

# MBS REALbasic Overlay Plugin Documentation

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## 0.1 Introduction

This is the PDF version of the documentation for the REALbasic Plug-in from Monkeybread Software Germany. Plugin part: MBS REALbasic Overlay Plugin

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# Chapter 2

## Window

### 2.1 class OverlayMBS

class OverlayMBS

class, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** This class gives you a window overlaying all other windows with an alpha channel.

**Example:**

```
dim o as OverlayMBS
```

```
dim p as Picture
```

```
o=new OverlayMBS(100,100,300,300)
```

```
p=NewPicture(300,300,32)
```

```
p.Graphics.ForeColor=& c000000
```

```
p.Graphics.FillRect 0,0,300,300
```

```
o.Pict=p
```

```
p=NewPicture(300,300,32)
```

```
p.Graphics.ForeColor=& c000000
```

```
p.Graphics.FillOval 0,0,300,300
```

```
p.Graphics.ForeColor=& cFFFFFF
```

```
p.Graphics.FillOval 100,100,100,100
```

```
o.Mask=p  
o.UpdateShow  
  
// wait 5 seconds to see the window  
DelayMBS 5
```

**Notes:**

Requires Mac OS X 10.3.9 or Windows 2000 or newer.

Cocoa implementation added with Mac OS X 10.4 class.

### 2.1.1 Methods

**Close**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.7, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Calls the destructor.

**Notes:** Closes the window and releases all memory used from the overlay.

**Constructor(left as integer, top as integer, width as integer, height as integer, MacAttributes as integer, WinExStyle as integer, WinStyle as integer)**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 10.1, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Not yet documented.

**Notes:**

Windows ExStyle flags:

Windows Style flags:

WS_EX_DLGMODALFRAME	& h00000001
WS_EX_NOPARENTNOTIFY	& h00000004
WS_EX_TOPMOST	& h00000008
WS_EX_ACCEPTFILES	& h00000010
WS_EX_TRANSPARENT	& h00000020
WS_EX_MDICHILD	& h00000040
WS_EX_TOOLWINDOW	& h00000080
WS_EX_WINDOWEDGE	& h00000100
WS_EX_CLIENTEDGE	& h00000200
WS_EX_CONTEXTHELP	& h00000400
WS_EX_RIGHT	& h00001000
WS_EX_LEFT	& h00000000
WS_EX_RTLREADING	& h00002000
WS_EX_LTRREADING	& h00000000
WS_EX_LEFTSCROLLBAR	& h00004000
WS_EX_RIGHTSCROLLBAR	& h00000000
WS_EX_CONTROLPARENT	& h00010000
WS_EX_STATICEDGE	& h00020000
WS_EX_APPWINDOW	& h00040000
WS_EX_OVERLAPPEDWINDOW	(WS_EX_WINDOWEDGE + WS_EX_CLIENTEDGE)
WS_EX_PALETTEWINDOW	(WS_EX_WINDOWEDGE + WS_EX_TOOLWINDOW + WS_EX_TOPMOST)
WS_EX_LAYERED	& h00080000
WS_EX_NOINHERITLAYOUT	& h00100000
WS_EX_LAYOUTRTL	& h00400000
WS_EX_NOACTIVATE	& h08000000

See also:

- 2.1.1 Constructor(left as integer, top as integer, width as integer, height as integer, WindowsNoActivate as boolean = false, WindowsTopMost as boolean=true) 7

**Constructor(left as integer, top as integer, width as integer, height as integer, WindowsNoActivate as boolean = false, WindowsTopMost as boolean=true)**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.7, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Creates a new window.

**Example:**

```
// a dark window with round edges
```

```
dim m,p as Picture
static o as OverlayMBS
```

```

WS_ OVERLAPPED      & h00000000
WS_ POPUP           & h80000000
WS_ CHILD           & h40000000
WS_ MINIMIZE        & h20000000
WS_ VISIBLE         & h10000000
WS_ DISABLED        & h08000000
WS_ CLIPSIBLINGS    & h04000000
WS_ CLIPCHILDREN    & h02000000
WS_ MAXIMIZE        & h01000000
WS_ CAPTION         & h00C00000
WS_ BORDER          & h00800000
WS_ DLGFRAME        & h00400000
WS_ VSCROLL         & h00200000
WS_ HSCROLL         & h00100000
WS_ SYSMENU         & h00080000
WS_ THICKFRAME      & h00040000
WS_ GROUP           & h00020000
WS_ TABSTOP         & h00010000
WS_ MINIMIZEBOX     & h00020000
WS_ MAXIMIZEBOX     & h00010000

```

```

const rect_ width=300
const rect_ height=300
const round_ rect_ int=30

p=NewPicture(rect_ width,rect_ height,32)
m=NewPicture(rect_ width,rect_ height,32)

p.Graphics.ForeColor = RGB( 20,20,20 )
p.Graphics.DrawRect 0, 0, rect_ width, rect_ height
p.Graphics.FillRect 0, 0, rect_ width, rect_ height

// fill the window mask with around 10% transparency
m.Graphics.ForeColor = RGB( 20,20,20 )
m.Graphics.FillRoundRect 0, 0, rect_ width, rect_ height, round_ rect_ int, round_ rect_ int

// write text into picture
p.Graphics.ForeColor=& cFFFFFF
p.Graphics.DrawString "Hello",10,20

// make the text not transparent
m.Graphics.ForeColor=& c000000
m.Graphics.DrawString "Hello",10,20

o=new OverlayMBS(200,200,rect_ width, rect_ height, true)
o.Pict=p

```

o.Mask=m  
o.UpdateShow

**Notes:**

Requires Mac OS X 10.3.9 or Windows 2000 or newer.  
On success the handle property is not zero.

If WindowsNoActivate the window is setup to not become the front window. This may be a better setup for a toolbar like window.

If WindowsTopMost is false the window is not floating in front of all other windows.

Seems like WindowsNoActivate on Windows works better if you call Show(4) right after the constructor.  
See also:

- 2.1.1 Constructor(left as integer, top as integer, width as integer, height as integer, MacAttributes as integer, WinExStyle as integer, WinStyle as integer) 6

**Hide**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Hides the window.

**MacTransitionWindow(parent as window, effect as integer, action as integer) as integer**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.4, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** Runs window transition.

**Notes:** see other TransitionWindow method for details.

See also:

- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, async as boolean, duration as double) as integer 10

- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer) as integer 11
- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer, async as boolean, duration as double) as integer 11
- 2.1.1 MacTransitionWindow(parentWindowHandle as integer, effect as integer, action as integer) as integer 13
- 2.1.1 MacTransitionWindow(parentWindowHandle as integer, effect as integer, action as integer, async as boolean, duration as double) as integer 14
- 2.1.1 MacTransitionWindow(parentWindowHandle as integer, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer) as integer 15
- 2.1.1 MacTransitionWindow(parentWindowHandle as integer, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer, async as boolean, duration as double) as integer 15

**MacTransitionWindow(parent as window, effect as integer, action as integer, async as boolean, duration as double) as integer**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.4, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** Runs window transition with additional parameters.

**Notes:** see other TransitionWindow method for details.

See also:

- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer) as integer 9
- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer) as integer 11
- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer, async as boolean, duration as double) as integer 11
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**MacTransitionWindow**(parent as window, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer) as integer

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.4, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** Runs window transition with rectangle.

**Notes:** see other TransitionWindow method for details.

See also:

- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer) as integer 9
- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, async as boolean, duration as double) as integer 10
- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer, async as boolean, duration as double) as integer 11
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- 2.1.1 MacTransitionWindow(parentWindowHandle as integer, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer, async as boolean, duration as double) as integer 15

**MacTransitionWindow**(parent as window, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer, async as boolean, duration as double) as integer

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.4, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** Runs window transition with additional parameters and rectangle.

**Notes:**

Transitions a window from one state to another with appropriate animation and sound.

Returns Mac OS error code like 0 for success, -1 for parameter error in the plugin or -50 for parameter error.

self:	The window that should be transitioned.
parent:	For use with <code>kWindowSheetTransitionEffect</code> . This is the parent window of the sheet.
effect:	The type of visual effect to use.
action:	The action to take on the window.
left:	The rectangle to be used.
top:	The rectangle to be used.
width:	The rectangle to be used.
height:	The rectangle to be used.
async:	Whether the transition should run synchronously or asynchronously. If <code>Async</code> is true, <code>TransitionWindow</code> will return immediately, and the transition will run using an event loop timer. You must run your event loop for the transition to occur. If <code>Async</code> is false, <code>TransitionWindow</code> will block until the transition is completed.
duration:	The duration of the fade, in seconds. For use with the <code>Sheet</code> , <code>Slide</code> , <code>Fade</code> , and <code>Genie</code> transition effects; ignored for other effects. You may pass 0 to use the default duration. The effect is not guaranteed to last precisely this long, but should be a close approximation.

Visual effects that are provided by `TransitionWindow`:

<code>kWindowZoomTransitionEffect</code>	1	Finder-like zoom rectangles. Use with <code>TransitionWindow</code> and <code>Show</code> or <code>Hide</code> transition actions
<code>kWindowSheetTransitionEffect</code>	2	Zoom in/out from parent. Use with <code>TransitionWindowAndParent</code> and <code>Show</code> or <code>Hide</code> transition actions. Available in Mac OS X, and in CarbonLib 1.5 and later.
<code>kWindowSlideTransitionEffect</code>	3	Slide the window into its new position. Use with <code>TransitionWindow</code> and <code>Move</code> or <code>Resize</code> transition actions. Available in Mac OS X, and in CarbonLib 1.5 and later.
<code>kWindowFadeTransitionEffect</code>	4	Fade the window into or out of visibility. Use with the <code>Show</code> or <code>Hide</code> transition actions. Available in Mac OS X 10.3 and later.
<code>kWindowGenieTransitionEffect</code>	5	Use the Genie effect that the Dock uses to minimize or maximize a window to show or hide the window. Use with the <code>Show</code> or <code>Hide</code> transition actions. Available in Mac OS X 10.3 and later.

Actions: Modifications to window state that are provided by `TransitionWindow`

See also:

- 2.1.1 `MacTransitionWindow(parent as window, effect as integer, action as integer) as integer` 9
- 2.1.1 `MacTransitionWindow(parent as window, effect as integer, action as integer, async as boolean, duration as double) as integer` 10

kWindowShowTransitionAction	1	Shows the window. Use with the Zoom, Sheet, Fade, or Genie transition effects. For the Zoom, Sheet, and Genie effects, the rectangle parameter is the global coordinates from which to start the animation; rectangle is optional for the Zoom and Sheet effects, and in that case, the animation begins at the center of the window. The Genie effect requires a rectangle parameter. The Fade effect does not use the inRect parameter.
kWindowHideTransitionAction	2	Hides the window. Use with the Zoom, Sheet, Fade, or Genie transition effects. For the Zoom, Sheet, and Genie effects, the rectangle parameter is the global coordinates at which to end the animation; Rectangle is optional for the Zoom and Sheet effects, and in that case, the animation ends at the center of the window. The Genie effect requires a rectangle. The Fade effect does not use the inRect parameter.
kWindowMoveTransitionAction	3	Moves the window. Use with the Slide transition effect. The rectangle parameter is the global coordinates of the window's new structure bounds; Rectangle must be provided. Available in Mac OS X, and in CarbonLib 1.5 and later.
kWindowResizeTransitionAction	4	Resizes the window. Use with the Slide transition effect. The rectangle parameter is the global coordinates of the window's new structure bounds; Rectangle must be provided. Available in Mac OS X, and in CarbonLib 1.5 and later.

- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer) as integer 11
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- 2.1.1 MacTransitionWindow(parentWindowHandle as integer, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer, async as boolean, duration as double) as integer 15

**MacTransitionWindow(parentWindowHandle as integer, effect as integer, action as integer) as integer**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.4, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** Runs window transition.

**Notes:** see other TransitionWindow method for details.

See also:

- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer) as integer 9
- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, async as boolean, duration as double) as integer 10

- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer) as integer 11
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method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.4, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** Runs window transition with additional parameters.

**Notes:** see other TransitionWindow method for details.

See also:

- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer) as integer 9
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method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.4, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** Runs window transition with rectangle.

**Notes:** see other TransitionWindow method for details.

See also:

- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer) as integer 9
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method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.4, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** Runs window transition with additional parameters and rectangle.

**Notes:**

Transitions a window from one state to another with appropriate animation and sound.

Returns Mac OS error code like 0 for success, -1 for parameter error in the plugin or -50 for parameter error.

self:	The window that should be transitioned.
parent:	For use with <code>kWindowSheetTransitionEffect</code> . This is the parent window of the sheet.
effect:	The type of visual effect to use.
action:	The action to take on the window.
left:	The rectangle to be used.
top:	The rectangle to be used.
width:	The rectangle to be used.
height:	The rectangle to be used.
async:	Whether the transition should run synchronously or asynchronously. If <code>Async</code> is true, <code>TransitionWindow</code> will return immediately, and the transition will run using an event loop timer. You must run your event loop for the transition to occur. If <code>Async</code> is false, <code>TransitionWindow</code> will block until the transition is completed.
duration:	The duration of the fade, in seconds. For use with the <code>Sheet</code> , <code>Slide</code> , <code>Fade</code> , and <code>Genie</code> transition effects; ignored for other effects. You may pass 0 to use the default duration. The effect is not guaranteed to last precisely this long, but should be a close approximation.

Visual effects that are provided by `TransitionWindow`:

<code>kWindowZoomTransitionEffect</code>	1	Finder-like zoom rectangles. Use with <code>TransitionWindow</code> and <code>Show</code> or <code>Hide</code> transition actions
<code>kWindowSheetTransitionEffect</code>	2	Zoom in/out from parent. Use with <code>TransitionWindowAndParent</code> and <code>Show</code> or <code>Hide</code> transition actions. Available in Mac OS X, and in CarbonLib 1.5 and later.
<code>kWindowSlideTransitionEffect</code>	3	Slide the window into its new position. Use with <code>TransitionWindow</code> and <code>Move</code> or <code>Resize</code> transition actions. Available in Mac OS X, and in CarbonLib 1.5 and later.
<code>kWindowFadeTransitionEffect</code>	4	Fade the window into or out of visibility. Use with the <code>Show</code> or <code>Hide</code> transition actions. Available in Mac OS X 10.3 and later.
<code>kWindowGenieTransitionEffect</code>	5	Use the Genie effect that the Dock uses to minimize or maximize a window to show or hide the window. Use with the <code>Show</code> or <code>Hide</code> transition actions. Available in Mac OS X 10.3 and later.

Actions: Modifications to window state that are provided by `TransitionWindow`

See also:

- 2.1.1 `MacTransitionWindow(parent as window, effect as integer, action as integer) as integer` 9
- 2.1.1 `MacTransitionWindow(parent as window, effect as integer, action as integer, async as boolean, duration as double) as integer` 10

kWindowShowTransitionAction	1	Shows the window. Use with the Zoom, Sheet, Fade, or Genie transition effects. For the Zoom, Sheet, and Genie effects, the rectangle parameter is the global coordinates from which to start the animation; rectangle is optional for the Zoom and Sheet effects, and in that case, the animation begins at the center of the window. The Genie effect requires a rectangle parameter. The Fade effect does not use the inRect parameter.
kWindowHideTransitionAction	2	Hides the window. Use with the Zoom, Sheet, Fade, or Genie transition effects. For the Zoom, Sheet, and Genie effects, the rectangle parameter is the global coordinates at which to end the animation; Rectangle is optional for the Zoom and Sheet effects, and in that case, the animation ends at the center of the window. The Genie effect requires a rectangle. The Fade effect does not use the inRect parameter.
kWindowMoveTransitionAction	3	Moves the window. Use with the Slide transition effect. The rectangle parameter is the global coordinates of the window's new structure bounds; Rectangle must be provided. Available in Mac OS X, and in CarbonLib 1.5 and later.
kWindowResizeTransitionAction	4	Resizes the window. Use with the Slide transition effect. The rectangle parameter is the global coordinates of the window's new structure bounds; Rectangle must be provided. Available in Mac OS X, and in CarbonLib 1.5 and later.

- 2.1.1 MacTransitionWindow(parent as window, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer) as integer 11
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- 2.1.1 MacTransitionWindow(parentWindowHandle as integer, effect as integer, action as integer) as integer 13
- 2.1.1 MacTransitionWindow(parentWindowHandle as integer, effect as integer, action as integer, async as boolean, duration as double) as integer 14
- 2.1.1 MacTransitionWindow(parentWindowHandle as integer, effect as integer, action as integer, left as integer, top as integer, width as integer, height as integer) as integer 15

### Move(left as integer, top as integer)

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Moves the window on the screen to the given position.

### NSWindow as variant

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 10.5, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** Returns a reference to the `NSWindowMBS` object which you can use to make additional settings to the overlay window.

**Notes:** Only for the Cocoa target in REAL Studio.

### **Resize(width as integer, height as integer)**

method from class `OverlayMBS`, `Window`, `MBS REALbasic Overlay Plugin (Overlay)`, Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Resizes the window.

**Notes:** You need to provide bigger picture before you call this method.

### **Show(WindowsShowMode as integer = 0)**

method from class `OverlayMBS`, `Window`, `MBS REALbasic Overlay Plugin (Overlay)`, Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Shows the window onscreen.

**Notes:**

Values for the Windows show mode:

```
default 0
SW_SHOWNORMAL 1
SW_NORMAL 1
SW_SHOWMINIMIZED 2
SW_SHOWMAXIMIZED 3
SW_MAXIMIZE 3
SW_SHOWNOACTIVATE 4
SW_SHOW 5
SW_MINIMIZE 6
SW_SHOWMINNOACTIVE 7
SW_SHOWNA 8
SW_RESTORE 9
SW_SHOWDEFAULT 10
SW_FORCEMINIMIZE 11
```

**Title as string**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 11.0, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** The title of the window.

**Notes:**

This name is not visible as the window has no title bar.

But if you see the window in some window list, this title property will give your overlay window a name.

(Read and Write computed property)

**Update**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Updates the window.

**Notes:** After you draw new content into the pict and mask pictures, you call this method to apply changes to the window.

**UpdateShow**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Shows the window and performs an update.

**Notes:** Runs Update and Show internally.

**WinAnimateWindow(Flags as integer, Time as integer=200) as boolean**

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.4, not console safe, Mac OS X: Does nothing, Windows: Works, Linux x86: Does nothing.

**Function:** The AnimateWindow function enables you to produce special effects when showing or hiding windows.

**Notes:**

There are four types of animation: roll, slide, collapse or expand, and alpha-blended fade.

**self:** The window to animate. The calling thread must own this window.

**Time:** Specifies how long it takes to play the animation, in milliseconds. Typically, an animation takes 200 milliseconds to play.

**Flags:** Specifies the type of animation. This parameter can be one or more of the following values. Note that, by default, these flags take effect when showing a window. To take effect when hiding a window, use `AW_HIDE` and a bitwise or operator with the appropriate flags.

<code>AW_SLIDE</code>	= & h040000	Uses slide animation. By default, roll animation is used. This flag is ignored when used with <code>AW_CENTER</code> .
<code>AW_ACTIVATE</code>	= & h020000	Activates the window. Do not use this value with <code>AW_HIDE</code> .
<code>AW_BLEND</code>	= & h080000	Uses a fade effect. This flag can be used only if <code>hwnd</code> is a top-level window.
<code>AW_HIDE</code>	= & h010000	Hides the window. By default, the window is shown.
<code>AW_CENTER</code>	= & h10	Makes the window appear to collapse inward if <code>AW_HIDE</code> is used or expand outward if the <code>AW_HIDE</code> is not used. The various direction flags have no effect.
<code>AW_HOR_POSITIVE</code>	= 1	Animates the window from left to right. This flag can be used with roll or slide animation. It is ignored when used with <code>AW_CENTER</code> or <code>AW_BLEND</code> .
<code>AW_HOR_NEGATIVE</code>	= 2	Animates the window from right to left. This flag can be used with roll or slide animation. It is ignored when used with <code>AW_CENTER</code> or <code>AW_BLEND</code> .
<code>AW_VER_POSITIVE</code>	= 4	Animates the window from top to bottom. This flag can be used with roll or slide animation. It is ignored when used with <code>AW_CENTER</code> or <code>AW_BLEND</code> .
<code>AW_VER_NEGATIVE</code>	= 8	Animates the window from bottom to top. This flag can be used with roll or slide animation. It is ignored when used with <code>AW_CENTER</code> or <code>AW_BLEND</code> .

#### Return Value:

If the function succeeds, the return value is true.

If the function fails, the return value is false.

The function will fail in the following situations:

If the window uses the window region. Windows XP: This does not cause the function to fail.

If the window is already visible and you are trying to show the window.

If the window is already hidden and you are trying to hide the window.

If there is no direction specified for the slide or roll animation.

When trying to animate a child window with `AW_BLEND`.

If the thread does not own the window. Note that, in this case, `AnimateWindow` fails but `GetLastError` returns `ERROR_SUCCESS`. To get extended error information, call the `GetLastError` function.

To show or hide a window without special effects, use `Show`.

When using slide or roll animation, you must specify the direction. It can be either `AW_HOR_POSITIVE`, `AW_HOR_NEGATIVE`, `AW_VER_POSITIVE`, or `AW_VER_NEGATIVE`.

You can combine `AW_HOR_POSITIVE` or `AW_HOR_NEGATIVE` with `AW_VER_POSITIVE` or `AW_VER_NEGATIVE` to animate a window diagonally.

The window procedures for the window and its child windows should handle any `WM_PRINT` or `WM_PRINTCLIENT` messages. Dialog boxes, controls, and common controls already handle `WM_PRINTCLIENT`. The default window procedure already handles `WM_PRINT`.

If a child window is displayed partially clipped, when it is animated it will have holes where it is clipped.

AnimateWindow supports RTL windows.

Avoid animating a window that has a drop shadow because it produces visually distracting, jerky animations.

### WindowGroupHandle as integer

method from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.4, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** The window group of that window.

**Notes:**

Keep the group reference when setting this value as the reference count is not retained.  
(Read and Write computed property)

## 2.1.2 Properties

### Alpha as Double

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** The alpha value of the window.

**Notes:**

0 is invisible and 1.0 is visible.

(Read and Write property)

### AutoCaptureMouse as Boolean

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 9.2, not console safe, Mac OS X: Does nothing, Windows: Works, Linux x86: Does nothing.

**Function:** Whether the mouse should be captured automatically on Windows.

**Notes:**

If you return true from MouseDown the mouse is caught. This way you can get the drag events even if the mouse moves out of the window.

On MouseUp the mouse is released.  
(Read and Write property)

### Height as Integer

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** The height of the window.  
**Notes:** (Read and Write property)

### IgnoreMouseClicks as Boolean

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.7, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Whether this window should react to mouse clicks.  
**Notes:** (Read and Write property)

### Left as Integer

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** The position of the window.  
**Example:**

`static` or `as` OverlayMBS // keep the variable global somewhere. Static or part of a module or in app class.

```
o = new OverlayMBS(100,100,100,100)
```

```
o.Pict = LogoMBS(100)
```

```
o.mask = LogoMBS(100)
```

```
o.Left = 200
```

```
o.UpdateShow
```

**Notes:** (Read and Write property)

### Mask as Picture

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** The mask for the window.

**Notes:**

You need to create and assign your own image.  
(Read and Write property)

### Pict as Picture

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** The picture for the window content.

**Notes:**

You need to provide your own picture here.  
Pict and Mask pictures must have the same size.  
(Read and Write property)

### Top as Integer

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** The position of the window.

**Example:**

`static o as OverlayMBS // keep the variable global somewhere. Static or part of a module or in app class.`

```
o = new OverlayMBS(100,100,100,100)

o.Pict = LogoMBS(100)
o.mask = LogoMBS(100)

o.top = 200

o.UpdateShow
```

**Notes:** (Read and Write property)

### Visible as Boolean

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** Whether the window is visible.

**Example:**

```
dim o as OverlayMBS
// ...
o.visible=true
```

**Notes:**

True if visible, false if hidden.  
(Read and Write property)

### Width as Integer

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** The width of the window.

**Notes:** (Read and Write property)

### WindowHandle as Integer

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** The internal used window handle.

**Notes:**

On Mac OS a WindowRef and on Windows a HWND.  
(Read and Write property)

### WindowID as Integer

property from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 10.2, not console safe, Mac OS X: Works, Windows: Does nothing, Linux x86: Does nothing.

**Function:** Queries the CoreGraphics Window ID for the given window.

**Notes:**

Returns 0 on any error.  
This ID can be used for CGWindowListCreateImageMBS.  
(Read only property)

## 2.1.3 Events

### MouseDown(x as integer, y as integer) as boolean

event from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** This event is called when the user clicks with the mouse inside the window.

**Notes:** Return true if you handled this event.

**MouseDown(x as integer, y as integer) as boolean**

event from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** This event is called when the user moves the mouse over the window while the mouse is pressed.

**Notes:** Return true if you handled this event.

**MouseMove(x as integer, y as integer) as boolean**

event from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** This event is called when the user moves the mouse over the window.

**Notes:** Return true if you handled this event.

**MouseUp(x as integer, y as integer) as boolean**

event from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** This event is called when the user releases the mousebutton inside the window.

**Notes:** Return true if you handled this event.

**WindowBoundsChanged**

event from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** This event is called whenever the size of the window changes.

**Notes:** Can also be called on position changes.

**WindowClosed**

event from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** This event is called when the window is closed.

**Notes:** Currently not supported for Cocoa.

**WindowHidden**

event from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** This event is called when the window is hidden.

**Notes:** Currently not supported for Cocoa.

**WindowShown**

event from class OverlayMBS, Window, MBS REALbasic Overlay Plugin (Overlay), Plugin version: 8.6, not console safe, Mac OS X: Works, Windows: Works, Linux x86: Does nothing.

**Function:** This event is called when the window is shown.

**Notes:** Currently not supported for Cocoa.



## Chapter 3

### List of all classes

- OverlayMBS

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