

quax Reference Manual

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Contents

1	quax Compound Index	1
1.1	quax Compound List	1
2	quax Class Documentation	3
2.1	Quax Class Reference	3

Chapter 1

quax Compound Index

1.1 quax Compound List

Here are the classes, structs, unions and interfaces with brief descriptions:

Quax (Magnifying widget for desktop Magnifying widget for desktop)	3
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Chapter 2

quax Class Documentation

2.1 Quax Class Reference

Magnifing widget for desktop Magnifing widget for desktop.

```
#include <quax.h>
```

Public Methods

- [Quax \(\)](#)
Contract Quax GUI and initialize variables to sane values.
- [~Quax \(\)](#)
Destroy Quax instance.

Protected Slots

- void [help \(\)](#)
Display manual page or open help center according with underling desktop environment.
 - void [about \(\)](#)
Open Quax "about" messagebox with author list and some other usefull information (copyright, version).
 - void [aboutQt \(\)](#)
Open Trolltech standard "about" messagebox.
 - void [zoomIn \(\)](#)
Scale up grabed desktop area if not at maximum zoom value.
 - void [zoomOut \(\)](#)
Scale down grabed desktop area if not at minimum zoom value.
 - void [zoomTo \(int pos\)](#)
Zoom grabed desktop area to the pos level.
-

- void [rotateNorthWest](#) ()
Move the Quax point of desktop area grab to the North-West direction.
- void [rotateSouthWest](#) ()
Move the Quax point of desktop area grab to the South-West direction.
- void [rotateNorthEast](#) ()
Move the Quax point of desktop area grab to the North-East direction.
- void [rotateSouthEast](#) ()
Move the Quax point of desktop area grab to the South-East direction.
- void [rotateLeft](#) ()
Rotate Quax point of desktop area grab to the left (counter-clockwise).
- void [rotateRight](#) ()
Rotate Quax point of desktop area grab to the right (clockwise).
- void [rotate](#) (int pos)
Rotate Quax point of desktop area to the pos quadrant.
- void [copyColor](#) (int id)
Copy the last color under mouse which was saved on [colorStringDecimal](#), [colorStringHexa-Lower](#) and [colorStringHexaUpper](#) into system clipboard.
- void [updateMenuColor](#) ()
Build the menu left pixmap from the grabbed color under mouse.

Protected Methods

- void [enterEvent](#) (QEvent *e)
Show color tooltip when mouse enter Quax area, and set the [cursorOverQuax](#) flag.
- void [leaveEvent](#) (QEvent *e)
Hide color tooltip if shown, and set the [cursorOverQuax](#) flag.
- void [mousePressEvent](#) (QMouseEvent *e)
If right button was pressed, show popup menu.
- void [mouseReleaseEvent](#) (QMouseEvent *e)
Executed when user release one mouse button.
- void [mouseMoveEvent](#) (QMouseEvent *e)
Executed when user release move the mouse.
- void [keyPressEvent](#) (QKeyEvent *e)
Get the modifier keys status and display color tooltip if Shift and Ctrl are both pressed down.

- void [keyPressEvent](#) (QKeyEvent *e)
Hide color tooltip if one of Shift and Ctrl key modifiers is released.
- void [paintEvent](#) (QPaintEvent *e)
Take the grabbed [pix_zoom](#) pixmap and scale it.
- void [timerEvent](#) (QTimerEvent *e)
Grab a screen region at every 40 milliseconds executing [grab\(\)](#).
- void [wheelEvent](#) (QWheelEvent *e)
If mouse wheel is dragged, then zoom scale in or out.

Private Methods

- void [grab](#) ()
It grab desktop area, scale it, clip it with circle region, and then paint on [Quax](#) area.
- void [displayColorTip](#) ()
Show color tooltip and move the [QLabel](#) when mouse position change.
- void [grabForPixel](#) ()
Grab exactly one pixel under mouse cursor to show it in color tooltip.

Private Attributes

- QString [colorStringDecimal](#)
the current color under mouse as decimals comma seperated.
- QString [colorStringHexaLower](#)
the current color under mouse as web RGB with lower hexadecimals.
- QString [colorStringHexaUpper](#)
the current color under mouse as web RGB with upper hexadecimals.
- QIconSet * [pixelColorIcon](#)
The icon set which is used in [QML](#) content from [colorTip](#).
- QLabel * [colorTip](#)
The tool tip for displaying current color under mouse.
- QPopupMenu * [menu](#)
The main menu of [Quax](#).
- QPopupMenu * [menuzoom](#)
Menu for zoom levels and zoom in and zoom out items.
- QPopupMenu * [menulook](#)

The "Look at" menu.

- QPopupMenu * [menucolor](#)
Menu for copying textual representation into clipboard.
- QPixmap [pix](#)
Quax skin image.
- QPixmap [pix_alpha](#)
Quax alpha mask for skin image.
- QPixmap [pix_zoom](#)
The grabbed image zoomend and clipped.
- QPixmap [pix_cursor](#)
The icon used in color menu item and color tooltip.
- QCursor [hand_cursor](#)
normal mouse cursor when mouse pointer is over Quax.
- QCursor [cross_cursor](#)
cursor when color tooltip is displayed (cross).
- QCursor [copy_cursor](#)
cursor when user "take a shot" of current color.
- bool [inDrag](#)
if true, the user is dragging the Quax.
- bool [colorTipShown](#)
if true, the color tooltip is displayed.
- bool [cursorOverQuax](#)
if true, mouse cursor is over Quax surface.
- bool [ctrlKeyOn](#)
if true, the Ctrl key is pressed down.
- QPoint [dragOffset](#)
the offset between Quax position and new mouse position.
- QMap< int, int > [zoomid](#)
mapping between zoom level and [menuzoom](#) menu item ids.
- QMap< int, int > [lookid](#)
mapping between look direction and [menulook](#) menu item ids.
- QMap< int, int > [colorid](#)
mapping between text color type and [menucolor](#) menu item ids.

- `int zoom`
current zoom level.
- `int look`
current quadrant direction where Quax "look at".

2.1.1 Detailed Description

Magnifying widget for desktop Magnifying widget for desktop.

Author:

Claudiu Costin <claudiuc@kde.org>

Version:

Id:

quax.h,v 1.9 2003/11/15 20:15:15 claudiuc Exp

Definition at line 58 of file quax.h.

2.1.2 Constructor & Destructor Documentation

2.1.2.1 Quax::Quax ()

Construct Quax GUI and initialize variables to sane values.

It build popup menu, set the Quax widget pixmap mask, build custom cursors and start grab timer.

Definition at line 45 of file quax.cpp.

References `about()`, `aboutQt()`, `colorid`, `colorStringDecimal`, `colorStringHexaLower`, `colorStringHexaUpper`, `colorTip`, `colorTipShowned`, `copy_cursor`, `copyColor()`, `cross_cursor`, `ctrlKeyOn`, `cursorOverQuax`, `hand_cursor`, `help()`, `inDrag`, `look`, `lookid`, `menu`, `menucolor`, `menulook`, `menuzoom`, `pix`, `pix_alpha`, `pix_cursor`, `pixelColorIcon`, `rotateLeft()`, `rotateNorthEast()`, `rotateNorthWest()`, `rotateRight()`, `rotateSouthEast()`, `rotateSouthWest()`, `updateMenuColor()`, `zoom`, `zoomid`, `zoomIn()`, `zoomOut()`, and `zoomTo()`.

2.1.3 Member Function Documentation

2.1.3.1 void Quax::copyColor (int *id*) [protected, slot]

Copy the last color under mouse which was saved on `colorStringDecimal`, `colorStringHexaLower` and `colorStringHexaUpper` into system clipboard.

For the menu item which handle "Ctrl+C" accelerator, it call `grabForPixel()` prior to clipboard operation.

Parameters:

id the menu identificator to get what color menu item was selected

Definition at line 642 of file quax.cpp.

References `colorid`, `colorStringDecimal`, `colorStringHexaLower`, `colorStringHexaUpper`, and `grabForPixel()`.

Referenced by `mousePressEvent()`, and `Quax()`.

2.1.3.2 void Quax::displayColorTip () [private]

Show color tooltip and move the QLabel when mouse position change.

Color is updated running [grabForPixel\(\)](#). If tooltip will be displayed clipped by screen margins, then it will be repositioned before moving.

Definition at line 378 of file quax.cpp.

References [colorStringHexaUpper](#), [colorTip](#), [grabForPixel\(\)](#), and [pix_cursor](#).

Referenced by [enterEvent\(\)](#), [keyPressEvent\(\)](#), [mouseMoveEvent\(\)](#), and [wheelEvent\(\)](#).

2.1.3.3 void Quax::keyPressEvent (QKeyEvent * e) [protected]

Get the modifier keys status and display color tooltip if Shift and Ctrl are both pressed down.

If cursor keys are pressed, then adjust Quax position by one pixel or by ten pixels if Shift is down.

Definition at line 466 of file quax.cpp.

References [colorTipShowned](#), [cross_cursor](#), [ctrlKeyOn](#), [displayColorTip\(\)](#), [zoomIn\(\)](#), and [zoomOut\(\)](#).

2.1.3.4 void Quax::mouseMoveEvent (QMouseEvent * e) [protected]

Executed when user release move the mouse.

If the color tip is enabled, then displayed color is updated as well the tooltip position. If is [inDrag](#) is true, then Quax position is updated (dragged) to that of mouse position.

Definition at line 439 of file quax.cpp.

References [colorTipShowned](#), [cursorOverQuax](#), [displayColorTip\(\)](#), [dragOffset](#), and [inDrag](#).

2.1.3.5 void Quax::mousePressEvent (QMouseEvent * e) [protected]

If right button was pressed, show popup menu.

If color tooltip is already showed then "take a shot" of current pixel under cursor.

Definition at line 404 of file quax.cpp.

References [copy_cursor](#), [copyColor\(\)](#), [dragOffset](#), [hand_cursor](#), [inDrag](#), and [menu](#).

2.1.3.6 void Quax::paintEvent (QPaintEvent * e) [protected]

Take the grabbed [pix_zoom](#) pixmap and scale it.

Then it's painted on Quax following an circle region for clipping.

Definition at line 234 of file quax.cpp.

References [pix_zoom](#).

2.1.3.7 void Quax::rotate (int pos) [protected, slot]

Rotate Quax point of desktop area to the pos quadrant.

Parameters:

pos quadrant number (0..3)

Definition at line 634 of file quax.cpp.

References pix, and pix_alpha.

Referenced by rotateLeft(), rotateNorthEast(), rotateNorthWest(), rotateRight(), rotateSouthEast(), and rotateSouthWest().

2.1.3.8 void Quax::rotateNorthWest () [protected, slot]

Move the Quax point of desktop area grab to the North-West direction.

It make use of [Quax::rotate](#)

Definition at line 584 of file quax.cpp.

References look, lookid, menulook, and rotate().

Referenced by Quax().

2.1.3.9 void Quax::updateMenuColor () [protected, slot]

Build the menu left pixmap from the grabed color under mouse.

This is slot is called from QPopupMenu::aboutToShow signal.

Definition at line 663 of file quax.cpp.

References colorid, colorStringDecimal, colorStringHexaLower, colorStringHexaUpper, grabForPixel(), menu, menucolor, pix_cursor, and pixelColorIcon.

Referenced by Quax().

2.1.3.10 void Quax::wheelEvent (QWheelEvent * e) [protected]

If mouse wheel is dragged, then zoom scale in or out.

When Ctrl key modifier is pressed, Quax is rotated left or right

Definition at line 267 of file quax.cpp.

References colorTip, colorTipShowed, displayColorTip(), rotateLeft(), rotateRight(), zoomIn(), and zoom-Out().

2.1.3.11 void Quax::zoomTo (int pos) [protected, slot]

Zoom grabed desktop area to the pos level.

Parameters:

pos represent position into zoom menu, as well the zoom level

Definition at line 574 of file quax.cpp.

References menuzoom, zoom, and zoomid.

Referenced by Quax().

The documentation for this class was generated from the following files:

- [quax.h](#)
- [quax.cpp](#)

Index

~Quax
Quax, 3

about
Quax, 3

aboutQt
Quax, 3

colorid
Quax, 6

colorStringDecimal
Quax, 5

colorStringHexaLower
Quax, 5

colorStringHexaUpper
Quax, 5

colorTip
Quax, 5

colorTipShowed
Quax, 6

copy_cursor
Quax, 6

copyColor
Quax, 7

cross_cursor
Quax, 6

ctrlKeyOn
Quax, 6

cursorOverQuax
Quax, 6

displayColorTip
Quax, 7

dragOffset
Quax, 6

enterEvent
Quax, 4

grab
Quax, 5

grabForPixel
Quax, 5

hand_cursor
Quax, 6

help
Quax, 3

inDrag
Quax, 6

keyPressEvent
Quax, 8

keyReleaseEvent
Quax, 5

leaveEvent
Quax, 4

look
Quax, 7

lookid
Quax, 6

menu
Quax, 5

menucolor
Quax, 6

menulook
Quax, 5

menuzoom
Quax, 5

mouseMoveEvent
Quax, 8

mousePressEvent
Quax, 8

mouseReleaseEvent
Quax, 4

paintEvent
Quax, 8

pix
Quax, 6

pix_alpha
Quax, 6

pix_cursor
Quax, 6

pix_zoom
Quax, 6

pixelColorIcon
Quax, 5

- Quax, 3
 - ~Quax, 3
 - about, 3
 - aboutQt, 3
 - colorid, 6
 - colorStringDecimal, 5
 - colorStringHexaLower, 5
 - colorStringHexaUpper, 5
 - colorTip, 5
 - colorTipShowed, 6
 - copy_cursor, 6
 - copyColor, 7
 - cross_cursor, 6
 - ctrlKeyOn, 6
 - cursorOverQuax, 6
 - displayColorTip, 7
 - dragOffset, 6
 - enterEvent, 4
 - grab, 5
 - grabForPixel, 5
 - hand_cursor, 6
 - help, 3
 - inDrag, 6
 - keyPressEvent, 8
 - keyReleaseEvent, 5
 - leaveEvent, 4
 - look, 7
 - lookid, 6
 - menu, 5
 - menucolor, 6
 - menulook, 5
 - menuzoom, 5
 - mouseMoveEvent, 8
 - mousePressEvent, 8
 - mouseReleaseEvent, 4
 - paintEvent, 8
 - pix, 6
 - pix_alpha, 6
 - pix_cursor, 6
 - pix_zoom, 6
 - pixelColorIcon, 5
 - Quax, 7
 - rotate, 8
 - rotateLeft, 4
 - rotateNorthEast, 4
 - rotateNorthWest, 9
 - rotateRight, 4
 - rotateSouthEast, 4
 - rotateSouthWest, 4
 - timerEvent, 5
 - updateMenuColor, 9
 - wheelEvent, 9
 - zoom, 7
 - zoomid, 6
- zoomIn, 3
- zoomOut, 3
- zoomTo, 9
- rotate
 - Quax, 8
- rotateLeft
 - Quax, 4
- rotateNorthEast
 - Quax, 4
- rotateNorthWest
 - Quax, 9
- rotateRight
 - Quax, 4
- rotateSouthEast
 - Quax, 4
- rotateSouthWest
 - Quax, 4
- timerEvent
 - Quax, 5
- updateMenuColor
 - Quax, 9
- wheelEvent
 - Quax, 9
- zoom
 - Quax, 7
- zoomid
 - Quax, 6
- zoomIn
 - Quax, 3
- zoomOut
 - Quax, 3
- zoomTo
 - Quax, 9