Heading File Creation

Warrior creates headings by reading a text file that has a .hdg extension. There are several different heading styles that are supplied with the Warrior software (stdcased, stdopen, and greytest). The purpose of this document is to supply the information need for the user to write his own .hdg text files.

The first two lines of the file define the physical size of the heading in inches as plotted. The width of the heading is the length of the plot from the plotter. The height is the width of the heading, with 8.25 being the standard API log width.

Width 10
Height 8.25

You must define panels to make the separate sections of the heading. Pictures, text, text edit fields, and panels may then be placed in the panels. The location of a panel is defined by two pairs of x and y coordinates as a percentage (0 to 100) of the current panel. The contents of the panel are enclosed in curly brackets.

Panel x1, y1, x2, y2
{
    Panel Contents
}

The Border statement defines the thickness of the panel edge. The larger the integer N, the thicker the border will become.

Border N

The Font statement defines the font size of any text that is printed within a panel. The larger the integer N, the larger the font size.

Font N

Both the Font and the Border statement control the effects of the panel that they are in and all panels that are included in that panel, unless the included panel contains Font or Border statements which are then used for that panel and any panels that it might include.

A picture may be placed within a panel. The location of the picture is defined by two sets of x and y coordinates as a percentage of the current panel. The name of the picture must be declared under the heading section of Warrior.ini and must be a captured Windows metafile (MFGRAB.exe is the normal method of acquiring this file).

Picture x1, y1, x2, y2 {NAME}

Text may be placed within a panel. The location of the text is defined by two sets of x and y coordinates as a percentage of the current panel. Previous font statements determine the size of the text. The orientation of the text is determined by a four-letter code - OTHV. The O is the orientation of the text, the T is the type of text, the H is the horizontal centering, and the V is the vertical centering. Text strings that are larger than the area specified may have unpredictable results. The might be truncated or extend outside of the defined area. Multiple line text will automatically wrap at a word boundary if the text exceeds the area length.

O	H - Horizontal Text
	V - Vertical Text
T	S - Single line of Text
	M - Multiple line of text
H	L - Left justify for horizontal text, Bottom justify for vertical text
	C – Center Text horizontally
V	T - Top justify for horizontal text, Left justify for vertical text
	C – Center Text vertically

TextOTHV x1, y1, x2, y2 "TEXT"

A text edit field may be placed within a panel. The location of the field is defined by two sets of x and y coordinates as a percentage of the current panel. Previous font statements determine the size of the text. The orientation of the text is determined by the same four-letter code - OTHV that is used with text. A hint name for the field is enclosed within curly brackets. A hint line is then added (normally at the end of the file) that will give a hint text to the user when he clicks on the field.

EditOTHV 0,0,100,100 {Hint Name}
hint "Hint Text" {Hint Name}