BDeskbar

The Device Kit − Table of Contents

BDeskbar

Derived from: (none)

Declared in: be/be_apps/Deskbar/Deskbar.h

Library: libbe.so

Allocation: Constructor or on the stack

Summary

BDeskbar lets you query for the **Deskbar**'s location, orientation (expanded or contracted), and frame, and lets you add and remove items from the shelf. The class lets you expand/contract the **Deskbar** and move it to one of the pre−defined locations, but it doesn't let you remove or hide the **Deskbar**, nor does it let you replace it with a UI object of your own.

You don't need a **be_app** object to create and use a BDeskbar.

Constructor and Destructor

BDeskbar() , ~Deskbar()

```
BDeskbar(void)
~BDeskbar()
```

The constructor creates and returns a new BDeskbar object. The destructor destroys it.

Member Functions

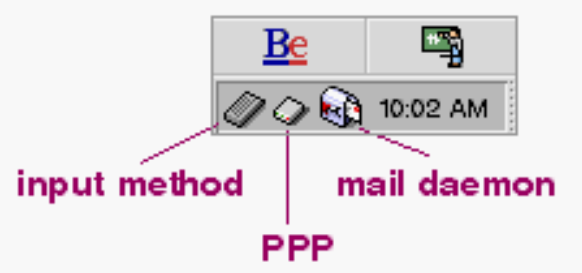
AddItem() , RemoveItem() , CountItems() , HasItem() , GetItemInfo()

```
status_t AddItem(BView *view, int32 *id=NULL)
status_t AddItem(entry_ref *addon, int32 *id=NULL)
status_t RemoveItem(int32 id)
status_t RemoveItem(const char *name)
int32 CountItems(void) const
bool HasItem(int32 id) const
bool HasItem(const char *name) const
status_t GetItemInfo(int32 for_id, const char **found_name)
status_t GetItemInfo(const char *for_name, int32 *found_id)
```

A view that's sitting on the **Deskbar**'s shelf may not call any of these functions.

The **Deskbar** contains a shelf that contains replicants (archivable BViews). Typically, these replicants monitor or control some service. For example, the BeOS provides shelf items that monitor and control the input method mechanism, PPP, and the mail daemon (the date/time view is *not* a shelf

replicant):



AddItem() puts a new item on the **Deskbar**'s shelf. *view*, the BView that will be displayed on the shelf, must be archivable (see BArchivable). An item on the shelf is identified by name and an integer id. The name is that of the view itself (i.e., as assigned in the BView constructor); the id is generated by the **Deskbar** and is guaranteed to be unique. *id*, if supplied, is set to the added item's unique id number.

You can also add an item to the **Deskbar** by passing an entry_ref, *addon*, to the **Deskbar** add−on to place there.

RemoveItem() removes the shelf item identified by *name* or *id*.

CountItems() returns the number of items currently on the shelf (keep in mind that it doesn't count the date/time view).

HasItem() returns true if the Deskbar shelf contains the item identified by *name* or *id*.

GetItemInfo() points **found_name* to the name of the item identified by *for_id*, or sets *found_id* of the item identified by *for_name*.

> The caller is responsible for freeing *found_name*.

RETURN CODES

B_OK. The request to add, remove, or get info on the item was successfully communicated to the **Deskbar**. Note that this doesn't mean that the function actually did what it was supposed to do.

- **B_BAD_VALUE**. (**GetItemInfo()**) **found_name* is **NULL**.
- Negative values. A message−sending error occurred.

CountItems() see AddItem()

Expand() see Location()

Frame()

```
BRect Frame(void) const
```

Returns the **Deskbar**'s frame in screen coordinates.

GetItemInfo() see AddItem()

AddItem()

IsExpanded() see Location()

Location() , IsExpanded() , SetLocation() , Expand()

```
deskbar_location Location(bool *isExpanded=NULL) const
```

bool **IsExpanded(**void**)** const

status_t **SetLocation(deskbar_location** *location*, bool *expanded*=false**)**

status_t **Expand(**bool *expand***)**

Location() returns a symbolic description of the **Deskbar**'s current location; see **deskbar_location** for the list of pre−defined locations. *isExpanded* (if supplied) is set to **true** if the **Deskbar** is expanded, and **false** if it's contracted; **IsExpanded()** returns the expansion value directly. Expansion and contraction is variable only if the **Deskbar**'s location is left−top or right−top; for all other locations, the expansion state is hard−wired. See **deskbar_location** for illustrations.

SetLocation() sets the **Deskbar**'s location *and* expands/contracts the **Deskbar**; for some locations, the expansion/contraction is hard−wired. **Expand()** expands/contracts the **Deskbar** (if the setting isn't hard−wired) without setting its location. You should very rarely need to call these functions. Moving and expanding the **Deskbar** is in the user's domain.

RETURN CODES

SetLocation() and **Expand()** return...

- B_OK. The new location or expansion request was successfully communicated to the **Deskbar**. Whether the new parameters were actually enforced isn't indicated.
- *Negative values*. The **Deskbar** isn't running, or some other message−sending error occurred.

AddItem()

SetLocation() see Location()

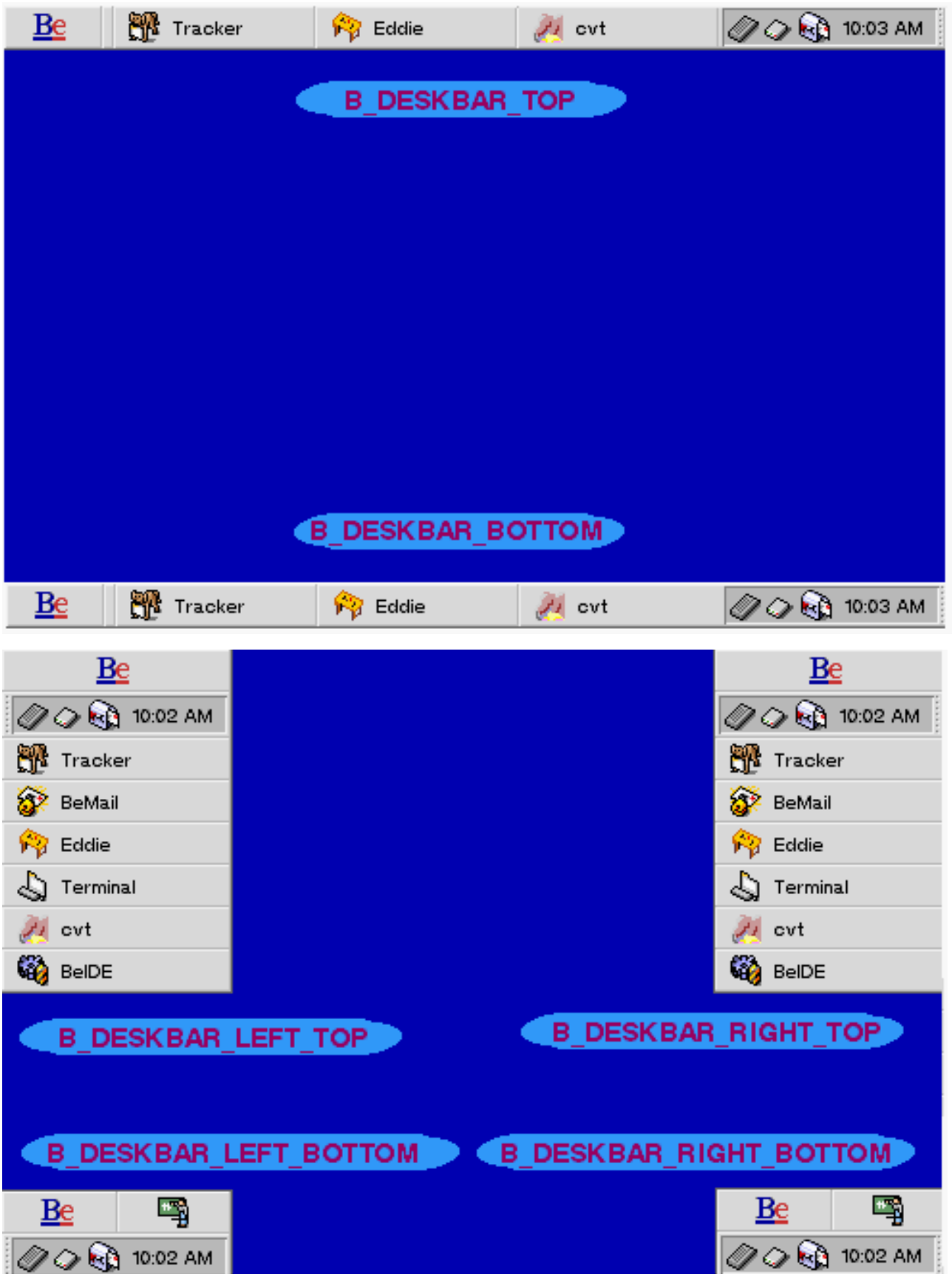
Deskbar Constants

Deskbar Location

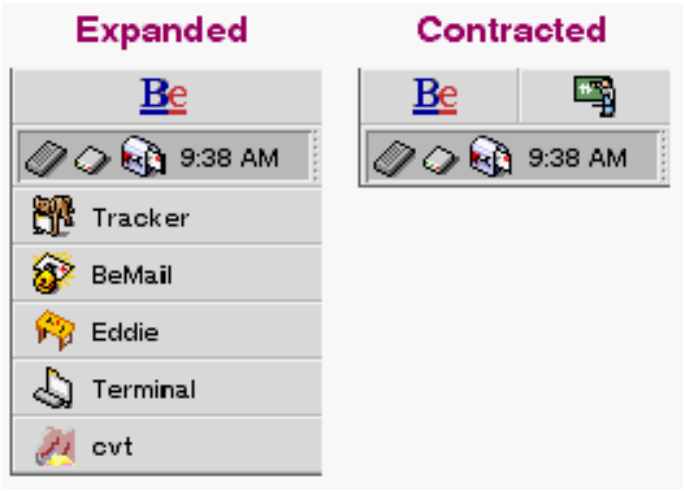
enum **deskbar_location** { ... }

B_DESKBAR_TOP	Expanded (only) along the top.
B_DESKBAR_BOTTOM	Expanded (only) along the bottom.
B_DESKBAR_LEFT_BOTTOM	Contracted (only) in bottom left corner.
B_DESKBAR_RIGHT_BOTTOM	Contracted (only) in bottom right corner.
B_DESKBAR_LEFT_TOP	In the top left corner (expanded or contracted).
B_DESKBAR_RIGHT_TOP	In the top right corner (expanded or contracted).

The **deskbar_location** constants are used to set and return the Deskbar's location (see **Location()**). The six locations are shown in the two illustrations below:



The **`deskbar_location`** value affects the Deskbar's expanded state: The Deskbar can be expanded *or* contracted in **`B_DESKBAR_LEFT_TOP`** and **`B_DESKBAR_RIGHT_TOP`** locations only. In the other locations, the expansion/contraction is hard−wired. The illustration below shows a left−top Deskbar in its expanded and contracted states:


Expanded
Contracted
9:38 AM
Tracker
BeMail
Eddie
Terminal
cvt
9:38 AM

Deskbar: Master Index

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