

Floattext.mui

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Floattext.mui

Super class

[List.mui](#)

Background

Floattext class is a subclass of list class that takes a big text string as input and splits it up into several lines to be displayed. Formatting capabilities include paragraphs and justified text with word wrap.

Attributes

| Attribute | Version | ISG | Type |
|---|---------|-----|--------|
| MUIA Floattext Justify | V4 | ISG | BOOL |
| MUIA Floattext KeepStyles | V20 | I.. | BOOL |
| MUIA Floattext SkipChars | V4 | IS. | STRPTR |
| MUIA Floattext TabSize | V4 | IS. | LONG |
| MUIA Floattext Text | V4 | ISG | STRPTR |

Methods

| Method | Version |
|---------------------------------------|---------|
| MUIM Floattext Append | V20 |

MUIA_Floattext_Justify

NAME

MUIA Floattext Justify — V4 [ISG], BOOL, 0x8042dc03

FUNCTION

Indicate whether you want your the text aligned to the left and right border. MUI will try to insert spaces between words to reach this goal.

If you want right aligned or centered text, use the MUIA List Format attribute.

SEE ALSO

MUIA Floattext Text, MUIA List Format

MUIA_Floattext_KeepStyles

NAME

MUIA Floattext KeepStyles — V20 [I.], BOOL, 0x80427b9f

FUNCTION

If set to TRUE any active text styles at the end of a paragraph will be kept instead of being reset back to plain text.

Defaults to FALSE.

SEE ALSO

MUIA Floattext Text

MUIA_Floattext_SkipChars

NAME

MUIA Floattext SkipChars — V4 [IS.], STRPTR, 0x80425c7d

FUNCTION

Defines an array of characters that shall be skipped when displaying the text. If you e.g. want to display a fido message and know it has some CTRL-A control characters in it, you could set this attribute to "\1" to prevent Floattext class from displaying unreadable crap.

SEE ALSO

[MUIA_Floattext_Text](#)

MUIA_Floattext_TabSize

NAME

[MUIA_Floattext_TabSize](#) — V4 [IS.], LONG, 0x80427d17

FUNCTION

Adjust the tab size for a text. The tab size is measured in spaces, so if you plan to use tabs not only at the beginning of a paragraph, you should consider using the fixed width font.

Defaults to 8.

SEE ALSO

[MUIA_Floattext_Text](#)

MUIA_Floattext_Text

NAME

[MUIA_Floattext_Text](#) — V4 [ISG], STRPTR, 0x8042d16a

FUNCTION

Strings of characters to be displayed as floattext. This string may contain linefeeds to mark the end of paragraphs or tab characters for indentation.

MUI will automatically format the text according to the width of the floattext object. If a word does not fit into the current line, it will be wrapped.

If you plan to use tabs not only at the beginning of a line you should consider using the configured fixed width font.

MUI copies the complete string into a private buffer, you don't need to keep your text in memory. If memory is low, nothing will be displayed. That's why you always have to be prepared for handling a NULL pointer when getting back [MUIA_Floattext_Text](#).

Setting [MUIA_Floattext_Text](#) to NULL means to clear the current text.

Please note that justification and word wrap with proportional fonts is a complicated operation and may take a considerable amount of time, especially with long texts on slow machines.

SEE ALSO

Any active text styles (i.e. bold text or colors) will be reset at the end of a paragraph indicated by a line feed character (0x0a, \n). However, it is possible to switch off this behaviour by setting the attribute MUIA_Floattext_KeepStyles to TRUE.

EXAMPLE

```
text AllocVecfilesize MEMF_ANY

Readfiletextfilesize

fto FloattextObject
    MUIA_Floattext_Text text
End

FreeVectext
```

SEE ALSO

MUIA_Floattext_Justify, MUIA_Floattext_TabSize, MUIA_Floattext_SkipChars,
MUIA_Floattext_KeepStyles

MUIM_Floattext_Append

NAME

MUIM_Floattext_Append — V20, 0x8042a221

SYNOPSIS

```
DoMethod(obj, MUIM_Floattext_Append, CONST_STRPTR Text);
```

FUNCTION

Appends the given text to the already existing text. The additional text will be copied to a private buffer.

INPUTS

CONST_STRPTR Text
text to be appended.

RESULT

A boolean value indicating whether the append operation succeeded or not.

EXAMPLE

```
setobj MUIA_Floattext_Text  
DoMethodobj MUIM_Floattext_Append
```

SEE ALSO

[MUIA_Floattext_Text](#)

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[MUI for AmigaOS -](#)
[MUI-Autodocs](#)

Updated: 19-Oct-2020