

file PluginEventSink.h

PluginEventSink.h

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3
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11
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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
```

FB::PluginEventSink::HandleEvent

virtual bool HandleEvent(PluginEvent *event, PluginEventSource *source)=0

Called by the browser when a system event needs to be handled, such as a mouse event, a keyboard event, or a drawing event.

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FB::PluginEventSink

Plugin event sink; all objects that can receive PluginEvent s should inherit from this class...

Definition: PluginEventSink.h:36

FB::PluginEvent

Plugin event base class.

Definition: PluginEvent.h:36

FB::PluginEventSource

Base class for any object, such as BrowserStream or PluginWindow, that needs to fire events to a Plug...

Definition: PluginEventSource.h:38

