binary_dtc.doc

COLLABORATORS

	TITLE : binary_dtc.doc		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

binary_dtc.doc

1.1   binary_dtc.doc

```
binary.datatype
```

1.2   binary.datatype/binary.datatype

```
NAME
    binary.datatype -- data type for any binary file

FUNCTION
    The binary data type, a base-class of all binary data, is used to
    load any binary file and displays the contents of the file in hex
    format.

PREFS
    The data type tries to load the prefs file first from
    "PROGDIR:Prefs/DataTypes/binary.prefs" and then
    "ENV:DataTypes/binary.prefs" on each OM_NEW method to set up the
    attributes !
    Up from version 39.10 it uses the ReadArgs() function to parse the
    prefs file. The template is :

    NOASCII/S,NOWRAP/S,NONE/S,BYTE/S,WORD/S,LONG/S,BPL=BYTESPERLINE/N/K

    NOASCII  - sets BDTA_ShowASCII to FALSE
    NOWRAP   - sets BDTA_DisplayWrap to FALSE
    NONE     - sets BDTA_DisplayHex to BDTDH_NONE
    BYTE     - sets BDTA_DisplayHex to BDTDH_BYTE
    WORD     - sets BDTA_DisplayHex to BDTDH_WORD
    LONG     - sets BDTA_DisplayHex to BDTDH_LONG
    BYTESPERLINE <bpl> or
    BPL <bpl> - sets BDTA_BytesPerLine to <bpl> bytes

    The options can be on several lines !

METHODS
    OM_NEW -- Create a new text object from a binary file in hex mode.
```

OM_DISPOSE -- dispose a object

OM_GET -- get a attribute of the object

OM_SET -- set attributes of the object

OM_UPDATE -- update some attributes of the object

GM_LAYOUT -- Method to layout the hex text

GM_RENDER -- draw the object

DTM_WRITE -- DTWM_RAW mode is supported

DTM_PRINT -- prints the hex text

DTM_DRAW -- draws the datatype in the given RastPort (This is
    exprimintal, I use this method for my new text.datatype to
    embed other datatype objects ! Don't use this at the moment !)

DTM_TRIGGER -- trigger methods to let the user input a search string
    and to search next or previous occurence of that string :
    STM_ACTIVATE_FIELD (return) - opens the string requester. This
        requester is spawned asyncronly !
    STM_BROWSE_NEXT ('>') - searchs next occurence
    STM_BROWSE_PREV ('<') - searchs previous occurence

DTBM_GETSTRING -- opens a requester to let the user input the
    string !

DTBM_SEARCHNEXT -- searchs for the next occurence of the specified
    string

DTBM_SEARCHPREV -- searchs for the previous occurance of the given
    string

TAGS
    BDTA_Buffer -- (UBYTE *) pointer to the buffer, which should be
        displayed.
        Applicability is (ISG).

    BDTA_BufferLen -- (ULONG) length of the buffer supplied with
        BDTA_Buffer tag. This must be given if the buffer tag is
        specified.
        Applicability is (ISG).

    BDTA_BytesPerLine -- (UWORD) number of bytes per line.
        If BDTA_DisplayHex is BDTDH_WORD it must be a multiply of 2,
        if it is BDTDH_LONG it must be a multiply of 4 !
        Default is 32.
        Applicability is (ISGNU).

    BDTA_DisplayHex -- (UWORD) type of the display. The following types
        are supported : BDTDH_NONE - displays no hex values
                         BDTDH_BYTE - displays each byte in hex (8 bit)
                         BDTDH_WORD - displays each word in hex (16 bit)

```
                        BDTDH_LONG  - displays each long in hex (32 bit)
        Default is BDTDH_LONG.
        Applicability is (ISGNU).

    BDTA_ShowASCII -- (BOOL) display at the end of the line the
        appropriate ASCII string !
        Default is TRUE.
        Applicability is (ISGNU).

    BDTA_DisplayWrap -- (BOOL) the BDTA_BytesPerLine are ignored and the
        byte number is retrieved from the object width !
        Default is TRUE.
        Applicability is (ISGNU).

    BDTA_Found -- (STRPTR) pointer to the buffer to highlight the line.
        This is used to display the line of a found string !
        Default is NULL
        Applicability is (ISNU).

BUGS
    At the moment proportional fonts can't be handled.

SEE ALSO
    datatypesclass (where ?)
```