Zone$ TEXT$, INDEX
Return a magical string to use in the Print instruction when printing text, allowing you to define a zone around the text included as a parameter
Parameters:
    TEXT$: The text to print, the zone will de defined from the top-left corner of the first character to the bottom-right corner of the last character. Warning: impredictible result if the text does not fit in one single line
   INDEX: The index of the zone to set

Set Zone ... To ... INDEX, X1, Y1, X2, Y2
Define a new zone in the current screen
Parameters:
   INDEX: The index of the zone to set
   X1: The horizontal coordinate of the top-left corner of the zone rectangle
   Y1: The vertical coordinate of the top-left corner of the zone rectangle
   X2: The horizontal coordinate of the bottom-right corner of the zone rectangle
   Y2: The vertical coordinate of the bottom-right corner of the zone rectangle

Set Zone INDEX, X, Y, WIDTH, HEIGHT
Define a new zone in the current screen
Parameters:
   INDEX: The index of the zone to set
   X: Horizontal coordinate of the top-left corner of the zone rectangle
   Y: Vertical coordinate of the the top-left corner of the zone rectangle
   WIDTH: Width of the zone rectangle
   HEIGHT: Height of the zone rectangle

Zone INDEX, X, Y
Check if a given coordinate lays inside of a pre-defined zone
Parameters:
   INDEX: The index of the zone to test
   X: Horizontal coordinate to test
   Y: Vertical coordinate to test
Value returned:
   boolean: True if the given coordinate lay insid eof the zone, False if not

Zone X, Y
Find the zone located at the given coordinates
Parameters:
   X: Horizontal coordinate to test
   Y: Vertical coordinate to test
Value returned:

integer: -1 if the coordinate lay outside of every zones, index of the zone if they lay inside of one

HZone INDEX, X, Y

Check if a given hardware coordinate lay inside of a zone. Hardware coordinate are only different from screen coordinate for retro-machine emulation (Amiga, Atari etc.)

Parameters:

   INDEX: The index of the zone to test

   X: Horizontal hardware coordinate to test

   Y: Vertical hardware coordinate to test

Value returned:

   boolean: True if the given coordinate lay insid eof the zone, False if not

HZone X, Y

Find the zone located at the given hardware coordinates. Hardware coordinate are only different from screen coordinate for retro-machine emulation (Amiga, Atari etc.)

Parameters:

   X: Horizontal hardware coordinate to test

   Y: Vertical hardware coordinate to test

Value returned:

   integer: -1 if the coordinate lay outside of every zones, index of the zone if they lay inside of one

Mouse Zone

Return the index of a predefined zone (with "Set Zone") under the mouse

Value returned:

   integer: -1 if the coordinate lay outside of all the zones, or the index of the zone if they lay inside of one