

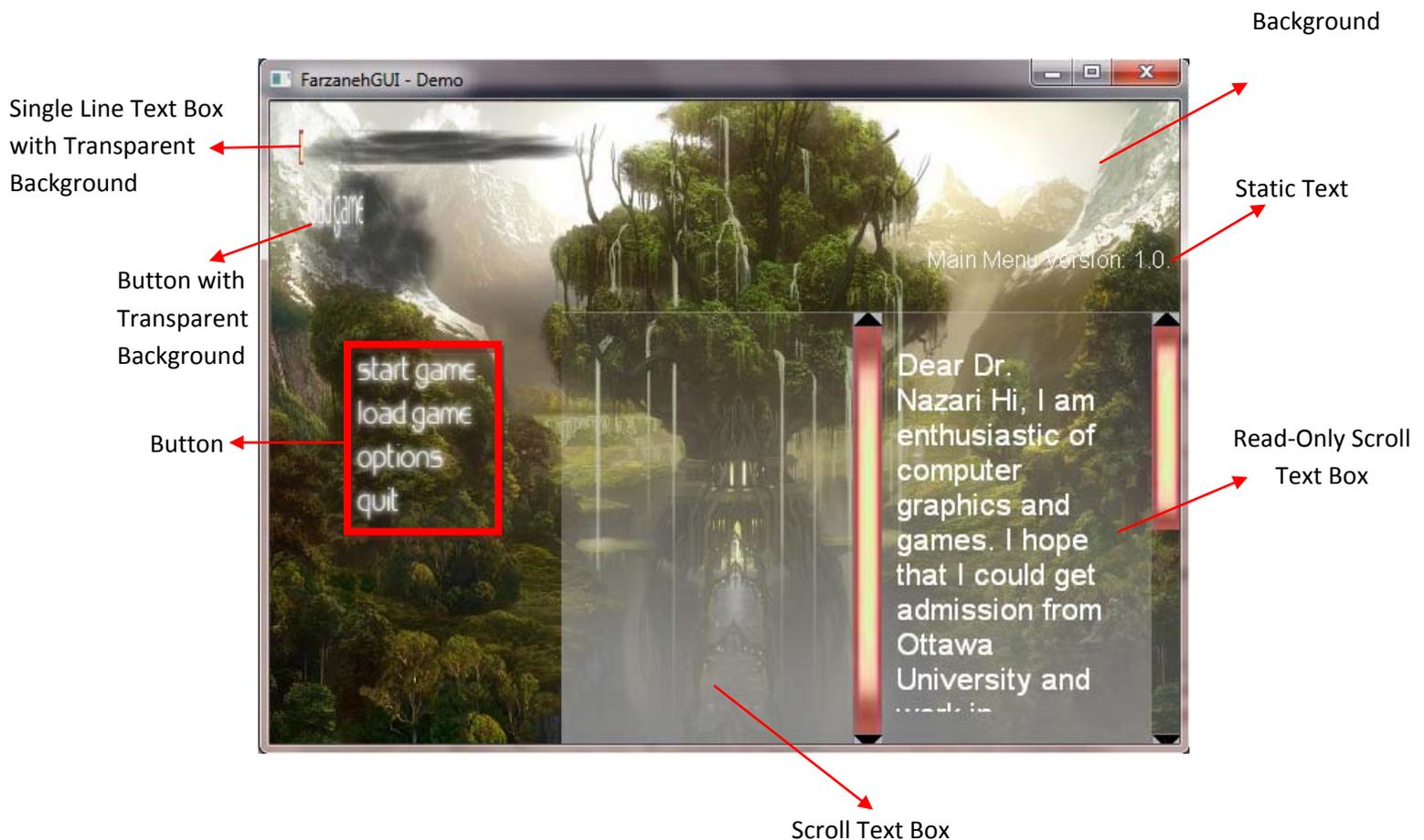
FarzanehGUI System

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This project will introduce a GUI System that is done by me. It has very understandable, simple structure to use it. It can be improved more easily and have a well-design and reasonable logic for each function.

To use FarzanehGUI system, we can create different child windows in the main window. Every object like button, textbox, and etc can be placed in the main window or the window that is created by programmer. For each window we have an interaction handler function that will check what happens to each object in the GUI. We have a function that is called Windows Interaction Handler which will make changes when a specific window's state has been changed. There is a main interaction handler which will make changes and do jobs relating to clicking on a button in main window or another tasks that may be done and an interaction handler relating to each window which will do jobs relating to clicking on a button in that window or another tasks that may be done.

As I compare this design with DXUT design, I will tell that some parts of the underneath design are the same but at all FarzanehGUI is more reasonable. I think every programmer with little skill in programming can use it, simple.



The GUI system contains:

- Background: A picture that is the back of everything in GUI.
- Window: We can divide the GUI into windows. I recommend doing so, because it will make the GUI understandable for every programmer. It will cluster the GUI objects.
- Button: This has three different pictures that each of them will be displayed in an appropriate time. One when the mouse is not on it, another will be shown when the mouse is on the button and the last will be shown with the left button is held on the button. The button can have its own background.
- Static Text: This object is a simple text that will be displayed in the page to indicate that why something is placed anywhere.
- One Line Text Box: This object will contain a line of text and it can be read-only or not.
- Scroll Text Box: This object is used to get or show text that needs more than a line and can be scrolled up or down. It can be read-only as you can see its read-only form in the picture.

Libraries that is used in this project:

- DirectX SDK

Packages used in this project:

- Visual Studio
- DirectX SDK
- 3D Studio Max

Files:

FarzanehGUI_Executable.rar	Contains an executable Version of project.
FarzanehGUI_Solution.rar	Contains the codes of the project. To build and run the solution, you need Visual Studio 2008 SP1.