

# **Users Guide**

**PureVision**

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# **Foreword**

PVGadgets is a collection of  
addon functions designed  
specifically to work with  
PureVision and the PureBasic  
Compiler.

Thank you for supporting  
PureVision and we hope that this  
Users Guide will help you to  
make the most of our Product.

# Part



# 1 PureVision

## The Professional Form Designer for PureBasic

PureVision provides you with a quick and easy way to create and manage forms while designing professional commercial applications.

Not only can you manage entire projects, PureVision allows you to export individual Forms from large projects and merge them with other projects. By reusing existing forms, this saves you both time and money.

PureVision comes complete with tools for giving your projects that "competitive edge". Add icons to MenuBars, create custom Skins for your Forms, design custom Pointers, manage Language Files for multilingual support and much more !!!

Have even more power at your fingertips by accessing PVGadgets, a custom library designed specifically for those wanting more out of their application.

PureVision is the choice of professionals and is used to design and create thousands of dollars worth of commercial software on a daily basis.

When you have PureVision, you have Pure Power !!

### Features:

- Easy To Use Interface
- Design Complex Professional Forms Quickly
- Graphically Enhance Forms with PureSkins
- Group Gadgets for Fast Moving & Sizing
- Copy & Paste Gadgets from Clipboard
- Easily Adjustable Tabbing Order
- "Hot Keys" for Quick Gadget Manipulation
- Load/Save Full Work Projects
- Edit Multiple Forms in a Single Project
- Save Individual Forms to New Project
- Merge Individual Forms or Complete Projects
- Auto Include Images in Compiled EXE
- Create Dynamically Resizing Forms
- Export as "Easy To Use" PureBasic Source Code
- Select Windows or Linux Compliant Code
- Exports Full Project or Selected Forms Only
- Exports Multi Language Support File
- Export Ascii or UTF-8 Unicode Support
- Includes PureTrans - Multi Language File Manager
- Includes PVGadgets - Custom Gadgets Library
- Supports PureBasic v5.xx Gadgets
- Supports PureBasic v5.xx Gadget Flags
- Allows for Additional (non PB) Flags
- Features Additional Windows API Gadgets
- No Limit to Number of Forms in a Project
- Number of Gadgets per Form is Unlimited
- Work Form Looks & Responds as it was in Your Final Application (WYSIWYG Interface)

**Support:**

- Email: [support@reelmedia.org](mailto:support@reelmedia.org)
- Web: <http://purevision.reelmedia.org>
- Forum: <http://purevision.reelmedia.org/support.html>

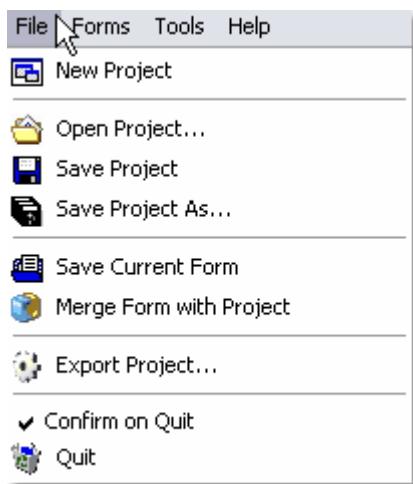
## 1.1 MenuBar

The PureVision MenuBar is used for various file operations, program settings, and accessing extra tools.



To use the MenuBar, simply select the appropriate heading and then select the required action.

### 1.1.1 File



The **File** menu allows you to perform various file related operations in PureVision.

#### 1.1.1.1 New Project

Selecting **New Project** will delete any currently loaded project and start a new project, beginning with a new Form.

#### 1.1.1.2 Open Project

Selecting **Open Project** will allow you to load a PureVision (GUI) project into PureVision.

You will be asked to select the appropriate GUI file using a file selector.

You can also open a PureVision GUI file by double clicking on a GUI file in Windows Explorer if PureVision has not yet been started.

#### 1.1.1.3 Save Project

Selecting **Save Project** will save the current PureVision project in the GUI format.

The current filename will be used when saving. If a filename does not yet exist, you will be prompted to enter one.

#### 1.1.1.4 Save Project As

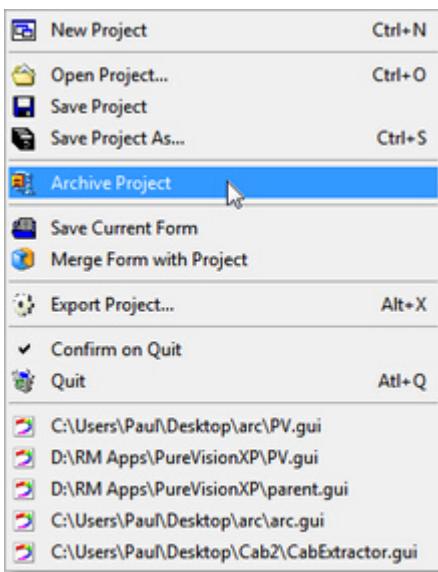
Selecting **Save Project As** will save the current PureVision project in the GUI format by asking for a filename and location, regardless of what filename has currently been set.

#### 1.1.1.5 Archive Project

Selecting Archive Project will compress your project file along with any resources used by your project into a single ZIP file.

You will first be asked to save the current PureVision project in the GUI format by selecting filename and location.

The resulting ZIP file will be located in that same folder



#### 1.1.1.6 Save Current Form

When selecting **Save Current Form**, instead of saving the entire PureVision project, only the Form that is currently being displayed will be saved in the PureVision GUI project format.

#### 1.1.1.7 Merge Form with Project

Selecting **Merge Form with Project** allows you to combine Forms from other projects into the project you are currently working on.

For example, if you have created an "About Box" in a previous project and wish to reuse it without having to rebuild the entire Form. Simply export the "About Box" from the old project and use **Merge Form with Project** to merge it into your new project.

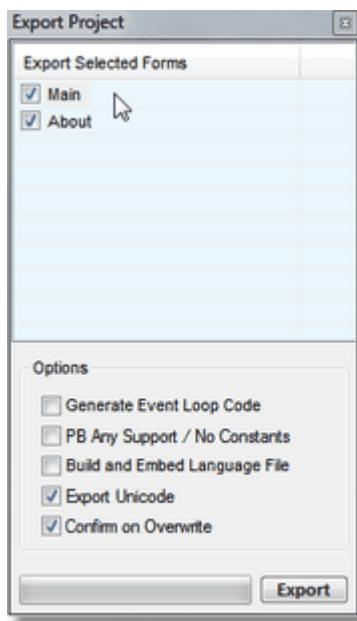
#### 1.1.1.8 Export Project

To have PureVision convert your Project into Source Code which will compile using the PureBasic Compiler, select **Export Project** or press **ALT+X**.

PureVision will generate Source Code for all Forms in the Export List which contain a check. If your Project contains Forms you do not wish to have exported, simply remove the check from any Form you do not want exported.

By default, the first Form in the Export List will be selected. The first Form is always considered the Main Form and an Event Loop will be generated for this Form if **Generate Event Loop Code** has been

checked. To have PureVision generate an Event Loop for a different Form, simply select another Form in the Export List.



By default PureVision exports code using Constants. If you prefer using Global variables assigned with #PB\_Any, you can enable this export option by checking "PB Any Support/No Constants".

If you would like to export your Project with support for multiple Languages, check "Build and Embed Language File". This will embed the current Project Language as well as export a Languge File (.Lang) which you can easily edit using the [PureTrans Language Manager](#).

By default PureVision will export your Project as Unicode UTF8 allowing support for extended characters. If you uncheck this option PureVision will export your Project as ASCII.

If an Exported Project or an Event Loop for an Exported Project already exists, you will be prompted to "Confirm Overwrite". This is a safety feature giving you a last chance before overwriting any existing data. If you DO NOT wish to be prompted every time PureVision is about to overwrite existing data, you can turn this warning feature off by removing the check in the "Confirm on Overwrite" checkbox.

#### 1.1.1.9 Confirm on Quit

By enabling **Confirm on Quit**, PureVision will ask "are sure you wish to quit" before actually closing the application. This option is enabled by default and is used as a security measure.

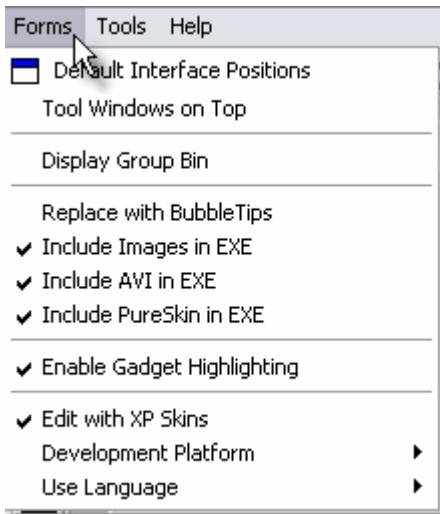


If **Confirm on Quit** is disabled, PureVision will close instantly when you tell it to exit, regardless if any project data exists.

#### 1.1.1.10 Quit

Selecting **Quit** will close the PureVision application.

## 1.1.2 Forms



The **Forms** menu allows you to customize various Form settings and PureVision options.

### 1.1.2.1 Default Interface Positions

Default Interface Positions places all Forms and Tool Windows back to their original default locations.

Shortcut key is **HOME**

### 1.1.2.2 Tool Windows on Top

By default only the **Gadget Creator** tool window is on top of all other windows. Selecting the **Tool Windows on Top** option forces the other tool windows on top as well.

Shortcut key is **CTRL-PageUP**

### 1.1.2.3 Display GroupBin

The **GroupBin** allows you to easily arrange and manage groups of Gadgets. By grouping Gadgets together you can quickly select, move, size, hide, copy, paste and duplicate them.

Select **Display GroupBin** to display the GroupBin tool window.



#### 1.1.2.3.1 Using the GroupBin

To create new groups in the GroupBin, press the **+** button.



To give meaningful names to the various Groups, right mouse click on the Group you wish to name and select **Rename Group**. Enter the new name of the Group and press **Ok**.



To add Gadgets to a Group, first select the Group you wish to add to. Then put a check in front of the Gadgets you wish to add using the [Gadget Tree](#).



Finally, **right mouse click** on the GroupBin and select **Add Group to GroupBin**.

The selected Gadgets will be added to the Group and can now quickly be re-selected by simply clicking on the name of the Group they belong to.



To remove a Gadget from a Group, select the Gadget you want to remove and press the - button.

#### 1.1.2.4 Replace with BubbleTips

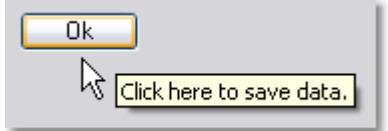
When this option is disabled, standard ToolTips are displayed when the mouse pointer hovers over a Gadget that contains a Tip.

Enabling this option forces the tips to be displayed in a fancy Bubble instead of the standard box.

Example 1: BubbleTip enabled



Example 2: standard Tooltip



#### 1.1.2.5 Include Images in EXE

When this option is enabled, all images/icons used in your project will be included in your EXE when the exported source code is compiled.

PureVision has an Image Optimizing routine which prevents duplicate images from being included many times and bloating your application.

If this option is disabled, all images will be loaded from your applications sub folder called "\Images".

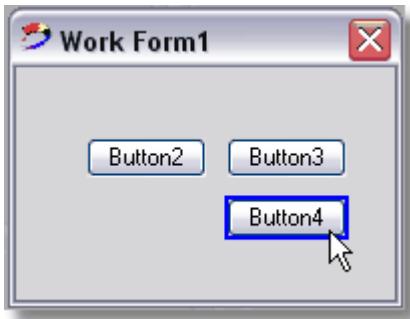
#### 1.1.2.6 Include PureSkin in EXE

When this option is enabled, any PureSkin that has been applied to a Form will be included in the EXE when the exported source code is compiled.

PureSkins that are not included in the EXE are stored in a sub folder of your application called "\Skins"

#### 1.1.2.7 Enable Gadget Highlighting

When Gadget Highlighting is enabled, the Gadget you are currently editing will have a colored box around it. A green box indicates you are in resize mode and a blue box indicates you are in move mode.



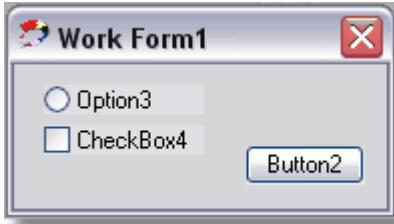
Select **Enable Gadget Highlighting** to toggle this option on or off.

#### 1.1.2.8 Edit with XP Skins

If you are running PureVision on Windows XP, the Gadgets you create will inherit any Windows XP skinning features you have turned on. To see what the Gadgets would look like on an operating system that does not support skins (Windows 2000/98/95) select **Edit with XP Skins** to disable skins.

This option requires you to restart PureVision.

Form with **Edit with XP Skins** enabled:



Form with **Edit with XP Skins** disabled:



If you are running PureVision on an operating system other than Windows XP, your forms will look similar to "disabled" even if **Edit with XP Skins** is enabled.

#### 1.1.2.9 Development Platform

The Development Platform option affects the source code that is exported by PureVision. If PureBasic Linux is selected, all Windows specific code will be removed including PVGadgets functions/features.

#### 1.1.2.10 Use Language

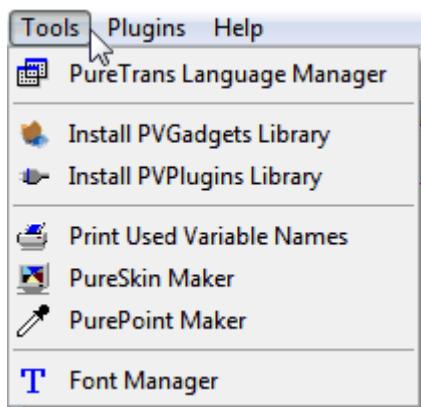
By default all PureVisionXP text is in English.

There are 2 additional slots reserved for German and French. When additional (.Lang) language files are available you can download and place them in the main PureVisionXP folder. This will allow you to select the available language of your choice to better understand the various text within PureVisionXP.

You can also use [PureTrans](#) (included with PureVision) to create your own language file if one does not currently exist.

### 1.1.3 Tools

The **Tools** menu provides access to addons which help create and enhance Forms within your project.



#### 1.1.3.1 PureTrans Language Manager

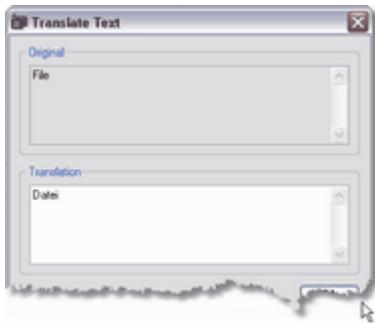
When starting the **PureTrans Language Manager** you will be asked to locate the Folder containing the language file to be translated. Next you will be asked to either select an existing language file you have already started to convert or enter the name of a language file you wish to start working on.



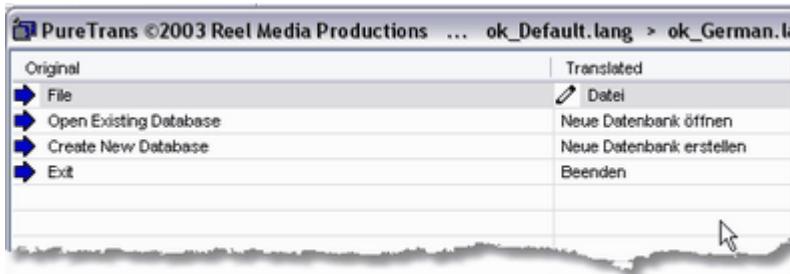
After selecting or entering a language file name, a form will appear with the text for all Gadgets. The current language will be located on the left and the new language will appear on the right.



Double left click on the text you wish to translate. You will be prompted to enter the new text. Enter the new translated text and press the **Ok** button.



Once your list of text has been translated, press the **Save** button to save all changes.



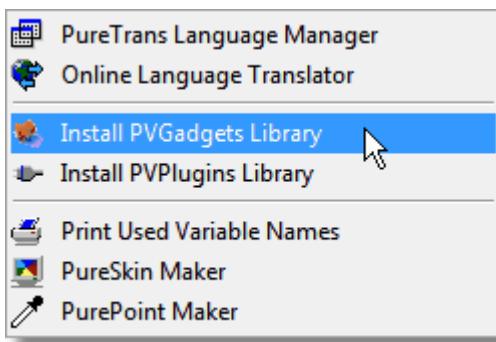
There will be times after modifying a project, where the default language no longer lines up to the translated language. Use the **Insert** and **Delete** keys to move the entire translated list up or down starting at the selected line.

Note: *The PureTrans Language Manager comes as a separate module than can be run without having PureVision. This allows you to give a copy of the PureTrans Language Manager (along with your language file) to the person or group who is doing the translating for you and they simply give back the translated file that has been saved.*

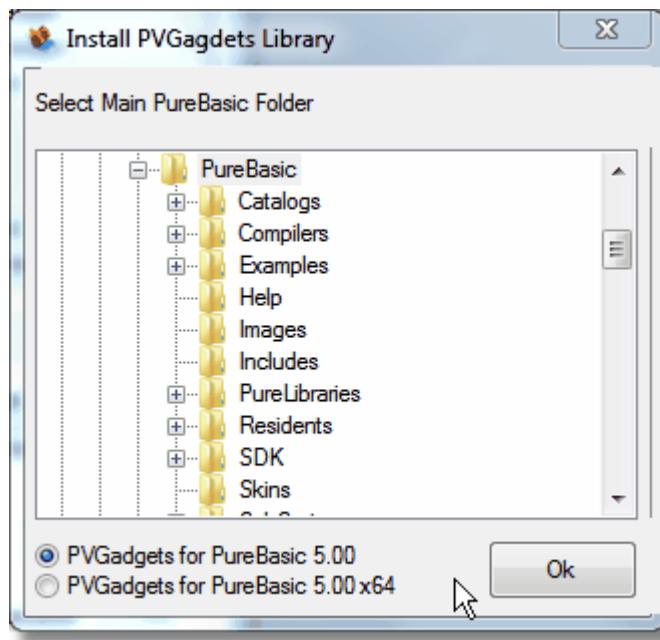
#### 1.1.3.2 Install PVGadgets Library

There are a number of Gadgets and commands that make use of a special PureBasic addon Library called [PVGadgets](#). PureVision will automatically generate the required source code to access the functions in this library. You can also use these functions manually for a higher level of control over your application by referring to the [PVGadgets](#) reference section.

To compile source code containing PVGadgets functions, you must first have the PVGadgets addon Library installed. Select **Install PVGadgets Library** and locate the main PureBasic folder. If you have the PureBasic editor running, it must be restarted for the new library to be recognized.

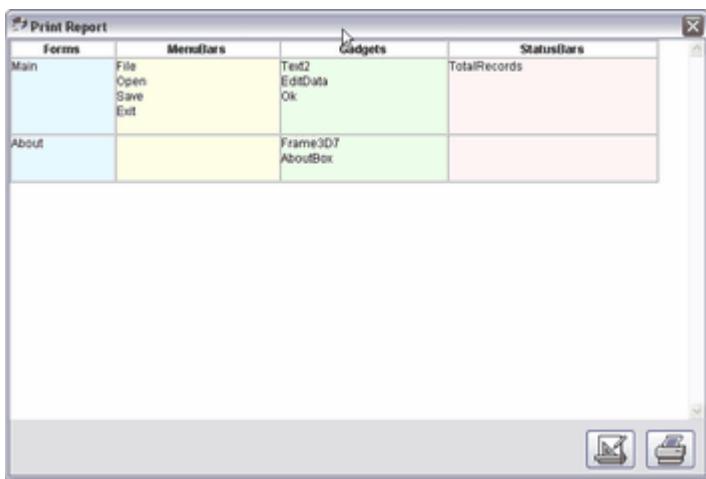


If you are using the x64 version of PureBasic, make sure you install the x64 version of PVGadgets.



#### 1.1.3.3 Print Project Data Sheet

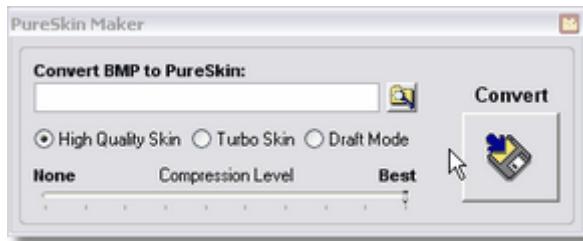
The Project Data Sheet gives you a quick overview of all the Constant names you have used in your Project. By printing this information, you will have the ability to quickly and easily look up what names you have used when you are manually writing code.



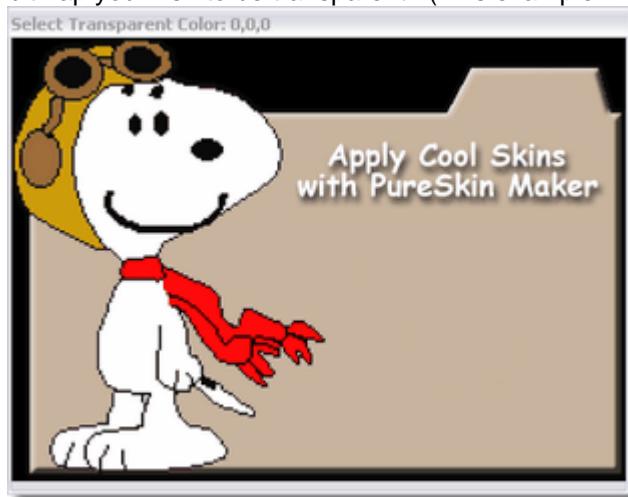
#### 1.1.3.4 PureSkin Maker

PureSkin Maker allows you to quickly and easily convert a standard bitmap (BMP) into a PureSkin (PVS). A PureSkin is a very small and fast loading file compared to a standard bitmap and is applied to a PureVision Form adding a [PureSkin Gadget](#).

To create a **PureSkin** simply select PureSkin Maker from the Tools menu, locate the bitmap file you wish to convert to a PureSkin, then press the Convert button.



PureSkin Maker will display the selected bitmap. Use the color picker icon to select the color of the bitmap you wish to be transparent. (This example image is a 357KB bitmap)



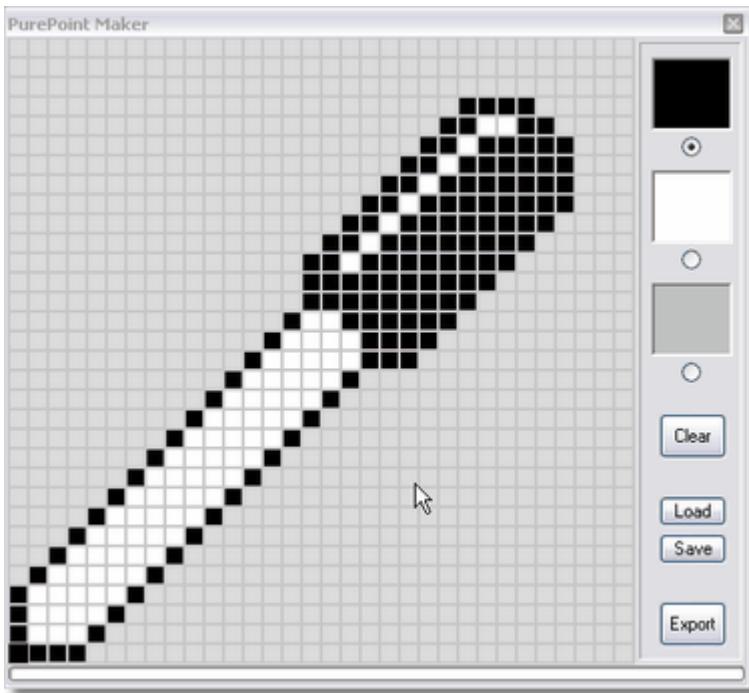
PureSkin Maker will display the bitmap with selected color removed. If you are pleased with the results, right click on the skin and select "Save PureSkin". The skin will be saved to the PureSkin (PVS) format. (This example skin saves to a 33KB PureSkin file)



You also have the option of adjusting the image output quality and the file compression level but the default settings usually provide the best results.

**NOTE:** If you plan on compiling as a 64bit application and using the special 64bit version of the PVGadgets library, you must set the compression level to "None". This is because PureBasic 32 and PureBasic 64 do not use the same memory packer routine, making them incompatible with eachother.

#### 1.1.3.5 PurePoint Maker



PurePoint Maker is used to create PurePoint (.pvp) files for use with the PurePoint User Library, allowing you to easily change your Mouse Pointer.

Use the mouse to select Black/White/Transparent and then draw on the PurePoint Grid by pressing the Left Mouse Button.

Press the Right Mouse Button to set a click point. This will determine the active part of the PurePoint and will be outlined in red.

**Clear** Clears the entire Grid with selected color

**Load** Loads a Raw PureSkin File (.raw)

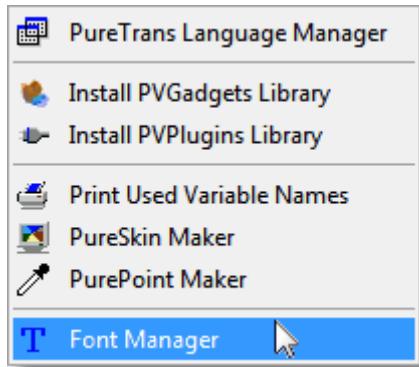
**Save** Saves a Raw PureSkin File (.raw)

**Export** Exports a PureSkin to be used with PureSkin User Library (.pvp)

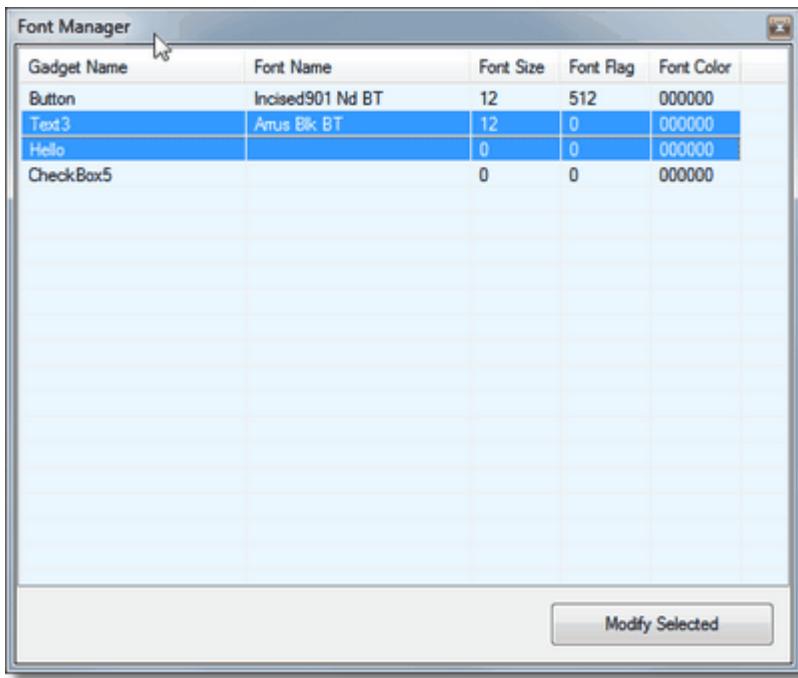
PurePoints are added to your application using special [PurePoint](#) functions.

#### 1.1.3.6 Font Manager

Font Manager allows you so quickly and easily modify Font attributes of multiple Gadgets.



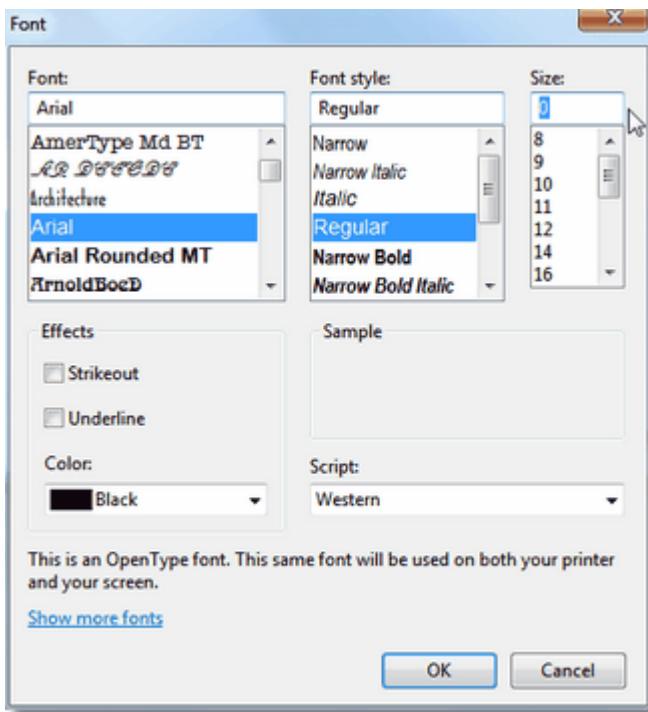
The Font Manager will display a list of all Gadgets which allow for Font Attributes to be Modified. Select the Gadgets you wish to modify by using the Left Mouse Button. Multiple Gadgets may be selected by combining the Left Mouse Button with th CTRL or SHIFT keys.



Press the **Modify Selected** button to bring up the Font Requester.  
Select the Attributes you wish to modify and press OK to apply the changes.

New attributes will be applied to ALL selected Gadgets.

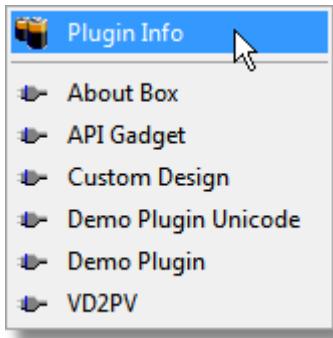
If you would like the selected Gadgets to revert to **Windows Default Settings**, set the **Font Size** to 0 (zero).



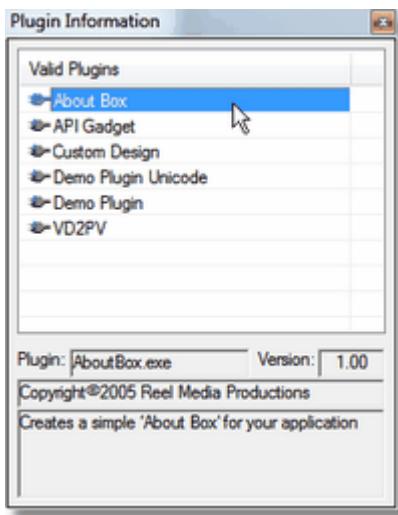
#### 1.1.4 Plugins

PureVision provides a simple way to design your own Plugins through a special PureBasic User Library called PV\_Plugins.

When a Plugin is designed and places in the **PureVision/Plugins** folder, it can be accessed from the Plugins option in the MenuBar.



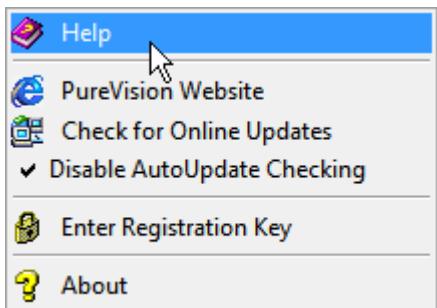
By selecting Plugin Info from the drop down menu, you can view information specific to that Plugin.



To run a specific plugin, select it from the drop down menu by pressing the left mouse button.

For information on how to use the PV\_Plugins User Library, see the [PVPlugins User Library](#) section.

## 1.1.5 Help



The **Help** menu gives you access to various help and support resources as well as application information.

### 1.1.5.1 Help

Selecting **Help** opens the windows help file containing all the information you are reading here. For quick reference, you can open the help file at any time while using PureVision.

### 1.1.5.2 PureVision Website

Selecting **PureVision Website** will open your default web browser and take you to the official PureVision website.

The PureVision website contains the latest software updates as well as a support forum for extra help.

<http://www.reelmedia.org/purevision>

### 1.1.5.3 Check for Online Updates

**Check for Online Updates** will connect to the PureVision Version Server and compares your version of PureVision to the newest version available for download. This gives you a quick and easy way to ensure you are always using the latest and best software.

If you are using an old version of PureVision, you will be prompted to go to the PureVision website to download the newest version.

#### 1.1.5.4 Disable AutoUpdate Checking

Each time you run the software, PureVision will automatically connect to the Internet and check to make sure you are running the latest version.

If you would like to disable this feature, simply put a check mark beside "Disable AutoUpdate Checking".

You can enable this feature at any time or you can manually check for updates but selecting "[Check for Online Updates](#)".

#### 1.1.5.5 Enter Registration Key

The Demo Version of PureVision has certain features disabled until a full version is purchased. When a key is purchased, a personal registration key will be emailed to you. Select **Enter Registration Key** and enter your personal key code into the appropriate fields.



#### 1.1.5.6 About

Selecting **About** will display the current PureVision version you are using along with personal license information.



## 1.2 ExtendedMenuBar



The **ExtendedMenuBar** is located right below the MainMenuBar.

The X,Y properties of the currently selected Form/Gadget are displayed along with Width and Height information.



The Move/Size toggle button allows you to change between Gadget Moving and Gadget Sizing on your Form. When you are in Moving mode, the button will display and when you are in Sizing mode it will display .

For quick access when working on Forms, you can also press the **middle mouse button** to toggle between Move and Size. Once you are in Move or Size mode, you can use the **right mouse button** to Move or Size the selected Gadget. You can also use the arrow keys to Move or Size the selected Gadgets.



This button will add a new Form to your current project. If you have more than one Form in your project, use the Form Selector Drop Box to select the name of the Form you wish to view/edit.



This button will delete the current selected Form from your project. Once a Form is deleted, all Gadgets contained on that Form will also be deleted.



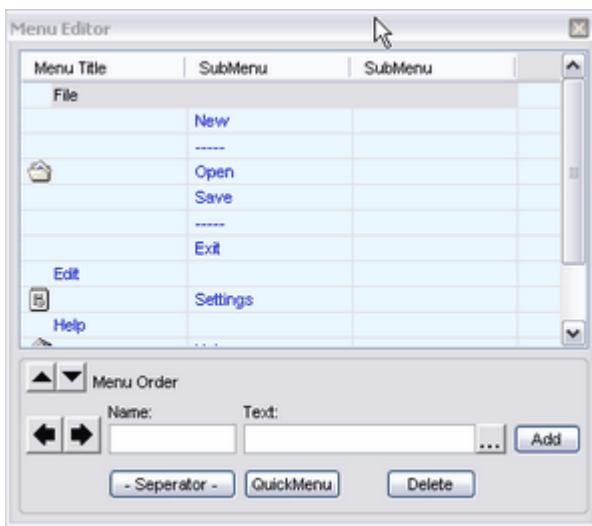
While working on Gadgets you may wish to view or change the Form properties. Pressing this button will change to Form Properties mode. You can also press the **Home** key.

All Forms can contain a MenuBar. To build a MenuBar, press the **MenuBar Editor** button to start the MenuBar Editor. Once a MenuBar has been created, check the **Use MenuBar** box to display the MenuBar. If you create a MenuBar but later decide not to use it, simply uncheck the **Use MenuBar** box and the MenuBar will not be exported with the source code.

If you add icons to your MenuBar, you can enable them by checking the **Use Menu Icons** button. MenuBar Icons are made available with special PVGadgets commands.

### 1.2.1 MenuBar Editor

The **MenuBar Editor** allows you to easily create MenuBars for your Forms. You can quickly create a standard MenuBar by pressing the **QuickMenu** button.

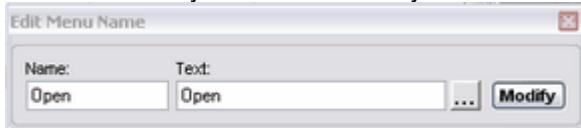


Enter the name of the MenuBar item you wish to create along with the text you wish to be displayed. If you would also like an icon displayed, press the ... button and select an icon. Press **Add** when you have entered all the appropriate information and you will see your item added to the Menu Title column.

If a current MenuBar item is highlighted when the **Add** button is pressed, the new item will be added after the highlighted item.

Use the **Up** and **Down** buttons to position the MenuBar item in the proper location.  
Use the **Left** and **Right** buttons to make your MenuBar item a SubMenu item.

You can edit any MenuBar items by double left clicking on the appropriate row.



Make any required changes and press the **Modify** button to save the changes.

You can remove MenuBar items by selecting the appropriate row and pressing the **Delete** button.

### 1.3

## Gadget Creator

The Gadget Creator allows you to add Gadgets to your PureVision Forms. Simply left click on the Gadget you wish to add.

Native PureBasic Gadgets are located in the top half of the Gadget Creator window and API/PVGadgets are located in the bottom half.



The grid size selector at the bottom of the Gadget Creator window allows you to select the grid size on your PureVision Form that Gadgets will "Auto Snap" to. The increments are 1, 5, 20, and 50 pixels.

### 1.3.1 PureBasic Gadgets



Creates a TextGadget.

Used for adding text labels to a Form.



Creates a StringGadget.

Used for allowing user to input data.



Creates an EditorGadget.

Used for inputting or displaying multiple lines of data.



Creates a ButtonGadget.

The button can contain text and triggers an event when pressed.



Creates a ButtonImageGadget.

This button can contain a graphic image and triggers an event when pressed.



Creates a CheckBoxGadget.

This gadget displays a checkmark when enabled and an empty box when disabled.



Creates an OptionGadget.

These gadgets are placed in groups and are used when a single choice is needed from many options.  
Selecting one option in a group deselects all other options.



Creates a TreeGadget.



Creates a ListViewGadget.



Creates a ListIconGadget.

The active part of a ListIconGadget is the titlebar section. Right click this area to Move or Size this Gadget.



Creates a Frame3DGadget.



Creates a ComboBoxGadget.



Creates a TrackBarGadget.



Places a DirectX screen on the current Form. A single project can only contain one instance of a

DirectX screen.  
Exported code will be OpenWindowedScreen()



Creates a ProgressBarGadget.



Creates a PanelGadget.  
A PanelGadget contains Tabs which more Gadgets can be placed. Select the Tab in the GadgetTree to place Gadgets on that Tab.  
Container type Gadgets (PanelGadget, ScrollAreaGadget, ContainerGadget) cannot be placed inside a PanelGadget.



Creates an ImageGadget.



Creates a SpinGadget.



Creates an IPAddressGadget.



Creates a WebGadget.



Creates a HyperLinkGadget.



Creates an ExplorerListGadget.



Creates an ExplorerTreeGadget.



Creates an ExplorerComboGadget.



Creates a ScrollGadget.



Creates a ScrollAreaGadget.

A ScrollAreaGadget contains an Area which more Gadgets can be placed. Select the Area in the GadgetTree to place Gadgets on that Area.

Container type Gadgets (PanelGadget, ScrollAreaGadget, ContainerGadget) cannot be placed inside a ScrollAreaGadget.



Creates an ContainerGadget.

A ContainerGadget contains an Area which more Gadgets can be placed. Select the Area in the GadgetTree to place Gadgets on that Area.

Container type Gadgets (PanelGadget, ScrollAreaGadget, ContainerGadget) cannot be placed inside a ContainerGadget.

### 1.3.2 API PVGadgets



Creates an InputGadget.

This gadget is very similar to the standard StringGadget but has a scrollbar and allows multiple lines of text.



Creates an AnimGadget.

An AnimGadget can display a number of Windows animations like the animated search icon, files being copied animation, files being thrown into trash animation, etc.

**NOTE:** This gadget will NOT display built in Windows animations on version of Windows higher than Windows XP. If you need this Gadget to work on ALL versions of Windows you will need to supply your own animation.



Creates a PureSkinGadget.

Once a PureSkin Gadget is applied to a Form, a PureSkin is then assigned to the Gadget and the Form is instantly skinned. PureSkins are created using the built in [PureSkin Maker](#).



Creates a CanvasGadget.

This Gadget is a simple colored box that allows you to draw on or insert images into. The [PVGadgets\\_Canvas](#) command allows you to easily convert a Canvas Gadget into a special image button that changes when the mouse passes over it.



Creates a ProgressBarGadget.

This progressbar allows you to set starting and ending colors, creating very nice gradients. Text can also be enabled showing percentage left. It is easily controlled using the [PVGadgets\\_ProgressBar](#) command.

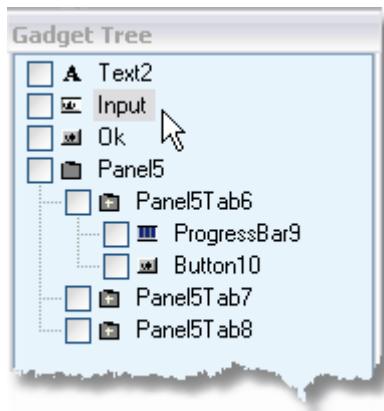


Creates a PieChartGadget.

The PieChart Gadget allows you to create a PieChart progress indicator. Text can also be enabled showing percentage left. It is easily controlled using the [PVGadgets\\_PieChart](#) command.

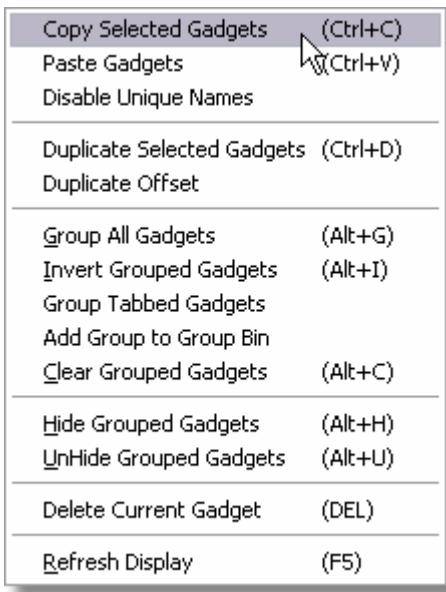
## 1.4 Gadget Tree

The **Gadget Tree** displays a list off all Gadgets on your current Form in the order they are to be drawn and tabbed through. To change the tab order of a Gadget, select the Gadget you wish to change and use the **PageUp** or **PageDown** keys to move the Gadget up or down the list.



When you select a Gadget in the Gadget Tree, the Gadget is also highlighted on the Form if [Enable Gadget Highlighting](#) is enabled. You can also select a Gadget on a Form using the left or right mouse button and the Gadget selected will also be highlighted in the Gadget Tree.

Additional Gadget Tree options are displayed by pressing the **right mouse button** over the Gadget Tree window.

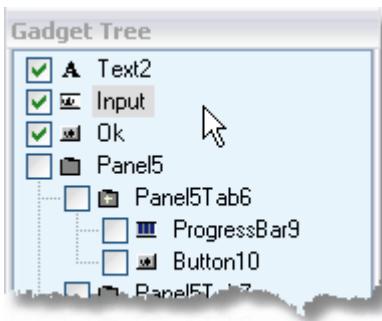


### 1.4.1 Copy

To **Copy** a Gadget, select the Gadget you wish to copy and press CTRL+C. You can also **right mouse click** on the [Gadget Tree](#) to display the [Gadget Tree Menu](#) and select **Copy Selected Gadgets**.

A copy of the selected Gadget will be copied to the PureVision clipboard. Once a Gadget is copied to the PureVision clipboard, you can use the [Paste](#) function to paste it onto a Form.

If you wish to copy more than one Gadget at a time, use the [Gadget Tree](#) and place a check in front of all Gadgets you would like to copy. Then press CTRL+C to copy them to the PureVision clipboard.

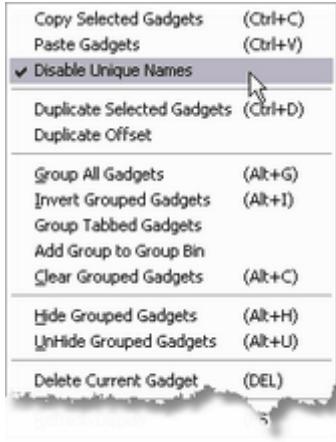


### 1.4.2 Paste

To **Paste** a Gadget from the PureVision clipboard to the current Form, press CTRL+V. You can also **right mouse click** on the [Gadget Tree](#) to display the [Gadget Tree Menu](#) and select **Paste Gadgets**.

When a Gadget is pasted from the PureVision clipboard, it is automatically given a unique name since duplicate names will give errors when the [exported project](#) is compiled. There may be times when you are pasting Gadgets from one form to another and you would like to keep the original names because the original Gadgets will be deleted.

To do this, right mouse click on the [Gadget Tree](#) to display the [Gadget Tree Menu](#) and select **Disable Unique Names** (a check will appear when this option is selected). Next paste the Gadgets from the PureVision clipboard using CTRL+V. The Gadgets will be placed on the Form and will have their original names.

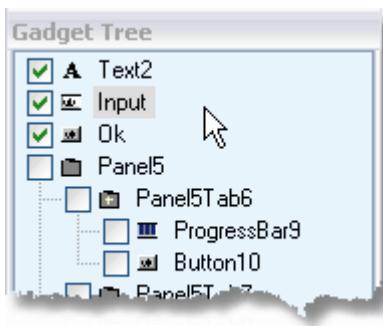


### 1.4.3 Duplicate

To quickly **Duplicate** a Gadget, select the Gadget you wish to duplicate and press CTRL+D. You can also **right mouse click** on the [Gadget Tree](#) to display the [Gadget Tree Menu](#) and select **Duplicate Selected Gadgets**.

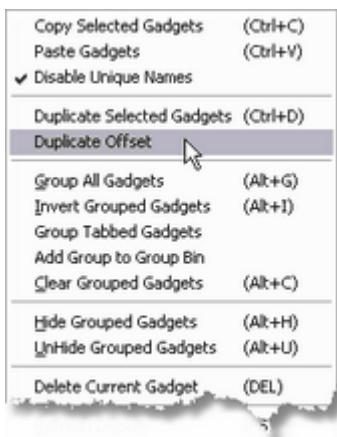
The selected Gadget will be instantly copied and pasted as the offset specified in the [Duplicate Offset](#) settings.

If you wish to duplicate more than one Gadget at a time, use the [Gadget Tree](#) and place a check in front of all Gadgets you would like to duplicate. Then press CTRL+D to duplicate them on your Form.

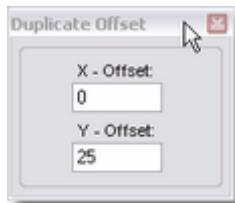


#### 1.4.3.1 Duplicate Offset

To adjust the Duplicate Offset, **right mouse click** on the [Gadget Tree](#) to display the [Gadget Tree Menu](#) and select **Duplicate Offset**.



A window will appear allowing you to adjust the X and Y offset in pixels.

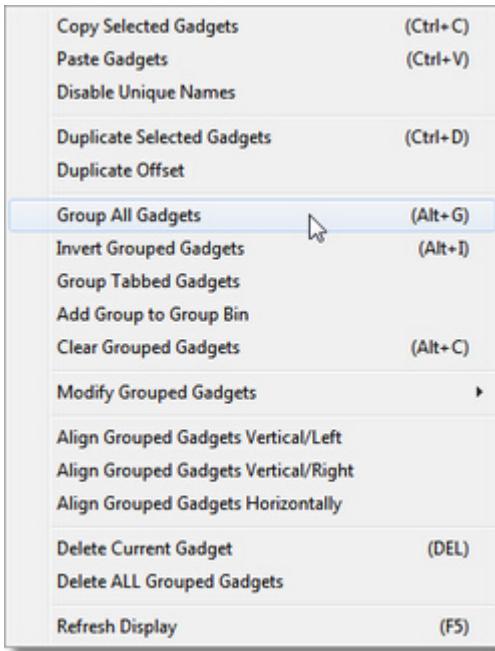


If you enter a value of 25 as the Y-Offset, the Gadget will be placed on the same X axis as the original Gadget but will be placed 25 pixels to the right.

#### 1.4.4 Grouping

Whenever you use the [Gadget Tree](#) and place a check in front of a Gadget, you are grouping Gadgets. When Gadgets are grouped, you are able to Move, Size, Copy, Duplicate many Gadgets at one time. To Move or Size a Group of Gadgets, dflkdfgjlfdfgdfg

**Right mouse click** on the [Gadget Tree](#) to display the [Gadget Tree Menu](#) and use will see a number of options for Grouping Gadgets.



#### **Group All Gadgets (ALT+G)**

This automatically places a check in front of all Gadgets in the [Gadget Tree](#).

#### **Invert Grouped Gadgets (ALT-I)**

This inverts all Gadgets that have been grouped. All Gadgets that have been checked become unchecked and all gadgets that were unchecked become checked.

#### **Group Tabbed Gadgets**

Select a Tab in the [Gadget Tree](#) and then select this option. All Gadgets under the selected Tab will become checked.

#### **Add Group to GroupBin**

All Gadgets currently grouped in the [Gadget Tree](#) (containing a check) will be added to the selected [GroupBin](#) Group.

#### **Clear Grouped Gadgets (ALT-C)**

This clears ALL grouped gadgets in the [Gadget Tree](#). (All checks are removed)

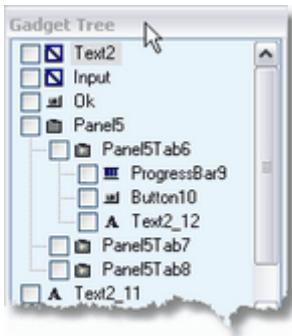
## 1.4.5 Hiding

To have PureVision export code to create a Gadget but not display it on your Form, you can choose to Hide the Gadgets. You can then use the HideGadget command to hide or display the Gadgets when you wish.

To Hide a Gadget or Group of Gadgets, [Group](#) the Gadgets you wish to hide and press ALT-H. You can also **right mouse click** on the [Gadget Tree](#) to display the [Gadget Tree Menu](#) and select **Hide Grouped Gadgets**. The Gadgets will still be part of your Project but will not be displayed on the Form.

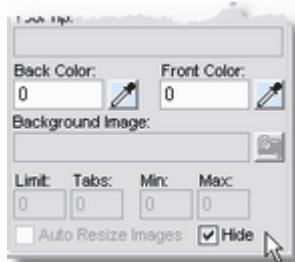


Gadgets that have been hidden will have their icon changed to  in the [Gadget Tree](#).



To Unhide a Gadget or Group of Gadgets, [Group](#) the Gadgets you wish to unhide and press ALT-U. You can also **right mouse click** on the [Gadget Tree](#) to display the [Gadget Tree Menu](#) and select **Unhide Grouped Gadgets**.

You can also Hide and Unhide individual Gadgets using the [Properties](#) Window. Select the appropriate Gadget and check or uncheck the **Hide** box.



#### 1.4.6 Delete

To Delete a Gadget from your Form, select the Gadget you wish to delete and press the **DEL** key. You can also **right mouse click** on the [Gadget Tree](#) to display the [Gadget Tree Menu](#) and select **Delete Current Gadget**.

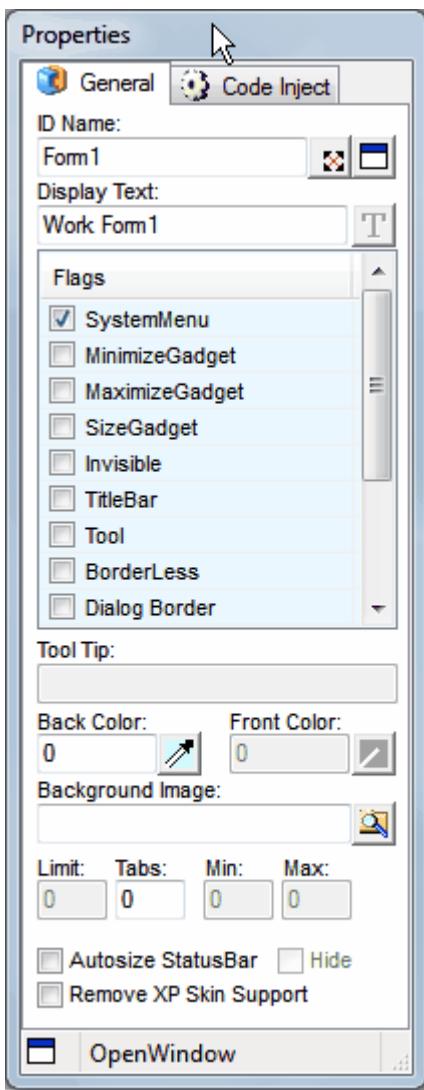
As a safety measure, you will be asked to confirm this action.

#### 1.4.7 Refresh Display

If you ever need to refresh (redraw) the current Form, simply press the function key **F5**. Another way is to **right mouse click** on the [Gadget Tree](#) window to display the [Gadget Tree Menu](#) and select **Refresh Display**.

### 1.5 Properties

The **Properties** Window allows you to modify the various properties of Forms and Gadgets.

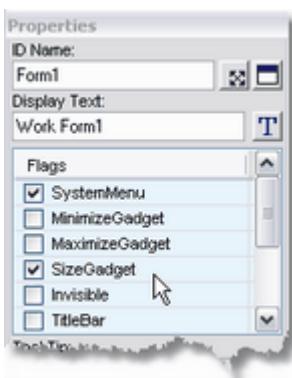


The properties you are allowed to modify will depend on the Form or Gadget you currently have selected.

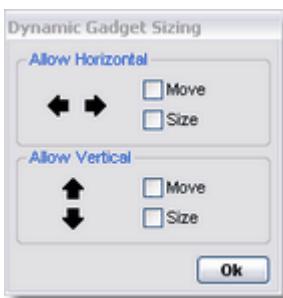
### 1.5.1 Dynamic Resizing

PureVision's powerful **Dynamic Resizing** gives you the ability to easily create Gadgets that resize instantly with your Forms.

To tell PureVision you would like a Gadget to Dynamically Resize, first add the **SizeGadget** flag or the **MaximizeGadget** flag to your Form. If either of these flags are not set, your Form will not be exported with Dynamic Resizing.

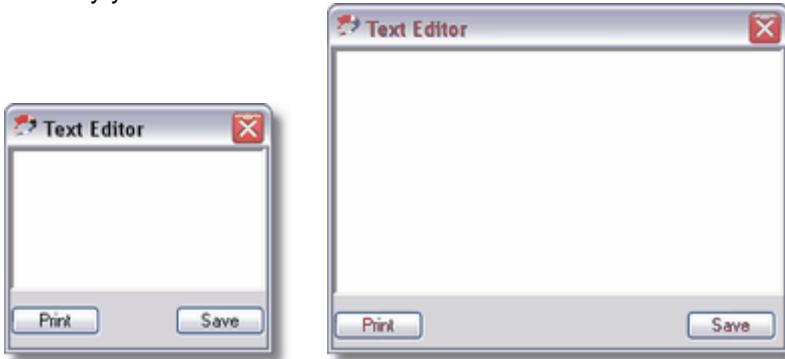


Next place a Gadget on your Form and press the button in the [Properties](#) Window next to the ID Name of your Gadget. Finally set the Resizing Properties to determine how you would like the Gadget to Move and Size.



### Example:

Lets say you would like this Form to resize to this one...

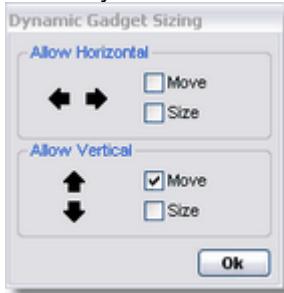


First display the Form [Properties](#) by pressing the button in the [Extended MenuBar](#) and set the [SizeGadget](#) for that Form. Then press the button and tell PureVision you would like the Form to Size both Horizontally and Vertically.

Starting with the EditorGadget, select this Gadget on your Form and press the button. We want the EditorGadget to get bigger in size both Horizontally and Vertically when the Form is resized so we need to check both these options.



The ButtonGadget we have called **Print** does not need to change in size but it does need to move Vertically when the Form is resized. Check the Move box to allow Vertical movement only.

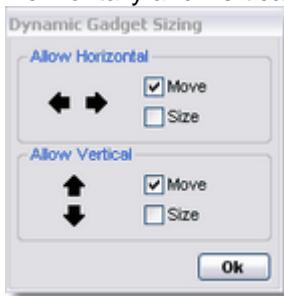


If you allowed both Horizontal and Vertical Movement, the result would be this...



Notice how the **Print** ButtonGadget moves both Horizontally and Vertically when the Form is resized. By NOT allowing Horizontal Movement, the Gadget would be locked in place on the Horizontal axis (which is the result we are looking for in this example).

The ButtonGadget we have called **Save** does not need to change in size but it does need to move both Horizontally and Vertically when the Form is resized.



If any Dynamic Resizing Properties have been set for a Form or Gadget, the Dynamic resize button will

change from  to .

### 1.5.2 Parent/Child Forms

PureVision makes it easy to define Child Forms and attach them to Parent Forms. When a Form has been designated as a Child Form, the Form will open on top of the Parent Form and stay on top, even when the Parent beneath has been given the focus.

Once you have created some Forms, select the Form you wish to be the Child Form by using the Form Selector dropdown in the Extended MenuBar. Next press the  button in the Properties Window.

The **Select Parent Window** will appear and you can select the Parent Form from the dropdown.



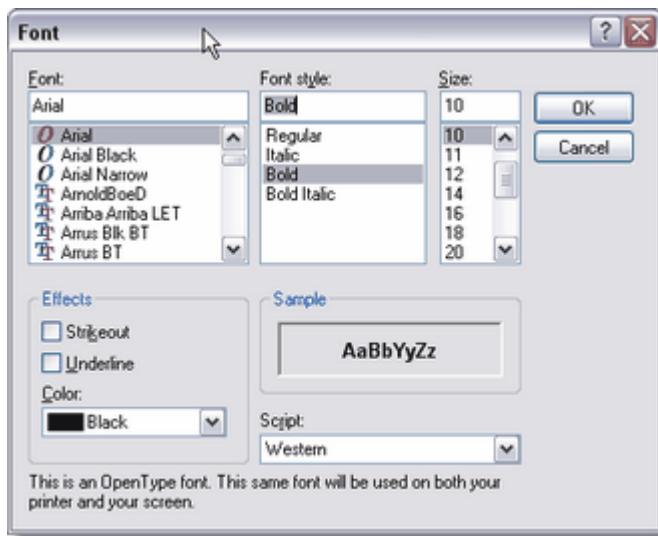
After selecting the Parent Form, press **Ok** and the current Form will become a Child of the selected Parent Form. When a Form has been made a Child Form, the Parent/Child button will change to .

### 1.5.3 Changing Fonts

Certain Gadgets allow you to modify their Font properties. To change the Font properties on a selected Gadget, press the  button.

The Font Selector will appear and you can select new fonts, styles and sizes.

When the default Font properties have been changed, the Font properties button will change to .



To reset the fonts back to their default settings, set the font size to 0 and press **OK**.

Note: *The color selector will only affect certain Gadgets that allow their color to be changed.*

#### 1.5.4 Gadget Coloring

Depending on the Gadget selected, you may have the option to modify its Back and Front colors. Press the  button to open the Color Selector window.



Setting the Back color to 0 will tell PureVision to use the default Form color as the Back color. In some situations, this will give an undesired result.

In this image, the Back color is set to use the default Form color. The TextGadget overlaps the ImageGadget and by using the default Form color, we see a solid box around the text.



To use a transparent Back color, press the **-** key on the number pad. The Back color will show as -1 and tells PureVision to create a transparent Back color.



Note: A transparent Back color is not refreshed when the text is changed. If you change your text using SetGadgetText, you must remember to refresh your entire Form after changing or the new text

will appear to be drawn over the old text.

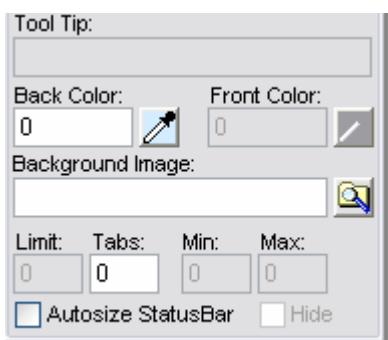
Windows XP overrides many of the Gadget Coloring when [XP Skins](#) is enabled.

### 1.5.5 StatusBars

The **StatusBar** is part of the Form Properties.

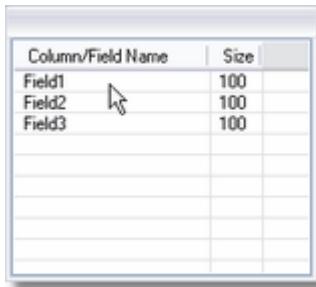
By default the Tab/Fields in the Properties toolwindow is set to 0, meaning there is no StatusBar added to your form.

Change this number to higher than 0 to enable the StatusBar with the number of Tabs/Fields you wish displayed.



If you are creating a resizable Form, you can have the StatusBar automatically resize with the Form by checking the **Autosize StatusBar** option.

Once Tabs/Fields have been added to a StatusBar, the Tabs/Fields toolwindow will display the name of each field along with the field size. To edit this information, double click on the appropriate field with the left mouse button.



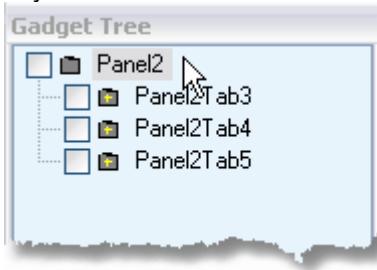
To Insert or Delete StatusBar Tabs/Fields, use the Insert or Delete keys.

### 1.5.6 PanelGadgets

The **PanelGadget** is a special container consisting of multiple tabs, each tab holding any number of other Gadgets.



When a PanelGadget is added to a Form, 3 Tabs are created by default.  
To add a new Tab to a Panel, select the Panel in the Gadget Tree and press the INSERT key on the keyboard .



To delete a Tab from a Panel, select the Tab in the Gadget Tree that you wish to delete and press the DELETE key on the keyboard .

#### NOTES:

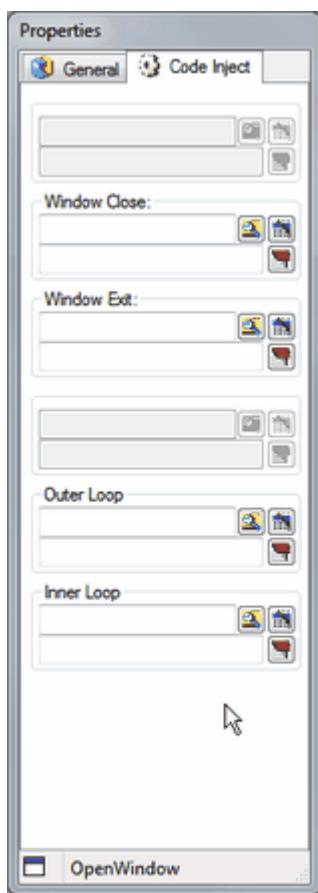
- (1) When a Tab is deleted, all Gadgets on the Tab are also deleted. When a PanelGadget is deleted, all Tabs and their Gadgets are also deleted.
- (2) Container type Gadgets cannot currently be placed in other container type Gadget. For example, you cannot place a PanelGadget inside a ContainerGadget or a ScrollArea Gadget inside a Panel Gadget.
- (3) Tab order can be arranged within a PanelTab but PanelTabs cannot be reordered.

### 1.5.7 Code Inject

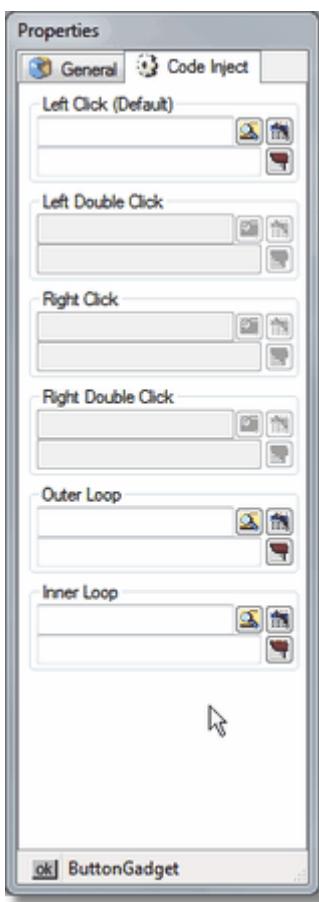
Code Inject allows you to compose various code snippets and have PureVision Inject them into the exported code.

Code snippets are injected into various locations of the exported code depending on whether Windows or Gadgets are being used.

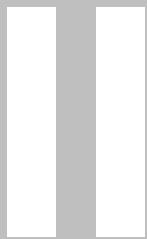
When working with a Form, Code Inject allows code to be injected on Window Close, Windows Exit, Outer Loop and Inner Loop.



When working with a Gadget like a ButtonGadget, Code Inject allows code to be injected on Left Click, Outer Loop and Inner Loop.



# Part



## 2 PVGadgets User Library

### 2.1 PVGadgets Functions

PVGadgets are a collection of Gadgets and Functions that extend and enhance what is currently available in the PureBasic Compiler. Many of these Functions are automatically created and implemented through the PureVision form designer.

This reference is for those wanting to understand why PureVision creates and exports the syntax it does and how to implement these functions manually when customizing and fine tuning your final source code.

[PVDynamic](#)  
[PVGadgets](#)

[PureSkin](#)  
[PurePoint](#)

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#### 2.1.1 PVDynamic

PVDynamic functions give PureVision the ability to Dynamically Resize/Move/Color/Lock Forms and Gadgets, turning an ordinary Form into a highly configurable dynamic one.

[Init\\_PVDynamic](#)

[PVDynamic\\_LockWindow](#)  
[PVDynamic\\_Resize](#)  
[PVDynamic\\_ColorGadget](#)

[PVDynamic\\_AddLockWindow](#)  
[PVDynamic\\_AddGadget](#)  
[PVDynamic\\_AddColorGadget](#)  
[PVDynamic\\_FreeColorGadget](#)  
[PVDynamic\\_AddStatusBar](#)

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##### 2.1.1.1 [Init\\_PVDynamic](#)

**Initializes the PVDynamic size/move engine.**

Use:  
`Init_PVDynamic()`

PureVision automatically adds this to the start of your Event Loop when a project is exported.

**Init\_PVDynamic() is no longer required but is kept for backwards compatibility.**

A full Initialization & Callback loop in your main source code might look like this:

```

;-Init Includes
Init_PVDynamic()
XIncludeFile "Example_Constants.pb"
XIncludeFile "Example_Windows.pb"

Procedure WindowCallback(WindowID,Message,wParam,lParam)
    ReturnValue=#PB_ProcessPureBasicEvents

    If Message=#WM_GETMINMAXINFO
        ReturnValue=PVDynamic_LockWindow(WindowID,lParam)
    EndIf

    If Message=#WM_SIZE
        ReturnValue=PVDynamic_Resize(WindowID)
    EndIf

    If Message=#WM_CTLCOLORSTATIC Or Message=#WM_CTLCOLOREDIT Or
    Message=#WM_CTLCOLORLISTBOX
        ReturnValue=PVDynamic_ColorGadget(lParam,wParam)
    EndIf

    ProcedureReturn ReturnValue
EndProcedure

```

### 2.1.1.2 PVDynamic\_LockWindow

**Use this function in a CallBack to Dynamically Lock Forms.**

This is automatically created by PureVision when an Event Loop is exported.

**Example:**

```

Procedure WindowCallback(WindowID,Message,wParam,lParam)
    ReturnValue=#PB_ProcessPureBasicEvents

    If Message=#WM_GETMINMAXINFO
        ReturnValue=PVDynamic_LockWindow(WindowID,lParam)
    EndIf

    ProcedureReturn ReturnValue
EndProcedure

```

### 2.1.1.3 PVDynamic\_Resize

**Use this function in a CallBack to Dynamically Resize Gadgets.**

This is automatically created by PureVision when an Event Loop is exported.

**Example:**

```

Procedure WindowCallback(WindowID,Message,wParam,lParam)
    ReturnValue=#PB_ProcessPureBasicEvents

    If Message=#WM_SIZE
        ReturnValue=PVDynamic_Resize(WindowID)
    EndIf

    ProcedureReturn ReturnValue
EndProcedure

```

#### 2.1.1.4 PVDynamic\_ColorGadget

**Use this function in a CallBack to Dynamically Color Gadgets.**

This is automatically created by PureVision when an Event Loop is exported.

**Example:**

```

Procedure WindowCallback(WindowID,Message,wParam,lParam)
    ReturnValue=#PB_ProcessPureBasicEvents

    If Message=#WM_CTLCOLORSTATIC Or Message=#WM_CTLCOLOREDIT Or
    Message=#WM_CTLCOLORLISTBOX
        ReturnValue=PVDynamic_ColorGadget(lParam,wParam)
    EndIf

    ProcedureReturn ReturnValue
EndProcedure

```

#### 2.1.1.5 PVDynamic\_AddLockWindow

**Lock a Form to allow only horizontal, vertical or diagonal sizing. Minimum Form size is also locked.**

**Use:**

PVDynamic\_AddLockWindow (#Window,0,0,2)

This is automatically created by PureVision when a project is exported.

**null**

These parameters are no longer used and exist only for compatibility with older PV Projects

**locksize**

- 1 - Vertical Sizing Only
- 2 - Horizontal Sizing Only
- 3 - Vertical & Horizontal Sizing

Any Form you wish to contain Dynamic Resizing Gadgets must first be added and locked with PVDynamic\_AddLockWindow

#### 2.1.1.6 PVDynamic\_AddGadget

**Add a Gadget to be Dynamically Resized.**

**Use:**

PVDynamic\_AddGadget(#Window,#Gadget,4)

This is automatically created by PureVision when a project is exported.

#### **MoveSize**

- 1 - Vertical Sizing
- 2 - Horizontal Sizing
- 4 - Vertical Movement
- 8 - Horizontal Moving

To allow a Gadget to Dynamically size horizontally and move vertically:

PVDynamic\_AddGadget(#Window,#Gadget,2|4)

For Gadgets to Dynamically Resize on a Form, the Form must first be added and locked using  
[PVDynamic\\_AddLockWindow](#)

#### **2.1.1.7 PVDynamic\_AddColorGadget**

**Add a Gadget to be Dynamically Colored when it cannot be colored by normal means.**

Use:

PVDynamic\_AddColorGadget(#Gadget,\$FF0000,\$00FFFF)

or

PVDynamic\_AddColorGadget(#Gadget,RGB(0,0,255),RGB(255,255,0))

If a background color of \$000000 is used, the background will be transparent.

This is automatically created by PureVision when a project is exported.

**This applies to the following Gadgets:**

- TextGadget
- StringGadget
- OptionGadget
- CheckBoxGadget
- ListViewGadget
- ComboBoxGadget
- TrackBarGadget

#### **2.1.1.8 PVDynamic\_FreeColorGadget**

**Free a Dynamic Color Gadget.**

Use:

PVDynamic\_FreeColorGadget (#Gadget)

### 2.1.1.9 PVDynamic\_AddStatusBar

**Adds Dynamic AutoSizing to a Statusbar.**

Use:

PVDynamic\_AddStatusBar (#Window,#Statusbar,hStatusBar,2)

This is automatically created by PureVision when a project is exported.

**Example:**

```
hStatusBar=CreateStatusBar(#StatusBar_Main,WindowID(#Window_Main))
PVDynamic_AddStatusBar(#Window_Main,#StatusBar_Main,hStatusBar,2)
    AddStatusBarField(100)
    AddStatusBarField(100)
```

## 2.1.2 PVGadgets

PVGadgets are a collection of custom Gadgets and Functions that add to what is currently available in the PureBasic Compiler.

[PVGadgets\\_InitAnimGadget](#)

[PVGadgets\\_AnimGadget](#)

[PVGadgets\\_FreeAnimGadget](#)

[PVGadgets\\_BubbleTip](#)

[PVGadgets\\_Canvas](#)

[PVGadgets\\_CanvasFree](#)

[PVGadgets\\_CanvasButtonAdd](#)

[PVGadgets\\_CanvasButtonHover](#)

[PVGadgets\\_CanvasButtonPressed](#)

[PVGadgets\\_CanvasButtonDelete](#)

[PVGadgets\\_CanvasEnableClick](#)

[PVGadgets\\_CanvasDisableClick](#)

[PVGadgets\\_ProgressBar](#)

[PVGadgets\\_FreeProgressBar](#)

[PVGadgets\\_Refresh](#)

[PVGadgets\\_RefreshWindow](#)

[PVGadgets\\_WindowFreeze](#)

[PVGadgets\\_WindowUnfreeze](#)

[PVGadgets\\_ToolWindow](#)

[PVGadgets\\_WindowTransparent](#)

[PVGadgets\\_WindowTop](#)

[PVGadgets\\_WindowReset](#)

[PVGadgets\\_CurDir](#)

[PVGadgets\\_TempDir](#)

[PVGadgets\\_ExeDir](#)

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### 2.1.2.1 AnimGadget

#### 2.1.2.1.1 PVGadgets\_InitAnimGadget

**Initializes the PVGadgets\_AnimGadget.**

Use:

hAnimGadget=PVGadgets\_InitAnimadget()

Returns special AnimGadget Handle used for creating the [PVGadgets\\_AnimGadget](#).

This command must be called at the start of any program using [PVGadgets\\_AnimGadget](#).

**Example:**

```

hAnimGadget=PVGadgets_InitAnimGadget()
#Window_Main=1

If
OpenWindow(#Window_Main,175,0,282,68,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

    Gadget_Main_Anim=PVGadgets_AnimGadget(hAnimGadget,#Window_Main,0,0,280,
    65,160)

    Repeat
        Until WaitWindowEvent()=#PB_Event_CloseWindow
        PVGadgets_FreeAnimGadget(hAnimGadget)

EndIf

```

#### 2.1.2.1.2 PVGadgets\_AnimGadget

**Creates a PVGadgets\_AnimGadget using the specified animation.**

Use:

hGadget=PVGadgets\_InitAnimadget(hAnimGadget)

Returns Handle of created Gadget.

**Flag**

- 150 - Search
- 151 - Search Document
- 152 - Search Computer
- 160 - Copy Multi Files
- 161 - Copy File
- 162 - Delete Files
- 163 - Empty Recycle Bin
- 164 - Kill File

**Example:**

```

hAnimGadget=PVGadgets_InitAnimGadget()
#Window_Main=1

If
OpenWindow(#Window_Main,175,0,282,68,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

Gadget_Main_Anim=PVGadgets_AnimGadget(hAnimGadget,#Window_Main,0,0,280,
65,160)

Repeat
Until WaitWindowEvent()=#PB_Event_CloseWindow
PVGadgets_FreeAnimGadget(hAnimGadget)

EndIf

```

#### 2.1.2.1.3 PVGadgets\_AnimGadgetPlay

**Plays an AnimGadget animation sequence forever unless number of loops is specified. Start and end range can also be specified.**

**Use:**

PVGadgets\_AnimGadgetPlay(Gadget,4,6,12)

**Loop**

Number of times to loop animation sequence (default= forever)

**First**

Starting frame of animation sequence (default=first frame)

**Last**

Ending frame of animation sequence (default=last frame)

**Example:**

```

hAnimGadget=PVGadgets_InitAnimGadget()
#Window_Main=1

If
OpenWindow(#Window_Main,175,0,282,68,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

Gadget_Main_Anim=PVGadgets_AnimGadget(hAnimGadget,#Window_Main,0,0,280,
65,160)

PVGadgets_AnimGadgetPlay(Gadget_Main_Anim,10,6,12)

Repeat
Until WaitWindowEvent()=#PB_Event_CloseWindow
PVGadgets_FreeAnimGadget(hAnimGadget)

EndIf

```

## 2.1.2.1.4 PVGadgets\_AnimGadgetStop

**Stops AnimGadget animation sequence.**

Use:

PVGadgets\_AnimGadgetStop(Gadget)

**Example:**

```
hAnimGadget=PVGadgets_InitAnimGadget()
#Window_Main=1

If
OpenWindow(#Window_Main,175,0,282,68,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

Gadget_Main_Anim=PVGadgets_AnimGadget(hAnimGadget,#Window_Main,0,0,280,
65,160)

PVGadgets_AnimGadgetStop(Gadget_Main_Anim)

Repeat
Until WaitWindowEvent()=#PB_Event_CloseWindow
PVGadgets_FreeAnimGadget(hAnimGadget)

EndIf
```

## 2.1.2.1.5 PVGadgets\_FreeAnimGadget

**Frees all PVGadgets\_AnimGadget resources.**

Use:

PVGadgets\_InitAnimGadget(hAnimGadget)

Use this command to free all resources when your application is closed.

**Example:**

```
hAnimGadget=PVGadgets_InitAnimGadget()
#Window_Main=1

If
OpenWindow(#Window_Main,175,0,282,68,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

Gadget_Main_Anim=PVGadgets_AnimGadget(hAnimGadget,#Window_Main,0,0,280,
65,160)

Repeat
Until WaitWindowEvent()=#PB_Event_CloseWindow
PVGadgets_FreeAnimGadget(hAnimGadget)

EndIf
```

#### 2.1.2.1.6 PVGadgets\_FreeAnimGadgetImages

**Free AnimImageGadget Images (AVI Files) by deleting them from the specified path. All AVI's found in the path will be deleted.**

Use this command only if you want your AVI's deleted.

By default, PureVision places AVI images stored in the EXE in the Windows TEMP folder.

Use:

PVGadgets\_FreeAnimGadgetImages("Temp")

#### 2.1.2.2 BubbleTipGadget

##### 2.1.2.2.1 PVGadgets\_BubbleTip

**Creates a Bubble Style Tool Tip.**

Use:

PVGadgets\_BubbleTip(Window,Gadget,"This is a BubbleTip",0,\$FFFFFF)

Both Flag and BColor are optional.

##### Flag

- 0 - BubbleTip Style
- 1 - Regular ToolTip Style
- 1 - Disable BubbleTip

Using the Flag allows you to change the style of your bubble tip or disable it completely during the execution of your program.

##### BColor

\$0 - \$FFFFFF - Set Background color of BubbleTip

#### 2.1.2.3 CanvasGadget

##### 2.1.2.3.1 PVGadgets\_Canvas

**Creates a Canvas Gadget for you to Draw with.**

Use:

PVGadgets\_Canvas(#Gadget,#Image,10,10,200,200,\$EEEEEE)

Returns 0 if Failed

##### BColor

\$0 - \$FFFFFF (RGB Background Color Value)

##### Example:

```
#Window_Main=1

#gadget_main_canvas=2
#image_main_canvas=2

If
OpenWindow(#Window_Main,175,0,184,172,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

    PVGadgets_Canvas(#Gadget_Main_Canvas,#Image_Main_Canvas,15,25,150,100,$FFFFFF)

    UseImage(#Image_Main_Canvas)
    StartDrawing(ImageOutput())
        Circle(50,50,50,$FF0000)
        Box(60,60,70,30,$0000FF)
    StopDrawing()
    PVGadgets_Refresh(#Gadget_Main_Canvas)

    Repeat
        Until WaitWindowEvent()=#PB_Event_CloseWindow

EndIf
```

#### 2.1.2.3.2 PVGadgets\_CanvasFree

**Frees Resources of Specified Canvas/Image.**

Use:

PVGadgets\_CanvasFree (#Gadget,#Image)

All resources are freed and Canvas can no longer be used.

#### 2.1.2.3.3 PVGadgets\_CanvasButtonAdd

**Creates a CanvasButton on specific Window by specifying the CanvasID, the Default Image and the Replacement Image.**

Use:

PVGadgets\_CanvasButtonAdd(#Window,#Gadget,#Image1,#Image2)

**Example:**

```

XIncludeFile "Buttons_Constants.pb"
XIncludeFile "Buttons_Windows.pb"

;-Main Loop
If Window_Main()
    PVGadgets_CanvasButtonAdd(#Window_Main,#Gadget_Main_Settings,#Image_Main_Settings,#Image_Icons_Settings)
    PVGadgets_CanvasButtonAdd(#Window_Main,#Gadget_Main_Web,#Image_Main_Web,#Image_Icons_Web)
    PVGadgets_CanvasButtonAdd(#Window_Main,#Gadget_Main_Info,#Image_Main_Info,#Image_Icons_Info)

quitMain=0
Repeat
    PVGadgets_CanvasButtonHover(#Window_Main)
    EventID=WindowEvent()
    If EventID
        Select EventID
        Case #PB_Event_CloseWindow
            If EventWindowID()=#Window_Main
                quitMain=1
            EndIf

        Case #WM_LBUTTONDOWN
            Select PVGadgets_CanvasButtonPressed()
            Case #Gadget_Main_Settings
                SetGadgetText(#Gadget_Main_Press,"S e t t i n g s . . .")
            Case #Gadget_Main_Web
                SetGadgetText(#Gadget_Main_Press,"W e b s i t e . . .")
            Case #Gadget_Main_Info
                SetGadgetText(#Gadget_Main_Press,"I n f o r m a t i o n . . .")
            EndSelect
        EndSelect

        Else
            Delay(1)
        EndIf
    Until quitMain
    CloseWindow(#Window_Main)
EndIf

```

#### 2.1.2.3.4 PVGadgets\_CanvasButtonHover

**Checks if Mouse Pointer is over CanvasButton on specified Window and replaces with Sub Image.**

Use:

Result=PVGadgets\_CanvasButtonHover()

Returns CanvasID of CanvasButton that mouse hovers over.

**Example:**

```

XIncludeFile "Buttons_Constants.pb"
XIncludeFile "Buttons_Windows.pb"

;-Main Loop
If Window_Main()
  PVGadgets_CanvasButtonAdd(#Window_Main,#Gadget_Main_Settings,#Image_Main_Settings,#Image_Icons_Settings)
  PVGadgets_CanvasButtonAdd(#Window_Main,#Gadget_Main_Web,#Image_Main_Web,#Image_Icons_Web)
  PVGadgets_CanvasButtonAdd(#Window_Main,#Gadget_Main_Info,#Image_Main_Info,#Image_Icons_Info)

quitMain=0
Repeat
  PVGadgets_CanvasButtonHover(#Window_Main)
  EventID=WindowEvent()
  If EventID
    Select EventID
    Case #PB_Event_CloseWindow
      If EventWindowID()=#Window_Main
        quitMain=1
      EndIf

    Case #WM_LBUTTONDOWN
      Select PVGadgets_CanvasButtonPressed()
      Case #Gadget_Main_Settings
        SetGadgetText(#Gadget_Main_Press,"S e t t i n g s . . .")
      Case #Gadget_Main_Web
        SetGadgetText(#Gadget_Main_Press,"W e b s i t e . . .")
      Case #Gadget_Main_Info
        SetGadgetText(#Gadget_Main_Press,"I n f o r m a t i o n . . .")
      EndSelect
    EndSelect

    Else
      Delay(1)
    EndIf
  Until quitMain
  CloseWindow(#Window_Main)
EndIf

```

#### 2.1.2.3.5 PVGadgets\_CanvasButtonPressed

**Returns CanvasID of CanvasButton that Mouse Pointer is over when pressed.**

Use:

Result=PVGadgets\_CanvasButtonPressed(#Window\_Main)

**Example:**

```

XIncludeFile "Buttons_Constants.pb"
XIncludeFile "Buttons_Windows.pb"

;-Main Loop
If Window_Main()
  PVGadgets_CanvasButtonAdd(#Window_Main,#Gadget_Main_Settings,#Image_Main_Settings,#Image_Icons_Settings)
  PVGadgets_CanvasButtonAdd(#Window_Main,#Gadget_Main_Web,#Image_Main_Web,#Image_Icons_Web)
  PVGadgets_CanvasButtonAdd(#Window_Main,#Gadget_Main_Info,#Image_Main_Info,#Image_Icons_Info)

  quitMain=0
  Repeat
    PVGadgets_CanvasButtonHover(#Window_Main)
    EventID=WindowEvent()
    If EventID
      Select EventID
      Case #PB_Event_CloseWindow
        If EventWindowID()=#Window_Main
          quitMain=1
        EndIf

      Case #WM_LBUTTONDOWN
        Select PVGadgets_CanvasButtonPressed()
        Case #Gadget_Main_Settings
          SetGadgetText(#Gadget_Main_Press,"S e t t i n g s . . .")
        Case #Gadget_Main_Web
          SetGadgetText(#Gadget_Main_Press,"W e b s i t e . . .")
        Case #Gadget_Main_Info
          SetGadgetText(#Gadget_Main_Press,"I n f o r m a t i o n . . .")
        EndSelect
      EndSelect

      Else
        Delay(1)
      EndIf
    Until quitMain
    CloseWindow(#Window_Main)
  EndIf

```

#### 2.1.2.3.6 PVGadgets\_CanvasButtonDelete

**Deletes a CanvasButton making it no longer detected by [PVGadgets\\_CanvasButtonHover](#) and [PVGadgets\\_CanvasButtonPressed](#)**

Use:

Result=PVGadgets\_CanvasButtonDelete(#Gadget)

Returns 0 if Failed

## 2.1.2.3.7 PVGadgets\_CanvasEnableClick

**Enables a mouse click event to be returned from an Image. (PureBaisc's default behavior)**

Use:

Result=PVGadgets\_CanvasEnableClick(#Gadget)

## 2.1.2.3.8 PVGadgets\_CanvasDisableClick

**Disables an Image from returning a mouse click event.**

Use:

Result=PVGadgets\_CanvasDisableClick(#Gadget)

#### 2.1.2.4 ProgressBarGadget

## 2.1.2.4.1 PVGadgets\_ProgressBar

**Create/Update a PVGadgets ProgressBar.**

Use:

PVGadgets\_ProgressBar(#Gadget,#Image,10,10,100,20,0,1,\$000000,\$0000FF,\$00FFFF,#PB\_Image\_Border)

**Progress**

0 - 100 (representing %)

**Shadow**

0 - no shadow on number  
1 - shadow on number  
-1 - no number

**BColor**

\$0 - \$FFFFFF (RGB values of background color)  
-1 - Use Background Color of Form

**FColor1**

\$0 - \$FFFFFF (RGB values of foreground color)

**FColor2**

\$0 - \$FFFFFF (RGB values of foreground color)

**Flag (optional)**

0 - no border  
1 - flat border  
#PB\_Image\_Border - sunken border

- Once this Gadget has been created, you can set x,y,w,h to 0 as they are not needed.
- Setting FColor1 different from FColor2 will cause the color of the bar to fade from one color to the next.

**Example:**

```
#Gadget=1
#Image=1

If OpenWindow(0,0,0,200,100,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

    PVGadgets_ProgressBar(#Gadget,#Image,10,40,170,20,0,1,$000000,$0000FF,$00FFFF,#PB_Image_Border)

    For tmp=0 To 100
        PVGadgets_ProgressBar(#Gadget,#Image,0,0,0,tmp,1,$000000,$0000FF,$00FFFF)
        Delay(30)
    Next
EndIf
```

## 2.1.2.4.2 PVGadgets\_FreeProgressBar

**Frees Resources of Specified ProgressBar/Image.****Use:**

PVGadgets\_FreeProgressBar (#Gadget,#Image)

All resources are freed and ProgressBar can no longer be used.

**2.1.2.5 PieChartGadget**

## 2.1.2.5.1 PVGadgets\_PieChart

**Create/Update a PVGadgets PieChart Gadget.****Use:**

PVGadgets\_PieChart(#Gadget,#Image,10,10,100,20,-1,\$0000FF,\$00FFFF,35)

**Progress**

0 - 100 (representing %)

**BackColor**

\$0 - \$FFFFFF (RGB values of background color)

-1 - Set Background Color of Form to System Form color

**PieBack**

\$0 - \$FFFFFF (RGB values of background pie color)

**PieFront**

\$0 - \$FFFFFF (RGB values of foreground pie color)

**FontID (optional)**

ID of loaded font to use

0 - Use Default System Font

**FontColor (optional)**

\$0 - \$FFFFFF (RGB values of font color)

Default is Black

**Example:**

```
#ChartGad=1
#ChartImg=1

If OpenWindow(0,0,0,220,220,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Pie
Chart")

    myfont=LoadFont(1,"Arial",20,#PB_Font_Bold)

    Repeat
        bar+1
        If bar>100:bar=0:EndIf
        PVGadgets_PieChart(#ChartGad,#ChartImg,10,10,200,200,-
1,RGB(160,160,160),RGB(255,255,0),bar,myfont,RGB(0,0,150))

        Delay(10)
        Until WindowEvent()=#PB_Event_CloseWindow
        PVGadgets_FreePieChart(#ChartGad,#ChartImg)

    EndIf
```

## 2.1.2.5.2 PVGadgets\_FreePieChart

**Frees Resources of Specified PieChart/Image.**

Use:

PVGadgets\_FreePieChart (#Gadget,#Image)

All resources are freed and PieChart can no longer be used.

**2.1.2.6 Refresh**

## 2.1.2.6.1 PVGadgets\_Refresh

**Forces the Specified Gadget to be Redrawn.**

Use:

PVGadgets\_Refresh(#Gadget)

**Example:**

```

#Window_Main=0
#Gadget_Main_Ok=1

#gadget_Main_Canvas=2
#Image_Main_Canvas=2

If
OpenWindow(#Window_Main,175,0,184,172,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

    PVGadgets_Canvas(#Gadget_Main_Canvas,#Image_Main_Canvas,15,25,150,100,12632256)
    ButtonGadget(#Gadget_Main_Ok,105,140,60,20,"Press Me")

    UseImage(#Image_Main_Canvas)
    StartDrawing(ImageOutput())
        DrawingMode(4)
        Box(10,10,130,80,$00FFFF)
        Box(20,20,110,60,$00FFFF)
    StopDrawing()
    PVGadgets_Refresh(#Gadget_Main_Canvas) ;<- After drawing to the Canvas, Refresh it so we
can see results

Repeat
    EventID=WaitWindowEvent()
    If EventID=#PB_Event_Gadget
        If EventGadgetID()=#Gadget_Main_Ok
            UseImage(#Image_Main_Canvas)
            StartDrawing(ImageOutput())
                Circle(50,50,50,$FF0000)
                Box(60,60,70,30,$0000FF)
            StopDrawing()
            PVGadgets_Refresh(#Gadget_Main_Canvas) ;<- After drawing to the Canvas, Refresh it
so we can see results
        EndIf
    EndIf
Until EventID=#PB_Event_CloseWindow

EndIf

```

#### 2.1.2.6.2 PVGadgets\_RefreshWindow

**Forces the Specified Window to be Refreshed.**

Use:

PVGadgets\_RefreshWindow(#Window)

#### 2.1.2.7 Misc Functions

##### 2.1.2.7.1 Window Functions

###### 2.1.2.7.1.1 PVGadgets\_WindowFreeze

**Freezes all Windows except the specified Window. Total number of Windows in the project must also be specified (this can be found in the Constant #WindowIndex)**

Use:

PVGadgets\_WindowFreeze(#Window\_Main,#WindowIndex)

## 2.1.2.7.1.2 PVGadgets\_WindowUnfreeze

**Unfreezes all Windows and activates the specified Window. Total number of Windows in the project must also be specified (this can be found in the Constant #WindowIndex)**

Use:

PVGadgets\_WindowUnfreeze(#Window\_Main,#WindowIndex)

## 2.1.2.7.1.3 PVGadgets\_ToolWindow

**Convert a standard Window to a ToolWindow.**

Use:

PVGadgets\_ToolWindow(#Window\_Main)

## 2.1.2.7.1.4 PVGadgets\_WindowTransparent

**Set the Transparency on a Window (works with Win 2000/XP).**

Use:

PVGadgets\_WindowTransparent(#Window\_Main,100)

**Transparency**

0 - 255 (0=invisible / 255=full visible)

## 2.1.2.7.1.5 PVGadgets\_WindowTop

**Force Window to always on top.**

Use:

PVGadgets\_WindowTop(#Window\_Main)

## 2.1.2.7.1.6 PVGadgets\_WindowReset

**Reset Window to not always on top.**

Use:

PVGadgets\_WindowReset(#Window\_Main)

## 2.1.2.7.2 Path Functions

## 2.1.2.7.2.1 PVGadgets\_CurDir

**Returns Path of Current Directory.**

Use:

CurDir\$=PVGadgets\_CurDir()

Note:

Returned path always contains trailing backslash.

## 2.1.2.7.2.2 PVGadgets\_TempDir

**Returns Path of Windows Temporary Directory.**

Use:

TempDir\$=PVGadgets\_TempDir()

**Note:**  
Returned path always contains trailing backslash.

#### 2.1.2.7.2.3 PVGadgets\_ExeDir

**Returns Directory of Current Executable.**

**Use:**  
ExeDir\$=PVGadgets\_ExeDir()

**Note:**  
Returned path always contains trailing backslash.

#### 2.1.2.7.3 ListIcon Functions

##### 2.1.2.7.3.1 PVGadgets\_CountListIconColumns

**Counts the number of columns in a ListIconGadget.**

**Use:**  
Result=PVGadgets\_CountListIconColumns(#Gadget)

**Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",80)
    AddGadgetColumn(#List,2,"Column 3",50)

    totalcolumns=PVGadgets_CountListIconColumns(#List)
    MessageRequester("Result","Total Columns: "+Str(totalcolumns))

    oldcolumnwidth=PVGadgets_GetListIconColumnWidth(#List,2)
    PVGadgets_SetListIconColumnWidth(#List,2,100)
    newcolumnwidth=PVGadgets_GetListIconColumnWidth(#List,2)
    MessageRequester("Result","Old Width: "+Str(oldcolumnwidth)+Chr(10)+"New Width: "+Str(newcolumnwidth))

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
EndIf
```

##### 2.1.2.7.3.2 PVGadgets\_GetListIconColumnWidth

**Returns the width of the selected column in a ListIconGadget.**

**Use:**  
Result=PVGadgets\_GetListIconColumnWidth(#Gadget,Column)

**Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",80)
    AddGadgetColumn(#List,2,"Column 3",50)

    totalcolumns=PVGadgets_CountListIconColumns(#List)
    MessageRequester("Result","Total Columns: "+Str(totalcolumns))

    oldcolumnwidth=PVGadgets_SetListIconColumnWidth(#List,2)
    PVGadgets_SetListIconColumnWidth(#List,2,100)
    newcolumnwidth=PVGadgets_SetListIconColumnWidth(#List,2)
    MessageRequester("Result","Old Width: "+Str(oldcolumnwidth)+Chr(10)+"New Width: "+Str(newcolumnwidth))

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
EndIf
```

#### 2.1.2.7.3.3 PVGadgets\_SetListIconColumnWidth

**Sets the width of the selected column in a ListIconGadget.**

Use:

Result=PVGadgets\_SetListIconColumnWidth(#Gadget,Column,Width)

**Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",80)
    AddGadgetColumn(#List,2,"Column 3",50)

    totalcolumns=PVGadgets_CountListIconColumns(#List)
    MessageRequester("Result","Total Columns: "+Str(totalcolumns))

    oldcolumnwidth=PVGadgets_SetListIconColumnWidth(#List,2)
    PVGadgets_SetListIconColumnWidth(#List,2,100)
    newcolumnwidth=PVGadgets_SetListIconColumnWidth(#List,2)
    MessageRequester("Result","Old Width: "+Str(oldcolumnwidth)+Chr(10)+"New Width: "+Str(newcolumnwidth))

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
EndIf
```

#### 2.1.2.7.3.4 PVGadgets\_JustifyListIconColumn

**Modify the justification of the selected column in a ListIconGadget.**

Use:

PVGadgets\_JustifyListIconColumn(#Gadget,Column,Flag)

Flag:

- 0 - Left (Default)
- 1 - Right

## 2 - Center

### **Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",100)
    AddGadgetColumn(#List,2,"Column 3",100)

    PVGadgets_JustifyListIconColumn(#List,0,2) ;justify column 0 to center
    PVGadgets_JustifyListIconColumn(#List,1,0) ;justify column 1 to left
    PVGadgets_JustifyListIconColumn(#List,2,1) ;justify column 2 to right

    For tmp=0 To 20
        AddGadgetItem(#List,-1,"TestA_"+Str(tmp)+Chr(10)+"TestB_"+Str(tmp)+Chr(10)+"TestC_"+Str(tmp))
    Next

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
EndIf
```

### 2.1.2.7.3.5 PVGadgets\_LastListIconRow

#### **Forces the last row of a ListIconGadget into view.**

Use:

PVGadgets\_LastListIconRow(#Gadget)

### **Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",100)
    AddGadgetColumn(#List,2,"Column 3",100)

    For tmp=0 To 20
        AddGadgetItem(#List,-1,"TestA_"+Str(tmp)+Chr(10)+"TestB_"+Str(tmp)+Chr(10)+"TestC_"+Str(tmp))
    Next

    PVGadgets_LastListIconRow(#List) ;last row is forced into view

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
EndIf
```

### 2.1.2.7.3.6 PVGadgets\_SelectListIconRow

#### **Forces the selected row of a ListIconGadget into view.**

Use:

PVGadgets\_SelectListIconRow(#Gadget,Row)

### **Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",100)
    AddGadgetColumn(#List,2,"Column 3",100)

    For tmp=0 To 20
        AddGadgetItem(#List,-1,"TestA_"+Str(tmp)+Chr(10)+"TestB_"+Str(tmp)+Chr(10)+"TestC_"+Str(tmp))
    Next

    PVGadgets_SelectListIconRow(#List,18) ;row 18 is selected and forced into view

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
EndIf
```

#### 2.1.2.7.3.7 PVGadgets\_CreateListIconImageList

**Creates an ImageList to which Icons will be added for using in a ListIconGadget.**

Use:

hImageList=PVGadgets\_CreateListIconImageList(#Gadget)

Returns handle to the created ImageList to be used with [PVGadgets\\_AddListIconImageList](#)

**Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",100)
    AddGadgetColumn(#List,2,"Column 3",100)

    For tmp=0 To 20
        AddGadgetItem(#List,-1,"A_"+Str(tmp)+Chr(10)+"B_"+Str(tmp)+Chr(10)+"C_"+Str(tmp))
    Next

    hImageList=PVGadgets_CreateListIconImageList(#List)
    HelpIcon=PVGadgets_AddListIconImageList(hImageList,LoadImage(0,"help.ico"))
    Infolcon=PVGadgets_AddListIconImageList(hImageList,LoadImage(1,"info.ico"))

    PVGadgets_ChangeListIconImage(#List,3,1,HelpIcon)
    PVGadgets_ChangeListIconImage(#List,5,2,Infolcon)

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
EndIf
```

#### 2.1.2.7.3.8 PVGadgets\_AddListIconImageList

**Add an Icon to an ImageList.**

Use:

ImageID=PVGadgets\_AddListIconImageList(hImageList,hImage)

Returns an ImageID to be used with [PVGadgets\\_ChangeListIconImage](#)

**Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",100)
    AddGadgetColumn(#List,2,"Column 3",100)

    For tmp=0 To 20
        AddGadgetItem(#List,-1,"A_" +Str(tmp)+Chr(10)+"B_" +Str(tmp)+Chr(10)+"C_" +Str(tmp))
    Next

    hImageList=PVGadgets_CreateListIconImageList(#List)
    HelpIcon=PVGadgets_AddListIconImageList(hImageList,LoadImage(0,"help.ico"))
    InfoIcon=PVGadgets_AddListIconImageList(hImageList,LoadImage(1,"info.ico"))

    PVGadgets_ChangeListIconImage(#List,3,1,HelpIcon)
    PVGadgets_ChangeListIconImage(#List,5,2,InfoIcon)

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
Endif
```

## 2.1.2.7.3.9 PVGadgets\_FreeListIconImageList

**Free a previously created ImageList.****Use:****PVGadgets\_FreeListIconImageList(hImageList)****Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",100)
    AddGadgetColumn(#List,2,"Column 3",100)

    For tmp=0 To 20
        AddGadgetItem(#List,-1,"A_" +Str(tmp)+Chr(10)+"B_" +Str(tmp)+Chr(10)+"C_" +Str(tmp))
    Next

    hImageList=PVGadgets_CreateListIconImageList(#List)
    HelpIcon=PVGadgets_AddListIconImageList(hImageList,LoadImage(0,"help.ico"))
    InfoIcon=PVGadgets_AddListIconImageList(hImageList,LoadImage(1,"info.ico"))

    PVGadgets_ChangeListIconImage(#List,3,1,HelpIcon)
    PVGadgets_ChangeListIconImage(#List,5,2,InfoIcon)

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
    PVGadgets_FreeListIconImageList(hImageList)
Endif
```

## 2.1.2.7.3.10 PVGadgets\_ChangeListIconImage

**Change/assign an Icon to a specified Row/Column of an ListIconGadget.****Use:**

PVGadgets\_ChangeListIconImage(#List,5,2,Infolcon)

**Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",100)
    AddGadgetColumn(#List,2,"Column 3",100)

    For tmp=0 To 20
        AddGadgetItem(#List,-1,"A_"+Str(tmp)+Chr(10)+"B_"+Str(tmp)+Chr(10)+"C_"+Str(tmp))
    Next

    hImageList=PVGadgets_CreateListIconImageList(#List)
    HelpIcon=PVGadgets_AddListIconImageList(hImageList,LoadImage(0,"help.ico"))
    Infolcon=PVGadgets_AddListIconImageList(hImageList,LoadImage(1,"info.ico"))

    PVGadgets_ChangeListIconImage(#List,3,1,HelpIcon) ;changes row 3 column 1 to HelpIcon
    PVGadgets_ChangeListIconImage(#List,5,2,Infolcon) ;changes row 5 column 2 to Infolcon

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
Endif
```

#### 2.1.2.7.3.11 PVGadgets\_ListIconTitle

**Change the Title Text of specified Column (column index starts at 0).**

Use:

PVGadgets\_ListIconTitle(#Gadget,Column,"New Title")

**Example:**

```
#Main=0
#List=1

If OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"")

    ListIconGadget(#List,0,0,400,300,"Column 1",150,#PB_ListIcon_GridLines|#PB_ListIcon_FullRowSelect)
    AddGadgetColumn(#List,1,"Column 2",100)
    AddGadgetColumn(#List,2,"Column 3",100)

    For tmp=0 To 20
        AddGadgetItem(#List,-1,"TestA_"+Str(tmp)+Chr(10)+"TestB_"+Str(tmp)+Chr(10)+"TestC_"+Str(tmp))
    Next

    PVGadgets_ListIconTitle(#List,1,"New Title") ;Change text of second column

    Repeat:Until WaitWindowEvent()=#PB_Event_CloseWindow
Endif
```

#### 2.1.2.7.4 Format Functions

##### 2.1.2.7.4.1 PVGadgets\_FormatNumber

**Formats a number string.**

Use:

```
Result$=PVGadgets_FormatNumber(Number.s,Group.l,DecDig.l,DecSep.s,GrpSep.s,Neg.l)
```

Number.s - Number to format (in string format)

Group.l - group in bunches of

DecDig.l - number of decimal places

DecSep.s - Decimal seperator character

GrpSep.s - Group seperator Character

Neg.l - Format negative values

0 = (000)

1 = -000

2 = - 000

3 = 000-

4 = 000 -

### Example:

```
Debug PVGadgets_FormatNumber("3343200",3,2,".",",",0)
```

returns:

3,343,200.00

#### 2.1.2.7.5 Mutex Functions

##### 2.1.2.7.5.1 PVGadgets\_StartOnce

##### **Allow only one instance of your application to start**

```
Result=PVGadgets_StartOnce("MyApp")
```

#### 2.1.2.7.6 Error Functions

##### 2.1.2.7.6.1 PVGadgets\_APIError

##### **Return Last Error Message from API Call**

```
Result$=PVGadgets_APIError()
```

### 2.1.3 PureSkin

PureSkin functions allow you to easily apply skins to your Windows forms.

[PureSkin](#)

[PureSkinMem](#)

[PureSkinHide](#)

Skins are created from standard BMP files using the PureSkin Maker in PureVision.

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##### 2.1.3.1 PureSkin

##### **Skin the Selected Window from File.**

Use:

```
PureSkin(#Window,#Gadget,#Image,"MySkin.pvs",1)
```

Flags: True = Center Window

Returns 1 if success.

**Example:**

```
#Main=0
#Gadget_Skin=1
#Image_Skin=2
If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

    PureSkin(#Main,#Gadget_Skin,#Image_Skin,"MySkin.pvs",1) ;<-- Loads
    PureSkin from File
    PureSkinHide(#Main,0)

quitMain=0
Repeat
    Select WaitWindowEvent()
        Case #PB_Event_CloseWindow
            quitMain=1
        EndSelect
    Until quitMain

EndIf
End
```

### 2.1.3.2 PureSkinMem

**Skin the Selected Window from Memory.**

Use:

```
PureSkinMem(#Window,#Gadget,#Image,?_MySkin,1)
```

Flags: True = Center Window

Returns 1 if success.

**Example:**

```
#Main=0
#Gadget_Skin=1
#Image_Skin=2
If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

    PureSkinMem(#Main,#Gadget_Skin,#Image_Skin,?_MySkin,1) ;<-- Loads
    PureSkin from Memory
    PureSkinHide(#Main,0)

quitMain=0
Repeat
    Select WaitWindowEvent()
        Case #PB_Event_CloseWindow
            quitMain=1
        EndSelect
    Until quitMain

EndIf
End

DataSection
    _MySkin:IncludeBinary "MySkin.pvs"
EndDataSection
```

### 2.1.3.3 PureSkinHide

**Hides or Displays a PureSkin.**

Use:

PureSkinHide(#Window,0)

Flags: True = Hide Window

**Example:**

```
#Main=0
#Skin=1
If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")

    PureSkin(#Main,#Skin,"MySkin.pvs",1) ;<-- Loads PureSkin from File
    PureSkinHide(#Main,0)

    quitMain=0
    Repeat
        Select WaitWindowEvent()
        Case #PB_Event_CloseWindow
            quitMain=1
        EndSelect
    Until quitMain

EndIf
End
```

## 2.1.4 PurePoint

PurePoint functions allow you to create your own mouse pointers and use them in your applications.

[PurePoint](#)  
[PurePointMem](#)  
[UsePurePoint](#)  
[SysPurePoint](#)  
[FreePurePoint](#)  
[ResetPurePoint](#)  
[PurePointChild](#)  
[PurePointX](#)  
[PurePointY](#)  
[PurePointXX](#)  
[PurePointYY](#)

PurePoints are created using our special [PurePoint Maker](#) software.

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#### 2.1.4.1 PurePoint

**Loads a PurePoint from File.**

Use:

```
hPoint=PurePoint("Cross.pvp")
```

Returns Handle to PurePoint.

**Example:**

```
#Main=0
If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")
) hPoint=PurePoint("Cross.pvp") ;<-- Loads PurePoint from File

quitMain=0
Repeat
    UsePurePoint(hPoint)

    Select WaitWindowEvent()
        Case #PB_Event_CloseWindow
            quitMain=1
        EndSelect
    Until quitMain

    FreePurePoint(hPoint)
EndIf
End
```

#### 2.1.4.2 PurePointMem

**Loads a PurePoint from Memory.**

Use:

```
hPoint=PurePointMem(MemoryAddress)
```

Returns Handle to PurePoint.

**Example:**

```
#Main=0
If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")
    hPoint=PurePointMem(?_Cross) ;<-- Loads PurePoint from Memory (Included Binary)

    quitMain=0
    Repeat
        UsePurePoint(hPoint)

        Select WaitWindowEvent()
            Case #PB_Event_CloseWindow
                quitMain=1
            EndSelect
        Until quitMain

        FreePurePoint(hPoint)
    EndIf
End

DataSection
    _Cross:IncludeBinary "Cross.pvp"
EndDataSection
```

#### 2.1.4.3 UsePurePoint

**Uses/Displays a PurePoint that has previously been loaded.**

Use:

UsePurePoint(hPoint)

**Example:**

```
#Main=0
If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")
    hPoint=PurePoint("Cross.pvp")

    quitMain=0
    Repeat
        UsePurePoint(hPoint) ;<-- Use and Display PurePoint

        Select WaitWindowEvent()
            Case #PB_Event_CloseWindow
                quitMain=1
            EndSelect
        Until quitMain

        FreePurePoint(hPoint)
    EndIf
End
```

#### 2.1.4.4 SysPurePoint

**Sets System Cursor to specified PurePoint.**

Use:

SysPurePoint(hPoint)

Returns 0 if Fail.

**Example:**

```
#Main=0
If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo")
    hPoint=PurePoint("Cross.pvp")
    SysPurePoint(hPoint)      ;<-- Sets System Cursor to PurePoint

    quitMain=0
    Repeat
        Select WaitWindowEvent()
            Case #PB_Event_CloseWindow
                quitMain=1
            EndSelect
        Until quitMain

        FreePurePoint(hPoint)
        ResetPurePoint()
EndIf
End
```

#### 2.1.4.5 FreePurePoint

**Free PurePoint Resources of specified Handle.**

Use:

FreePurePoint(hPoint)

Returns 0 if success.

**Example:**

```
#Main=0

If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo"
)
    hPoint=PurePoint("Cross.pvp")

    quitMain=0
    Repeat
        UsePurePoint(hPoint)

        Select WaitWindowEvent()
            Case #PB_Event_CloseWindow
                quitMain=1
            EndSelect
        Until quitMain

        FreePurePoint(hPoint) ;<- Free PurePoint Resources
Endif
End
```

#### 2.1.4.6 ResetPurePoint

**Resets a System Cursor to the Default Arrow.**

Use:

ResetPurePoint()

**Example:**

```
#Main=0

If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo"
)
    hPoint=PurePoint("Cross.pvp")
    SysPurePoint(hPoint)

    quitMain=0
    Repeat
        Select WaitWindowEvent()
            Case #PB_Event_CloseWindow
                quitMain=1
            EndSelect
        Until quitMain

        FreePurePoint(hPoint)
        ResetPurePoint() ;<- Resets System Cursor
Endif
End
```

#### 2.1.4.7 PurePointChild

**Used to Identify what Gadget a PurePoint is Over.**

Use:

hGadget=PurePointChild(Window)

Returns Handle of Gadget.

**Example:**

```
#Main=0
#List=1

If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo"
)

    ListIconGadget(#List,10,10,300,200,"Demo",100)

    hPoint=PurePoint("Cross.pvp")

    quitMain=0
    Repeat
        If PurePointChild(#Main)=GadgetID(#List) ;<-- Checks is PurePoint is over ListIcon
            UsePurePoint(hPoint) ;<-- Displays PurePoint only over ListIcon
        EndIf

        Select WaitWindowEvent()
            Case #PB_Event_CloseWindow
                quitMain=1
            EndSelect
        Until quitMain

        FreePurePoint(hPoint)
    EndIf
End
```

#### 2.1.4.8 PurePointX

**Returns Horizontal Position of PurePoint in specified Window.**

Use:

X=PurePointX(Window)

**Example:**

```
#Main=0
#Text=1

If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo"
)

    TextGadget(#Text,10,10,200,20,"")

hPoint=PurePoint("PP.pvp")

quitMain=0
Repeat
    UsePurePoint(hPoint)

    x=PurePointX(#Main) ;<- Return Horizontal Position of PurePoint
    y=PurePointY(#Main)
    SetGadgetText(#Text,"X="+Str(x)+" Y="+Str(y))

    Select WaitWindowEvent()
        Case #PB_Event_CloseWindow
            quitMain=1
        EndSelect
    Until quitMain

    FreePurePoint(hPoint)
EndIf
End
```

#### 2.1.4.9 PurePointY

**Returns Vertical Position of PurePoint in specified Window.**

Use:  
Y=PurePointY(Window)

**Example:**

```
#Main=0
#Text=1

If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo"
)

    TextGadget(#Text,10,10,200,20,"")

hPoint=PurePoint("PP.pvp")

quitMain=0
Repeat
    UsePurePoint(hPoint)

    x=PurePointX(#Main)
    y=PurePointY(#Main) ;<-- Return Vertical Position of PurePoint
    SetGadgetText(#Text,"X="+Str(x)+" Y="+Str(y))

    Select WaitWindowEvent()
        Case #PB_Event_CloseWindow
            quitMain=1
        EndSelect
    Until quitMain

    FreePurePoint(hPoint)
EndIf
End
```

#### 2.1.4.10 PurePointXX

**Returns Horizontal Position of PurePoint in specified Gadget.**

Use:  
X=PurePointXX(Gadget)

**Example:**

```
#Main=0
#Text=1
#Button=3

If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo"
)

    TextGadget(#Text,10,10,200,20,"")
    ButtonGadget(#Button,10,50,80,20,"Demo")

hPoint=PurePoint("PP.pvp")

quitMain=0
Repeat
    UsePurePoint(hPoint)

    x=PurePointXX(#Button)      ;<- Return Horizontal Position of PurePoint on Button
    y=PurePointYY(#Button)

    If x<0 Or y<0
        SetGadgetText(#Text,"Null")
    Else
        SetGadgetText(#Text,"X="+Str(x)+" Y="+Str(y))
    EndIf

    Select WaitWindowEvent()
        Case #PB_Event_CloseWindow
            quitMain=1
        EndSelect
    Until quitMain

    FreePurePoint(hPoint)
EndIf
End
```

#### 2.1.4.11 PurePointYY

**Returns Vertical Position of PurePoint in specified Gadget.**

**Use:**  
Y=PurePointYY(Gadget)

**Example:**

```
#Main=0
#Text=1
#Button=3

If
OpenWindow(#Main,0,0,400,300,#PB_Window_SystemMenu|#PB_Window_ScreenCentered,"Demo"
)

    TextGadget(#Text,10,10,200,20,"")
    ButtonGadget(#Button,10,50,80,20,"Demo")

hPoint=PurePoint("PP.pvp")

quitMain=0
Repeat
    UsePurePoint(hPoint)

    x=PurePointXX(#Button)
    y=PurePointYY(#Button)      ;<- Return Vertical Position of PurePoint on Button

    If x<0 Or y<0
        SetGadgetText(#Text,"Null")
    Else
        SetGadgetText(#Text,"X="+Str(x)+"  Y="+Str(y))
    EndIf

    Select WaitWindowEvent()
        Case #PB_Event_CloseWindow
            quitMain=1
        EndSelect
    Until quitMain

    FreePurePoint(hPoint)
EndIf
End
```

## 2.2 PVGadgets QuickStart

If you are having problems with any functions from the PVGadgets Library, make sure your Main Events Loop contains the proper functions and code to initialize the PVGadgets and make them work.

If the Gadget or Form you have created needs any of the following, simply copy and paste it into your project.

;This must be called at the start of your program

```
Procedure WindowCallback(WindowID,Message,wParam,lParam)
    ReturnValue=#PB_ProcessPureBasicEvents

    If Message=#WM_GETMINMAXINFO
        ReturnValue=PVDynamic_LockWindow(WindowID,lParam)
    EndIf

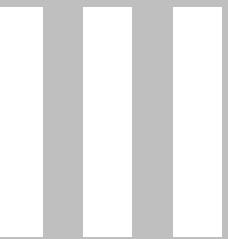
    If Message=#WM_SIZE
        ReturnValue=PVDynamic_Resize(WindowID)
    EndIf

    If Message=#WM_CTLCOLORSTATIC Or Message=#WM_CTLCOLOREDIT Or
    Message=#WM_CTLCOLORLISTBOX
        ReturnValue=PVDynamic_ColorGadget(lParam,wParam)
    EndIf

    ProcedureReturn ReturnValue
EndProcedure
```

;This must be called after your Form has been created
SetWindowCallback(@WindowCallback())

# Part



## 3 PVPlugins User Library

### 3.1 PV\_PluginsInfo

Allows PureVision to identify the Plugin as a valid and allows you to specify internal information.

**Name**

Name of your Plugin

**HiVersion**

High version number

**LoVersion**

Low version number

**Info**

Short description of your plugin

**Copyright**

Copyright information for plugin

Returns 0 if failure.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")
```

```
If Result
```

```
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGCOLOR(RGB(0,0,150))
```

```

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
EndIf
```

```
PV_Plugins()
```

## 3.2 PV\_PluginsWindowName

Sets the ID Name for the Plugin Window.

This function MUST be called before calling any of the other PluginWindow functions.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

## 3.3 PV\_PluginsWindowTitle

Sets the Window Title text for the Plugin Window.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.4 PV\_PluginsWindowX

Sets the X position of the Plugin Window.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.5 PV\_PluginsWindowY

Sets the Y position of the Plugin Window.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.6 PV\_PluginsWindowW

Sets the width of the Plugin Window.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.7 PV\_PluginsWindowH

**Sets the height of the Plugin Window.**

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.8 PV\_PluginsWindowBColor

Sets the background color of the Plugin Window.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.9 PV\_PluginsWindowTab

Sets the number of Statusbar Tabs for the Plugin Window.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
EndIf

PV_Plugins()
```

### 3.10 PV\_PluginsGadgetType

**Creates and adds the specified Gadget Type to the Plugin Window.**

This function MUST be called before calling any of the other PluginGadget functions.

**Type**

TextGadget

ButtonGadget

StringGadget

...

any valid Gadget available in PureVision (excluding Container type Gadgets)

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.11 PV\_PluginsGadgetName

Sets the ID Name of the Plugin Gadget.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.12 PV\_PluginsGadgetText

Sets the Gadget Text of the Plugin Gadget.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.13 PV\_PluginsGadgetX

Sets the X position of the Plugin Gadget.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.14 PV\_PluginsGadgetY

Sets the Y position of the Plugin Gadget.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.15 PV\_PluginsGadgetW

Sets the width of the Plugin Gadget.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.16 PV\_PluginsGadgetH

Sets the height of the Plugin Gadget.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
EndIf

PV_Plugins()
```

### 3.17 PV\_PluginsGadgetTabs

**Sets the number of tabs for the Plugin Gadget.**

This is used for ListIconGadget

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

PV_Plugins()
```

### 3.18 PV\_PluginsMenuItemName

**Sets the ID Name of the MenuItem.**

If name is <BREAK> then a Seperator Bar is added

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"MenuItem Test","2011 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)

    PV_PluginsMenuItemName("File")
    PV_PluginsMenuItemText("File")
    PV_PluginsMenuItemPos(0)

    PV_PluginsMenuItemName("New")
    PV_PluginsMenuItemText("New")
    PV_PluginsMenuItemPos(1)
    PV_PluginsMenuItemName("<BREAK>")
    PV_PluginsMenuItemPos(1)
    PV_PluginsMenuItemName("Exit")
    PV_PluginsMenuItemText("Exit")
    PV_PluginsMenuItemPos(1)
EndIf

PV_Plugins()
```

### 3.19 PV\_PluginsMenuItemText

Sets the Displayed Text of the MenuItem.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"MenuItem Test","2011 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)

    PV_PluginsMenuItemName("File")
    PV_PluginsMenuItemText("File")
    PV_PluginsMenuItemPos(0)

    PV_PluginsMenuItemName("New")
    PV_PluginsMenuItemText("New")
    PV_PluginsMenuItemPos(1)
    PV_PluginsMenuItemName("<BREAK>")
    PV_PluginsMenuItemPos(1)
    PV_PluginsMenuItemName("Exit")
    PV_PluginsMenuItemText("Exit")
    PV_PluginsMenuItemPos(1)
EndIf

PV_Plugins()
```

## 3.20 PV\_PluginsMenuItemPos

**Sets the Position of the MenuItem.**

Position:

0 = Main Section  
1 = Sub Section

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"MenuItem Test","2011 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)

    PV_PluginsMenuItemName("File")
    PV_PluginsMenuItemText("File")
    PV_PluginsMenuItemPos(0)

    PV_PluginsMenuItemName("New")
    PV_PluginsMenuItemText("New")
    PV_PluginsMenuItemPos(1)
    PV_PluginsMenuItemName("<BREAK>")
    PV_PluginsMenuItemPos(1)
    PV_PluginsMenuItemName("Exit")
    PV_PluginsMenuItemText("Exit")
    PV_PluginsMenuItemPos(1)
EndIf

PV_Plugins()
```

## 3.21 PV\_Plugins

This function is called at the end of your Plugin, enabling communication between the Plugin and PureVision.

**Example:**

```
Result=PV_PluginsInfo("Test",1,2,"Simple Test Plugin","2005 Reel Media Productions")

If Result
    PV_PluginsWindowName("TestForm")
    PV_PluginsWindowTitle("Created with Plugin")
    PV_PluginsWindowX(80)
    PV_PluginsWindowY(80)
    PV_PluginsWindowW(300)
    PV_PluginsWindowH(200)
    PV_PluginsWindowBGColor(RGB(0,0,150))

    PV_PluginsGadgetType("ButtonGadget")
    PV_PluginsGadgetName("TestButton")
    PV_PluginsGadgetText("Click Here")
    PV_PluginsGadgetX(10)
    PV_PluginsGadgetY(10)
    PV_PluginsGadgetW(80)
    PV_PluginsGadgetH(20)
Endif

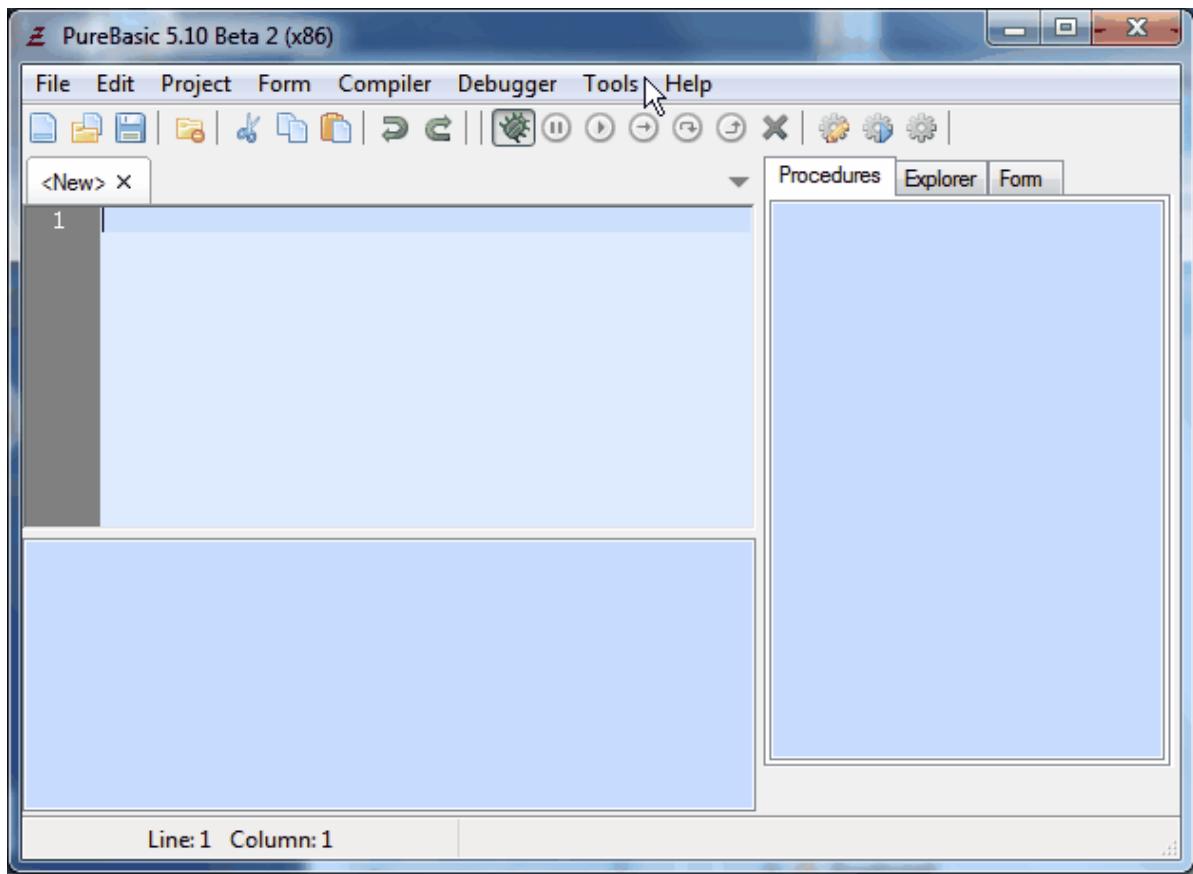
PV_Plugins()
```

**Part**

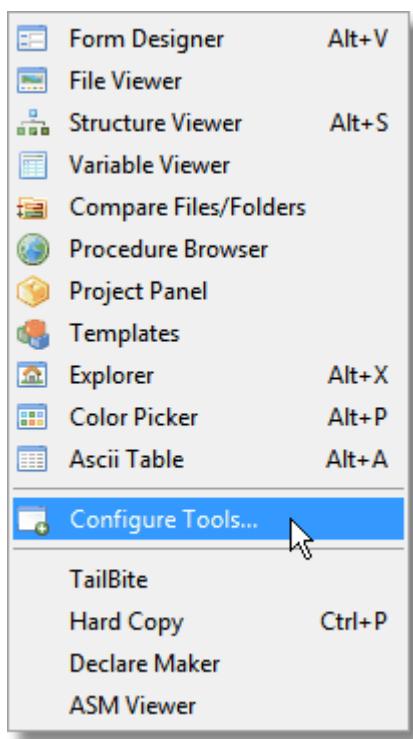
**IV**

## 4 PureBasic Integration

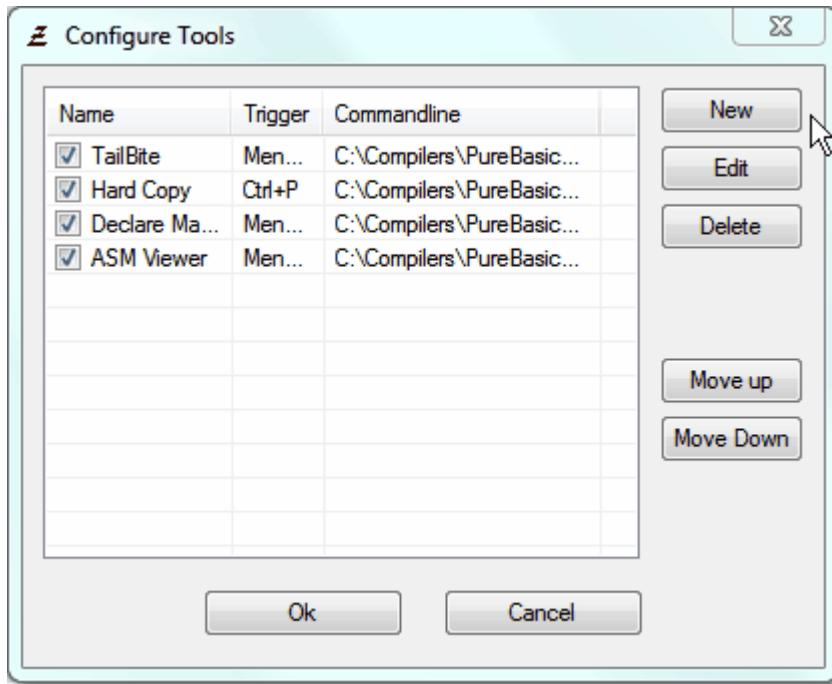
To integrate PureVision into the PureBasic 5.0+ IDE MenuBar, select Tools from the MainMenuBar.



Select Configure Tools from the Drop Down List.

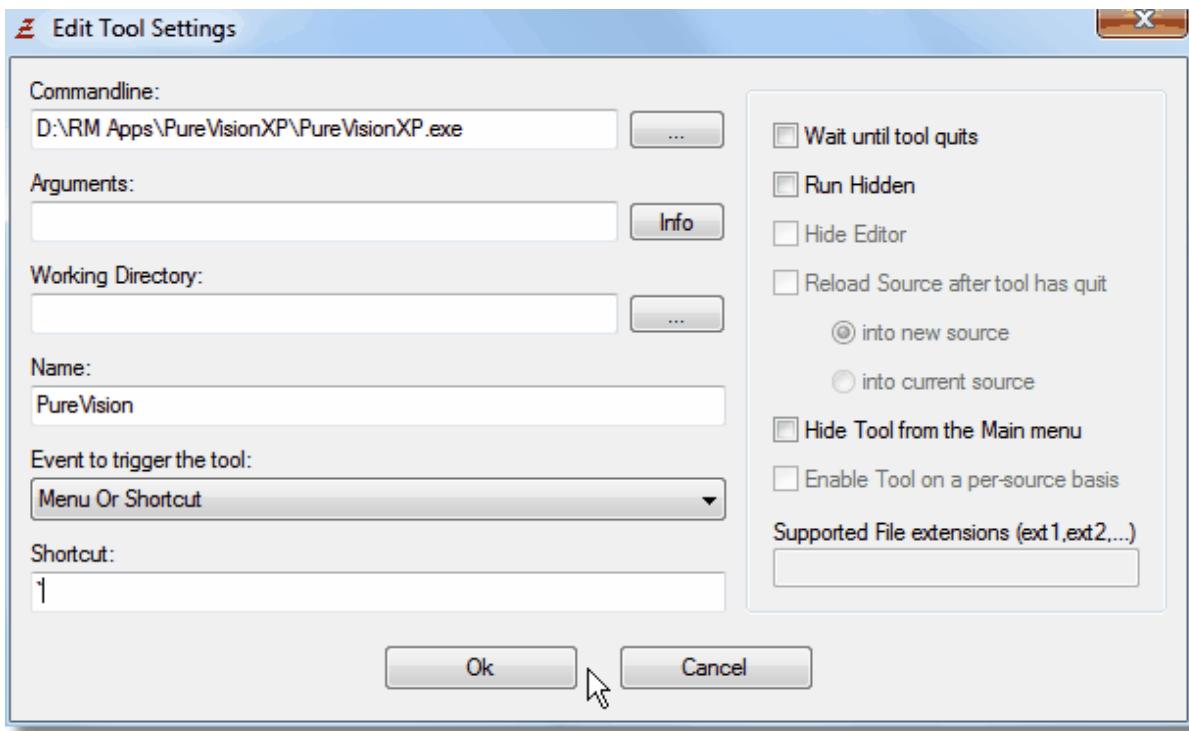


Select New to add a New Tool.

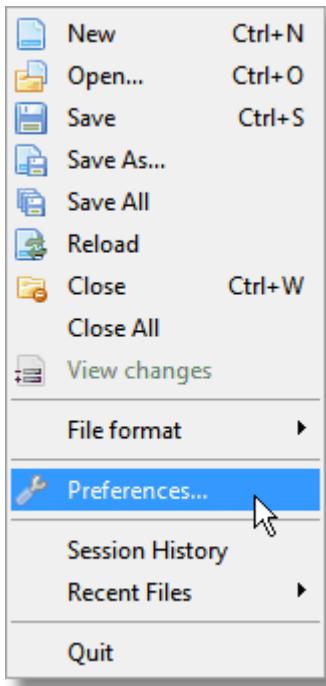


Locate the folder containing PureVision and select the main PureVision executable.  
Enter the name of the Form Designer under Name and select a Shortcut key if you wish to use a shortcut to launch PureVision.

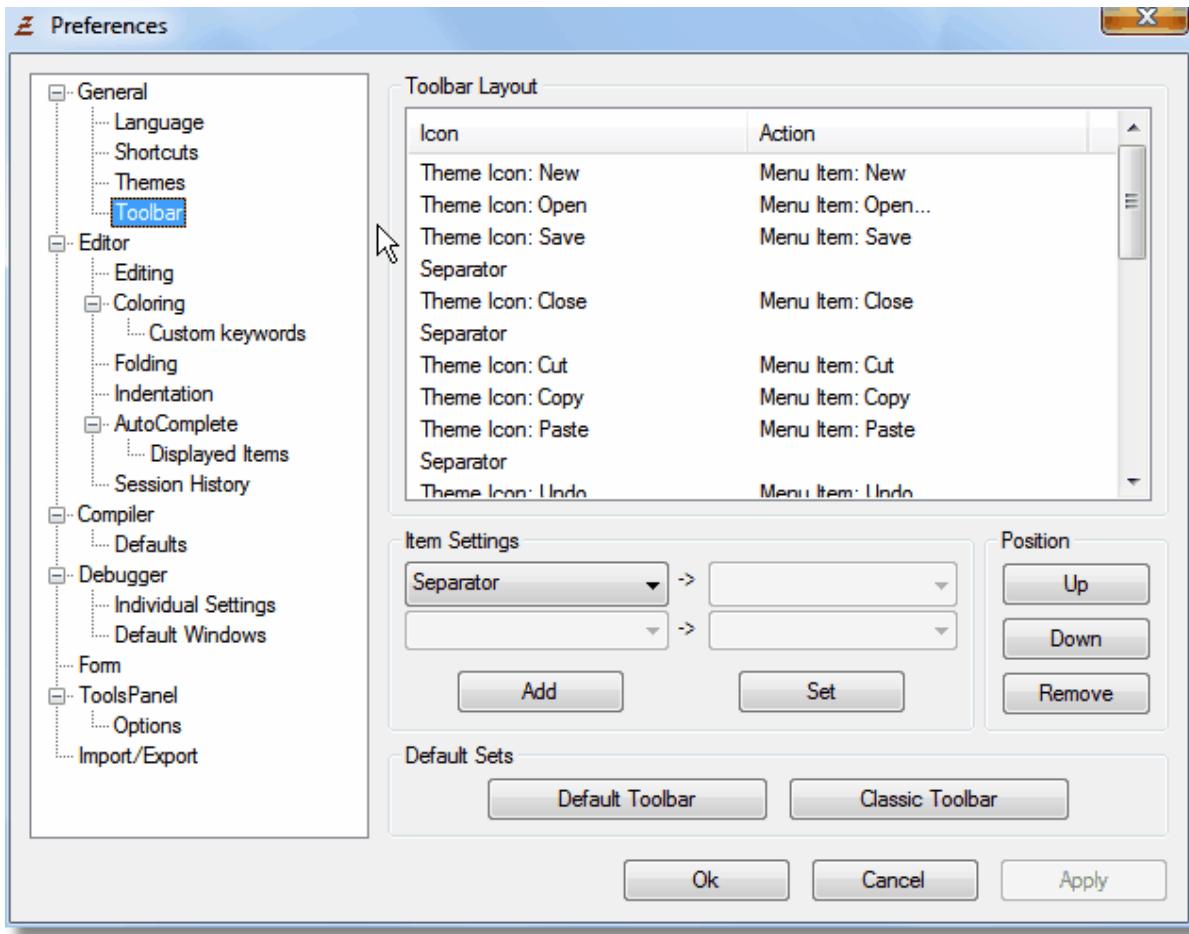
Select OK when you are done to go back to the main screen.



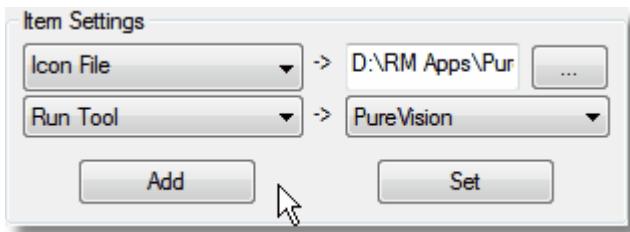
From the MainMenuBar under File select Preferences.



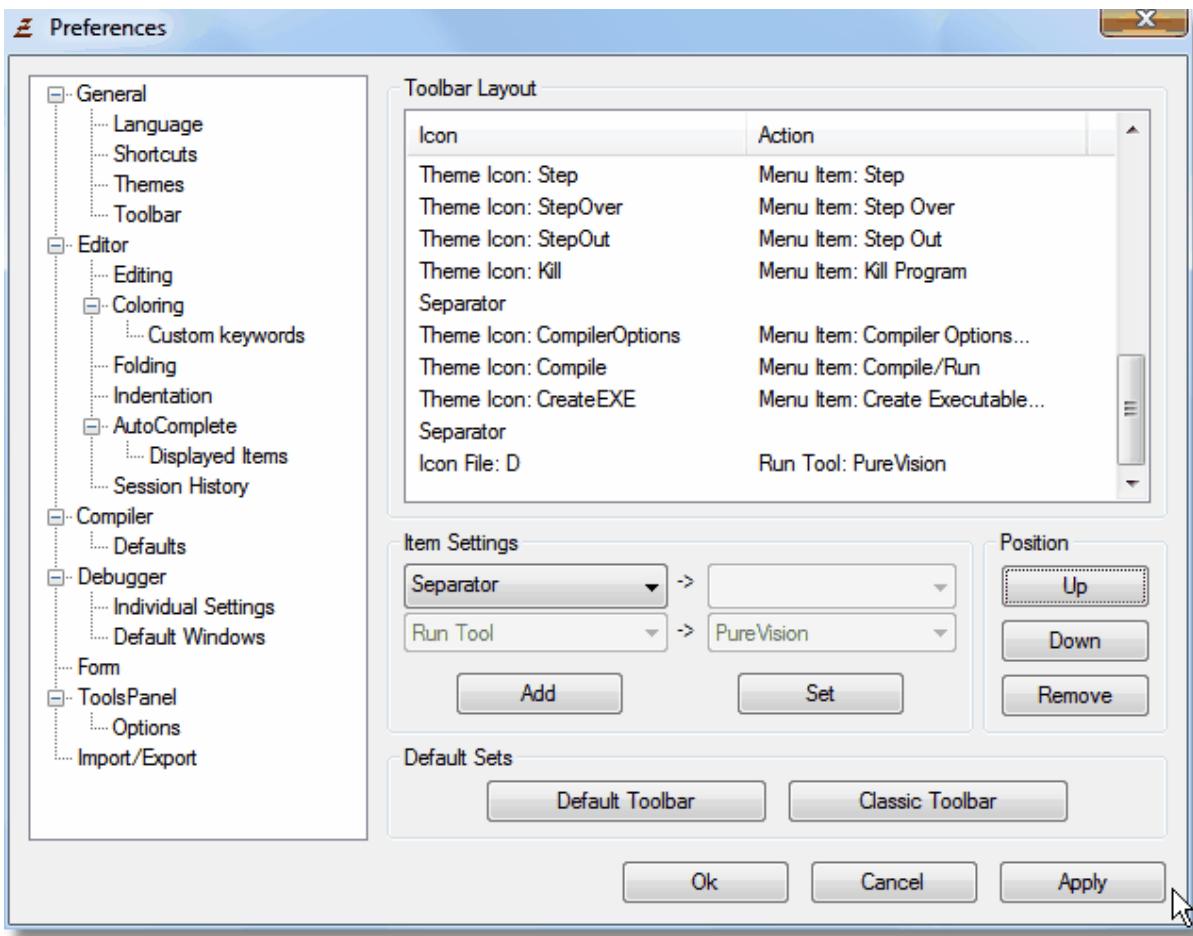
Select Toolbar in the Preferences Window.



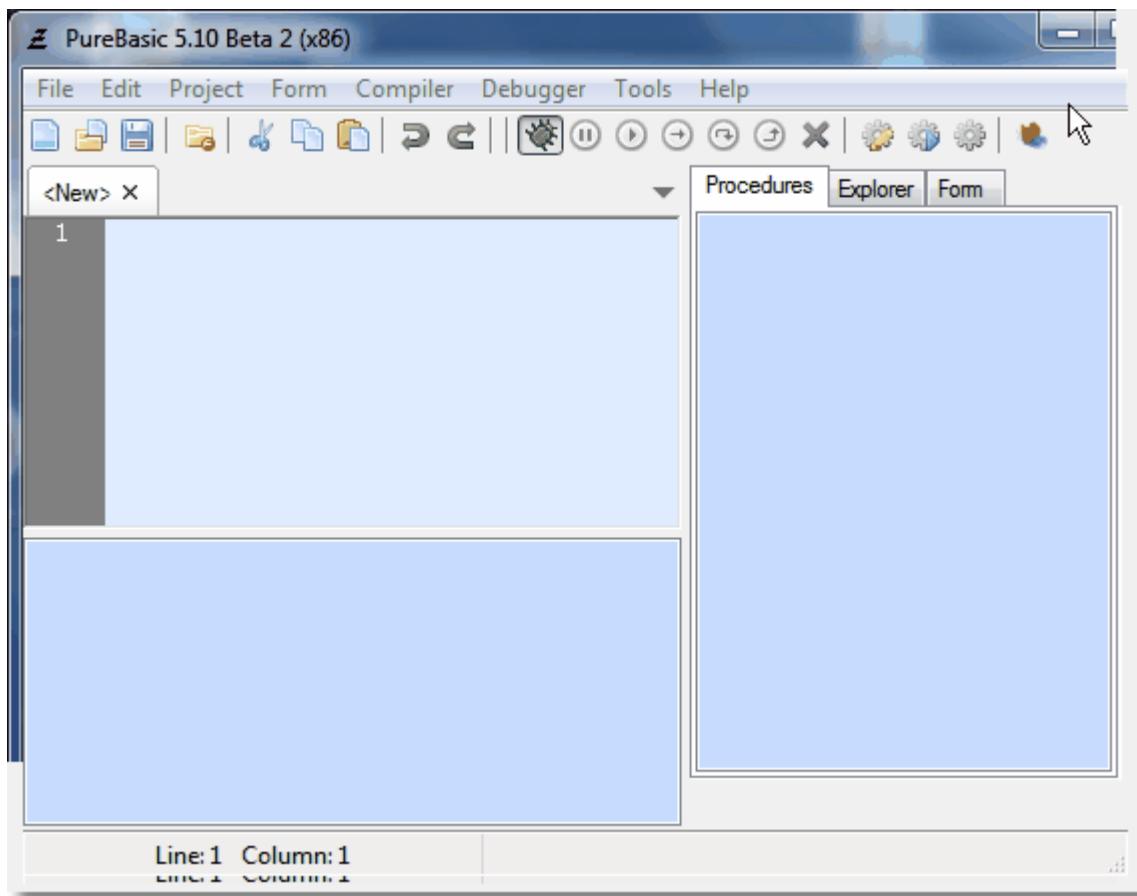
Under Item Settings, select Icon File and choose the icon you wish to represent PureVision in the MainMenuBar.  
Select Run Tool and then select PureVision.  
Press Add when you are complete.



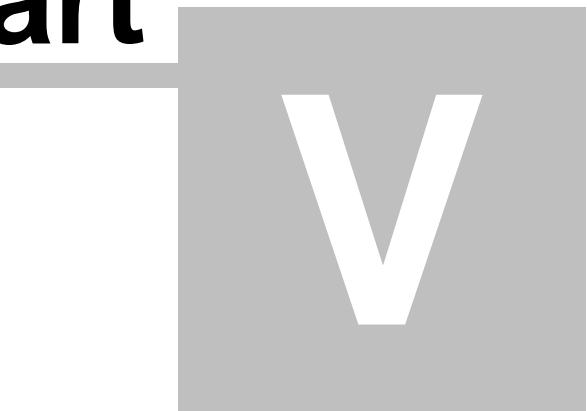
Press the Apply button to save your new settings.



The MainMenuBar will now contain a new Icon which will launch PureVision when clicked or when you press the appropriate Shortcut Key.



# **Part**



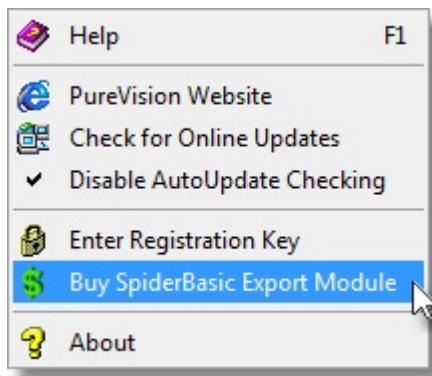
# **V**

## 5 SpiderBasic Export Plugin

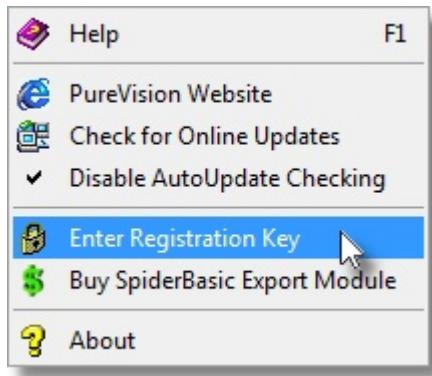
PureVision has the ability to export source code compatible with [Spider Basic](#).

If PureVision was purchased bundled with the SpiderBasic Export Module, exporting to SPiderBasic will be activated when your Registration Key has been entered.

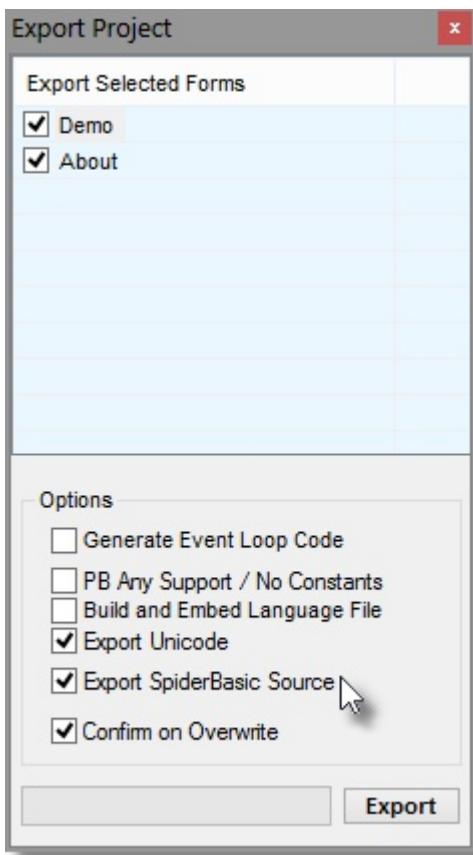
If you are already a Registered User of PureVision, you can purchase the SpiderBasic Export Module seperately for only **\$9.95** by selecting Help from the Main MenuBar and selecting Buy SpiderBasic Export Module.



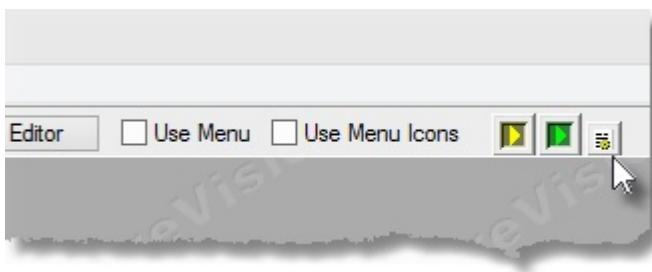
If the SpiderBasic Export Module has been purchased seperately, you will need to enter your new Registration Key by selecting Help from the MenuBar and selecting Enter Registration Key.



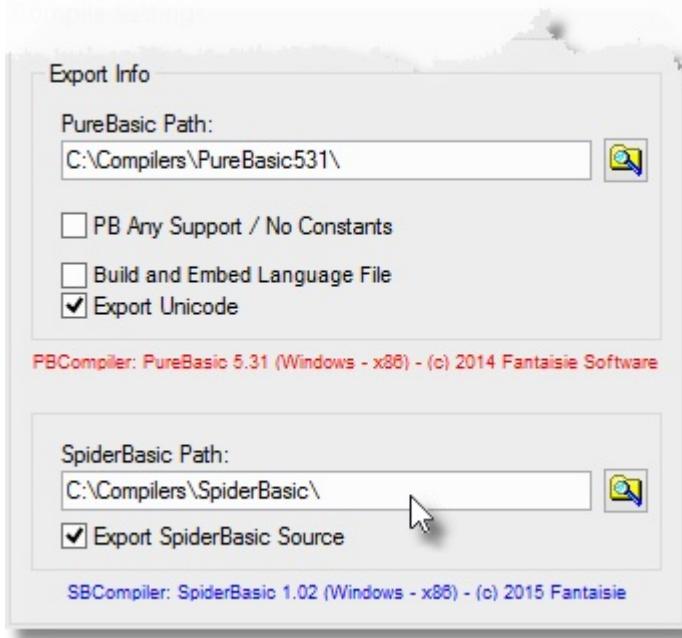
When exporting your project, you will have the option to Export SpiderBasic Code. If this option is checked your code will be exported and saved in the SpiderBasic .sb format.



When working in PureVision make sure you set up the Compiler Settings by opening the Compiler Settings Window.



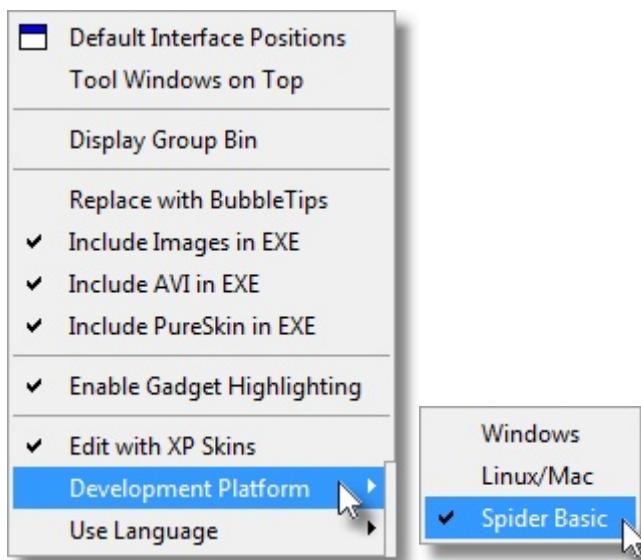
Enter the location of where SpiderBasic has been installed on your Hard Drive.  
If the correct folder has been entered, the current version of SpiderBasic will be displayed.



To preview exported code and see how it will compile in SpiderBasic, make sure **Export SpiderBasic Source** is checked.

If this is not checked, source code will be exported and previewed in PureBasic.

When designing Forms for use with SpiderBasic, it is best tell PureVision that your Development Platform is SpiderBasic. This is done by selecting Forms from the PureVision MenuBar, selecting Development Platform and choosing Spider Basic.



This will remove all Gadgets from the [Gadget Creator](#) ToolBar that are not compatible with SpiderBasic.

**NOTE:** (SpiderBasic does not support these flags)

- Do not use any API flags when creating Gadgets
- Do not use MinimizeGadget or MaximizeGadget flag when creating Windows
- SpiderBasic does not support the PVGadgets Library

# **Part**

---

# **VI**

## 6 History

### Version 5.31c

- Added support for SpiderBasic. Forms can now be exported using optional [SpiderBasic Export Plugin](#)

### Version 5.31b

- Fixed bug preventing Language files from loading

### Version 5.31

- Recompiled with PureBasic 5.31
- INI file is now stored in User/AppData/Roaming

### Version 5.30c

- Fixed bug where icons might not display correctly in MenuBar Editor
- Added ability for ColorRequester to store custom colors
- Added modify background color of grouped gadgets
- Added modify foreground color of grouped gadgets
- Added enable/disable XP Skin support of grouped gadgets

### Version 5.30b

- Reworked Gadget Repositioning in Gadget Tree
- Added ability to Archive Project

### Version 5.30

- Recompiled with PureBasic 5.30
- Added OpenGL Gadget
- Added PBAny Support/No Constants, Build and Embed Language File & Export Unicode Export Flags are now saved with GUI file
- Fixed Include Files not being copied into new Include Folder if Save Path was changed
- Fixed display problem with API Gadgets when adjusting position in ScrollArea or Container Gadget

### Version 5.22d

- Exported code is now compatible with PureBasic "EnableExplicit" command
- Fixed bug in exported code using PB\_Any support

### Version 5.22c

- Fixed bug with coloring gadgets using transparent (setting color to -1) and displaying color properly

### Version 5.22b

- Added Unicode support to PureVision
- Added Unicode support to PureTrans

### Version 5.22

- Recompiled with PureBasic 5.22 LTS

- Fixed bug causing Form to lose focus and not update properly / become unresponsive

#### **Version 5.21b**

- Reworked some of the draw routines when resizing Forms in PureVision. This should fix some problems when running under Windows 8
- Fixed a selector bug that appeared when PureBasic changed syntax of Frame3DGadget to FrameGadget
- Added warning message when trying to install PVGadgets with no Write Access to folder
- Updated PVGadgets x86 and x64 Library for better compatibility under Windows 8
- Removed XP from PureVisionXP name since PureVision is mainly on Windows 7 and now Windows 8 desktops. This means PureVision will install in C:\PureVision by default and settings will be in PureVision.ini
- PureVision is no longer forced to Maximize, screens are so big these days it makes no sense taking up all that space
- Added CTRL+PageUp to toggle Tool Windows on Top, same as "Menubar/Forms/Tool Windows on Top"

#### **Version 5.21**

- Includes PVPlugins for 64bit Windows

#### **Version 5.20**

- Recompiled with PureBasic 5.20 LTS
- Fixed Code Export for compatibility with PureBasic 5.20
- Updated PVGadgets Library for compatibility with PureBasic 5.20

#### **Version 5.11**

- Recompiled with PureBasic 5.11 to fix bug with "Save Current Form"

#### **Version 5.10**

- Updated PureSkin to use new Compression Library, making PureSkin compatible with x64
- Form will now automatically default to Borderless when PureSkin is on a Form
- Added some missing Flags to Gadgets
- Added API\_ to beginning of Windows specific Flags. Don't use these Flags if building Cross Platform Apps.

#### **Version 5.01**

- Added Font Manager to quickly and easily modify Font attributes of multiple Gadgets
- Fixed bug with the way Area type Gadgets are exported

#### **Version 5.00f**

- Removed MenuBar Icons API callback, now uses native PureBasic MenuBar Icons code

#### **Version 5.00d**

- Added DirectX Gadget (OpenWindowedScreen) - Great for creating template for Windowed Game.

#### **Version 5.00c**

- Added ability to remove XP Skin Support from individual Gadgets and Forms
- Added PVGadgets\_NoSkin command to PVGadgets User Library
- Added AutoUpdate Checking so you always know when update is available
- Fixed problem with images not changing properly in some of the ButtonImage Gadgets due to PureBasic changing from SetGadgetState() to SetGadgetAttribute()

**Version 5.00b**

- Both PVGadgets 32bit & 64bit can be installed from same PureVision executable

**Version 5.00**

- Compiled for PureBasic 5.0
- Added new flags for Forms (OpenWindow)

**Version 4.61e**

- Fixed bug in ListView Gadget where exported code missed extra flags.

**Version 4.61d**

- Added Font support for ExplorerTreeGadget, ExplorerListGadget & ExplorerComboGadget

**Version 4.61b**

- Added Font flag for PanelGadget allowing font used for Panel Tabs to be modified

**Version 4.61**

- Added currently selected Gadget type to bottom of Properties Window
- Fixed bug with Vertical or Horizontal aligning of Grouped Gadgets

**Version 4.60**

- Added new PureBasic CanvasGadget
- Added #ThreeState flag for TreeGadget and ListIconGadget
- Recompiled PVGadgets User Library to support PureBasic 4.60 - 32bit & 64bit

**Version 4.51g**

- MenuBar Editor now allows inserting items where highlighted
- Made Properties Window resizable
- Added some MenuItem commands to PV\_Plugins Library

**Version 4.51f**

- Updated flags for many Gadgets
- Added native coloring for many Gadgets

**Version 4.51e**

- Fixed problem that could cause MenuBar Items to get scrambled when creating a MenuBar

**Version 4.51c**

- Fixed StatusBar resize bug which could cause crash in Unicode or Threadsafe mode

#### **Version 4.51b**

- Added ability to move menu/toolbar when fullscreen is disabled

#### **Version 4.51**

- Added tool tips for IP Gadget
- Fixed bug with Exit Window hiding behind About screen

#### **Version 4.50**

- Recompiled for PureBasic 4.50

#### **Version 4.41b**

- Optimized exported code when including AVI files for AnimGadget
- Added commands PVGadgets\_AnimGadgetPlay, PVGadgets\_AnimGadgetStop and PVGadgets\_AnimGadgetHide for more control over the API AnimGadget

#### **Version 4.41**

- Added Font & Color support for Editor Gadget
- Added #CURRENTWINDOW# and #CURRENTGADGET# macro to Code Injector

#### **Version 4.40**

- Recompiled for PureBasic 4.40
- PVGadgets ThreadSafe, Unicode & ThreadSafeUnicode are all in one Library now, no need for seperate subsystem settings.

#### **Version 4.30**

- Recompiled for PureBasic 4.30
- Removed export code for versions of PureBasic earlier than 4.30 (use PVXP 4.20 if you want to use earlier versions of PureBasic)

#### **Version 4.20**

- Recompiled for PureBasic 4.20

#### **Version 4.02**

- PVGadgets is now available in ThreadSafe and Unicode Mode. If you are compiling to Unicode in PureBasic check "Create Unicode Executable" under Compiler Options and enter Unicode as Library Subsystem. Change "Unicode" to "ThreadSafe" if you are compiling to ThreadSafe.
- Fixed problem with menubar icons not being copied over with other graphics/icons if new folder is selected
- Fixed EditorGadget and ReadOnly flag

#### **Version 4.00 beta 14**

- Exported code for PureBasic 4.x uses more native color commands
- Updated BubbleTip commands to fix problems

- Updated PieChartGadget to fix problems

**Version 4.00 beta**

- Modified to compile using PureBasic 4.00
- Fixed problem with form size when renaming Bin Groups
- Fixed bug to prevent reading invalid Language Files
- Fixed bug with Code Injection using Form and OuterLoop

**Version 2.15**

- Changed the way PVXP reads Language files to support more Languages

**Version 2.14**

- Added Code Injection feature to Form and Gadget Properties
- Added Compile/Run and View Source from PureVisionXP Interface
- Enhanced the Plug-In support and made simple VD to PV form converter to demonstrate
- Fixed conflicting Constant problem with StatusBar
- Updated PVGadgets Library

**Version 2.12**

- Optimized and recompiled PVGadgets library
- Fixed problem with exported code not using "auto resize image" flag properly for ImageGadget
- Fixed bug when exporting ImageGadget using PB\_Any
- Fixed small bug with Bubble Tips preference not saving when exiting PVXP
- Removed #PB\_Image\_BorderRaised flag from API ProgressBar. Something has changed in PB that no longer allows this to work properly.

**Version 2.11**

- Added new PieChart Gadget
- Added new Functions to PVGadgets Library
- Fixed problem with required ImageDecoders not being included in Exported code due to case sensitive. "png" included decoder, "PNG" did not.

**Version 2.10**

- Added option to bypass "Confirm Overwrite" when Exporting projects
- Fixed problem with menubar settings not being read from INI file when PVXP is launched from double clicking GUI Project Files
- Fixed problem with images not being copied over when project is saved in a new folder

**Version 2.09**

- Added option to load other Language Files for PVXP interface
- Added option to select custom AVI for AnimImageGadget
- Made Properties Window resizable
- Fixed problem with tool windows not repositioning on startup
- Fixed problem with DisableFullScreen flag

**Version 2.08**

- Fixed problem with Online Translator

**Version 2.07**

- Recompiled both PVXP and PVGadgets for PureBasic 3.93
- Fixed problem with Images folder not being created
- Fixed problem with CTRL-S and ALT-X not working

**Version 2.06**

- API CanvasGadget and API ProgressBarGadget can now be put into Area/Container Gadgets
- Fixed Export bug when using CanvasGadget or ProgressBarGadget and the #PB\_Any option

**Version 2.05**

- Fixed problem when Merging Forms

**Version 2.04**

- Added coloring for CalendarGadget
- Added help for PVGadgets\_FormatNumber() command under Extra Functions
- Added a number of ListIcon Functions under Extra Functions
- Fixed problem with DatePickerGadget format being reset

**Version 2.03**

- Added DisableFullScreen flag to PureVision.ini file
- Fixed bug that allowed Form to have Font option (causing PVXP shutdown)

**Version 2.02**

- Added PanelGadget information to Help File
- Recompiled with new PureBasic Gadget Library to fix problem with CalendarGadget

**Version 2.01**

- Fixed problem with Properties Form losing focus when entering ID Name
- Auto Resize Code is now included when MaximizeGadget is added to Form
- Added snap grid sizes in PureVision.ini file
- Updated Help File

**Nov. 08 , 2004**

- PureVisionXP 2.0 officially released on November 8, 2004

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