

file PluginEventSink.h

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2 Original Author: Richard Bateman (taxilian)
3
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11
12 Copyright 2009 PacketPass, Inc and the Firebreath development team
13 \*****/
14
15 #pragma once
16 #ifndef H_FB_PLUGINEVENTSINK
17 #define H_FB_PLUGINEVENTSINK
18
19 #include "PluginEventSource.h"
20 #include <boost/enable_shared_from_this.hpp>
21 #include <boost/shared_ptr.hpp>
22 #include <boost/noncopyable.hpp>
23 #include <string>
24
25 namespace FB {
26
27 class PluginEvent;
28
29 FB_FORWARD_PTR(PluginEventSink);
30 class PluginEventSink : public boost::enable_shared_from_this<PluginEventSink>, boost::noncopyable
31 {
32 public:
33 PluginEventSink() { };
34 virtual ~PluginEventSink() { };
35
36 public:
37
38 virtual bool HandleEvent(PluginEvent *event, PluginEventSource *source) = 0;
39 };
40
41 #define BEGIN_PLUGIN_EVENT_MAP() virtual bool HandleEvent(FB::PluginEvent *evt, FB::PluginEventSource
42 *src) { \
43 if (0) { }
44
45 #define EVENTTYPE_CASE(eventType, methodName, srcType) else if (evt->validType<eventType>() && src-
46 >validType<srcType>()) { \
47 return methodName(evt->get<eventType>(), src->get_as<srcType>()); }
48
49 #define PLUGIN_EVENT_MAP_CASCADE(super) else return super::HandleEvent(evt, src);
50
51 #define END_PLUGIN_EVENT_MAP() return false; }
52
53 #endif
54
55 FB::PluginEventSink::HandleEvent
56 virtual bool HandleEvent(PluginEvent *event, PluginEventSource *source)=0
57 Called by the browser when a system event needs to be handled, such as a mouse event, a keyboard event,
58 or a drawing event.
59 Definition: PluginEventSink.h:40
60 FB::PluginEventSink
61 Plugin event sink; all objects that can receive PluginEvent s should inherit from this class...
62 Definition: PluginEventSink.h:36
63 FB::PluginEvent
64 Plugin event base class.
65 Definition: PluginEvent.h:36
66 FB::PluginEventSource
67 Base class for any object, such as BrowserStream or PluginWindow, that needs to fire events to a Plug...
68 Definition: PluginEventSource.h:38
```

