

Transform Objects

Contents

About Transform Objects	6-5
Transform Object Properties	6-6
Clip	6-7
Mapping	6-10
View Port List	6-11
Hit-Test Parameters	6-11
Default Transform Objects	6-14
Using Transform Objects	6-15
Creating and Manipulating Transform Objects	6-15
Creating and Disposing of Transform Objects	6-15
Copying, Comparing, and Cloning Transform Objects	6-16
Implicit Creation of Transform Objects	6-18
Loading and Unloading Transform Objects	6-18
Manipulating Transform Object Properties	6-19
Manipulating a Transform Object's Owner Count	6-19
Getting and Setting a Transform Object's Tag References	6-20
Resetting Default Transform Properties	6-20
Getting, Setting, and Modifying the Transform Clip	6-20
Moving, Scaling, Rotating, and Skewing Shapes	6-23
Modifying the Transform Mapping	6-24
Modifying Shape Geometry	6-26
Manipulating the View Port List	6-28
Setting Up Hit-Test Parameters	6-30
Transform Objects Reference	6-31
Constants and Data Types	6-31
The Transform Object	6-31
Shape Parts for Hit-Testing	6-32
Functions	6-32
Creating and Manipulating Transform Objects	6-33
GXNewTransform	6-33

GXDisposeTransform	6-34	
GXCopyToTransform	6-35	
GXEqualTransform	6-36	
GXCloneTransform	6-37	
Manipulating Transform Object Properties	6-38	
GXResetTransform	6-38	
GXGetTransformOwners	6-39	
GXGetTransformTags	6-40	
GXSetTransformTags	6-41	
Getting and Setting the Clip	6-43	
GXGetTransformClip	6-43	
GXSetTransformClip	6-44	
GXGetShapeClip	6-45	
GXSetShapeClip	6-46	
Performing Geometric Operations on Transform Clips	6-48	
GXUnionTransform	6-49	
GXIntersectTransform	6-50	
GXDifferenceTransform	6-51	
GXReverseDifferenceTransform	6-52	
GXExcludeTransform	6-53	
Getting and Setting the Mapping	6-53	
GXGetTransformMapping	6-54	
GXSetTransformMapping	6-55	
GXGetShapeMapping	6-56	
GXSetShapeMapping	6-57	
Transforming Shapes by Modifying Transform Mappings	6-58	
GXMoveTransform	6-58	
GXMoveTransformTo	6-59	
GXScaleTransform	6-60	
GXRotateTransform	6-62	
GXSkewTransform	6-63	
GXMapTransform	6-64	
Transforming Shapes by Modifying Shape Geometries	6-65	
GXMoveShape	6-66	
GXMoveShapeTo	6-67	
GXScaleShape	6-68	
GXRotateShape	6-70	
GXSkewShape	6-71	
GXMapShape	6-72	
Getting and Setting the View Port List	6-73	
GXGetTransformViewPorts	6-73	
GXSetTransformViewPorts	6-74	
GXGetShapeViewPorts	6-75	
GXSetShapeViewPorts	6-76	
Getting and Setting the Hit-Test Parameters	6-77	
GXGetTransformHitTest	6-78	
GXSetTransformHitTest	6-79	

GXGetShapeHitTest	6-80
GXSetShapeHitTest	6-81
Summary of Transform Objects	6-82
Constants and Data Types	6-82
Functions	6-83

