

file PluginWindow.h

PluginWindow.h

```
1  /*****\
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3
4  Created: Oct 19, 2009
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11
12 Copyright 2009 PacketPass, Inc and the Firebreath development team
13 \*****/
14
15 #pragma once
16 #ifndef H_FB_PLUGINWINDOW
17 #define H_FB_PLUGINWINDOW
18
19 #include <string>
20 #include "PluginEventSource.h"
21
22 namespace FB {
23
24 class PluginWindow : public PluginEventSource
25 {
26 public:
27 PluginWindow() { };
28 virtual ~PluginWindow() { };
29
30 virtual void InvalidateWindow() const = 0;
31
32 virtual FB::Rect getWindowPosition() const = 0;
33
34 virtual uint32_t getWindowWidth() const = 0;
35
36 virtual uint32_t getWindowHeight() const = 0;
37
38 virtual FB::Rect getWindowClipping() const = 0;
39 };
40 #endif
41
42 FB::PluginWindow::getWindowWidth
43 virtual uint32_t getWindowWidth() const =0
44 Gets the width of the window.
45 FB::PluginWindow::getWindowClipping
46 virtual FB::Rect getWindowClipping() const =0
47 Gets the clipping rect of the window.
48 FB::PluginWindow
49 PluginWindow is the base class for all PluginWindow objects.
50 Definition: PluginWindow.h:33
51 FB::PluginWindow::getWindowPosition
52 virtual FB::Rect getWindowPosition() const =0
53 Gets the position rect of the window.
54 FB::PluginWindow::getWindowHeight
55 virtual uint32_t getWindowHeight() const =0
56 Gets the height of the window.
57 FB::PluginWindow::InvalidateWindow
58 virtual void InvalidateWindow() const =0
59 Invalidate window. This should tell the OS to send a REFRESH event.
60 Definition: PluginWindow.h:37
61 FB::PluginEventSource
62 Base class for any object, such as BrowserStream or PluginWindow, that needs to fire events to a Plug...
63 Definition: PluginEventSource.h:38
```