Appendix E: About the Examples

Demo programs can be found in the examples directory. These are intended as examples for the SlingShot programmer, and not necessarily useful applications. The following describes what is of interest in each of the programs.

array_tile/array_ex.c

This demo shows how you might combine the box and the array_tile extensions to create a variable column width “spreadsheet” like application.

clockobj/clockobj.c

This demonstrates the capabilities of the clockobj extension. Notably, the hands of the clock can be moved by clicking and dragging.

dnd/drag_ex.c

This demonstrates how to receive drag and drop events in SlingShot objects.

dnd/drop_ex.c

This demonstrates how to initiate drag and drop events in the SlingShot objects. You may use this with drag_ex. This program was graciously provided by Jan Andersson.

dnd2/cei.c and dnd2/icon_dnd.c

This program demonstrates a complete drag and drop application, including the use of the classing engine to get the icon images for a file. You may drag files from and to filemanager (or between multiple executing copies of this program, if you don’t have filemanager handy). This program was graciously provided by Jan Andersson.

drawarea/custom.c

This is the code from the manual section on custom display list operations. It demonstrates the ability to define new rendering operations on a display list.

drawarea/darea1.c

This demonstrates some of the simplier drawarea functions for rendering using the fixed coordinate system.

drawarea/darea2.c

This example uses two overlapping drawareas. This example serves two purposes: to demonstrate the efect of changing the rendering coordinates of the drawarea, and to illustrate how to interpose on a scrollbar. This example does not move the paint window, as is typical with canvas usage.

drawarea/hist.c

This example demonstrates how easy it is to implement a histogram with the drawarea.

drawarea/hist_stdin.c

This is similar to hist.c, but the input is integers taken from standard input.

drawimage/drawimage.c

This example demonstrates a non-rectangular drawimage object. You must click on the object to make it highlighted, clicking in the cut out pie-slice will not effect the object.

drawline/drawline.c

This example demonstrates the features of the drawline. The drawline can be moved by clicking and dragging near the endpoints of the line. This movement is done with grip objects with no server images so that the appear hidden.

drawtext/drawtext.c

This example demonstrates the features of the drawtext extension.

grip/gripdemo.c

This example demonstrates the effect of the GRIP_RUBBER_STYLE attribute.

grip/nonlin.c

This example demonstrates how to use the grip callbacks to constrain the movement of a grip to a non linear path.

grip/puzzdemo.c

This demonstrates use of color grips to implement a puzzle program. Smooth movement is accomplished by using the CANVAS_SHELL_BATCH_REPAINT attribute.

grip/temp_grip.c

This demonstrates use of the temp_grip object. The objects in this program can be dragged within the window. Also note that the drawicon's labels can be edited.

misc/drawrect.c

This demonstrates the features of the drawrect.

misc/example1.c

This is the simple example from the documentation.

selection/select.c

This example demonstrates how to use XView selections with the SlingShot Extensions. Clicking on the drawtext object acquires the primary selection, and the selection is lost when you click in other windows.

tacho/tacho.c

This demonstrates the features of the tacho extension.

tree/treetool.l

This program allows you to enter a hierarchy description using standard input, and uses the Tree extension to build this tree. For example, the input "(a (b) (c))" produces a tree with three nodes, one root with two subtrees.

tree/tlstool.c

This program uses the Tree extension to view file system hirarchies. Double clicking on nodes (if they are directories) shows the files in that directory. There is also a menu available for changing the layout of the tree.