

ZAF 5 Base Attribute Support

[illegible]

1. "Attributes" in this context refers to accessor functions inside ZafWindowObject and ZafWindow that manipulate data members. Each accessor has both a "Get" and a "Set" variant. For example, "SetAcceptDrop(true)" sets this attribute, while "if (AcceptDrop())" checks the status of the attribute.

In the chart "■" indicates the attribute is supported by the class listed at the top of the column, while " " (blank) indicates the attribute is undefined for the class. Other values are "forced" by a *blocking function* that prevents that attribute from being changed. For example, an attempt to "SetAcceptDrop(true)" on a ZafPrompt will always return "false" as indicated in the chart.

Chart Key:

■	Supported by this class
" "	Undefined for this class
T	Forced to "true" for this class
F	Forced to "false" for this class
N	Forced to "NULL" for this class
C	Initialized to ZAF_CELL
D	Supported by DOS only, defined by end user on other environments.
0	Initialized to zero for this class
I	Forced to "ZAF_INSIDE_REGION" for this class
O	Forced to "ZAF_OUTSIDE_REGION" for this class
A	Forced to "ZAF_AVAILABLE_REGION" for this class
S	Forced to "ZAF_SINGLE_SELECTION" for this class
static	Value is environment specific and may not be changed, except in DOS.

2. "Dynamic" indicates the attribute may be changed dynamically, i.e. after the object has been initialized and has a screenID. If the attribute cannot be changed dynamically then "SetAttribute" functions must be called prior to adding the object to a managed parent or the WindowManager. Alternatively, the object may be subtracted, attributes changed, then readded to its parent.

3. "AutomaticUpdate" is defined only for palette manipulation functions (BackgroundColor, TextColor, Font, UserPaletteData) and Add and Subtract. When "AutomaticUpdate==false" the display is not refreshed when these functions are called. This allows the programmer to fully manipulate the palette, or add or subtract many items on a parent without slow and distracting screen updates. "SetAutomaticUpdate(true)" restores the normal display behavior and immediately redisplayes the changes made while AutomaticUpdate was false.

Note: AutomaticUpdate is not defined for other contexts and is therefore not portable outside of palette functions, Add and Subtract. It may result in unpredictable and non-portable behavior (even crashing!) under other conditions and should therefore never be left in the "false" state. In general, "SetAutomaticUpdate(false)" and "SetAutomaticUpdate(true)" should immediately precede and follow the functions it is designed to affect.

4. This accessor function manipulates the UserPaletteData member which is an instance of ZafPaletteData — a separate class. Initialization, duplication and persistence are handled by ZafPaletteData rather than the user interface class.

5. By default, this attribute applies only to children of a ZafStatusBar. However, it may be exploited by programmers for other purposes.

6. By default, this attribute applies only to children of ZafHzList, ZafVtList, ZafTreeList, and ZafTreeItem. However, it may be exploited by programmers for other purposes.

7. Proper child windows cannot have decorations (e.g. TitleBar, Border, etc.) therefore Text is undefined in this case. MDI children do have decorations.

8. This attribute is set on the ZafTreeList object only, and affects the entire tree (including all the ZafTreeItem objects).

9. This attribute is valid in some contexts for this class but not others. For example, "SetDisabled(true)" is valid for proper child windows only (i.e. do not have decorations).

10. Instances of this class are forced to "Temporary()==true" by ZafComboBox when they are the ZafComboBox::list member.