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Border Definitions. by [Tokyo](#)

This explains how to define the border_definitions. We start 'this section' by telling Enlightenment we have a border and what it's name is:

```
__BORDER __BGN
__NAME NEW_BORDER
__BORDER_SIZE_LEFT 5
__BORDER_SIZE_RIGHT 5
__BORDER_SIZE_TOP 21
__BORDER_SIZE_BOTTOM 5
__SHADE_DIRECTION __UP
__CHANGES_SHAPE __OFF
```

You can name the border whatever you want. Just like ImageClasses and TextClasses, the border's name has to be unique. You must define it's LEFT, RIGHT, TOP, and BOTTOM size.

```
__BORDER_SIZE_LEFT 5
__BORDER_SIZE_RIGHT 5
__BORDER_SIZE_TOP 21
__BORDER_SIZE_BOTTOM 5
```

We want this example border to shade up: __SHADE_DIRECTION __UP You can use:
__LEFT __RIGHT __UP __DOWN

Here is where the real magic begins. Withouts these definitions you wont have a border, or your border will look all inaccurate. If you go back to step.2 - You will see the parts that make up the border:

```
1: TOP_LEFT
2: TOP_BORDER
3: TOP_RIGHT
```

```
4: LEFT_SIDE
5: RIGHT_SIDE
6: BOTTOM_LEFT
7: BOTTOM_BORDER
8: BOTTOM_RIGHT
```

We need match the ImageClasses that we will use for these border definitions. For example: 1 - TOP_LEFT:

```
__BORDER_PART __BGN
__ICLASS NEW_BORDER_TOP_LEFT
__AClass ACTION_MOVE
__TCLASS NEW_BORDER_TEXTCLASS_DEFINITION
__CURSOR MOVE
__FLAGS __FLAG_TITLE
__MIN_WIDTH 0
__MIN_HEIGHT 21
__MAX_HEIGHT 21
__MAX_WIDTH 99999
__TOPLEFT_ORIGIN -1
__TOPLEFT_X_PERCENTAGE 0
__TOPLEFT_X_ABSOLUTE 0
__TOPLEFT_Y_PERCENTAGE 0
__TOPLEFT_Y_ABSOLUTE 0
__BOTTOMRIGHT_ORIGIN -1
__BOTTOMRIGHT_X_PERCENTAGE 1024
__BOTTOMRIGHT_X_ABSOLUTE -60
__BOTTOMRIGHT_Y_PERCENTAGE 0
__BOTTOMRIGHT_Y_ABSOLUTE 19
__KEEP_WHEN_SHADED __ON
__END
```

Every border_definition has an ending and a starting point. Just like ImageClasses and textclasses:

```
__BORDER_PART __BGN
```

It is important that you match the ImageClass for this definition:

```
__ICLASS NEW_BORDER_TOP_LEFT
```

If you go back to ImageClass TOP_LEFT you will see that __ICLASS NEW_BORDER_TOP_LEFT is in fact:

```
__ICLASS __BGN
__NAME NEW_BORDER_TOP_LEFT
__NORMAL "borders/gabber/images/tl_inactive.png"
__EDGE_SCALING 21 1 3 4
__NORMAL_ACTIVE "borders/gabber/images/tl_active.png"
__EDGE_SCALING 21 1 3 4
__PADDING 27 0 4 5
__END
```

At least one border_definition must include a TEXTCLASS, otherwise your border wont have

a TEXT_TITLE:

```
__TCLASS NEW_BORDER_TEXTCLASS_DEFINITION  
__FLAGS __FLAG_TITLE
```

Where does your border begin and where does it stop:

```
__MIN_WIDTH 0  
__MIN_HEIGHT 21 <--- this tell E to use a predefine size  
__MAX_HEIGHT 21  
__MAX_WIDTH 99999 <--- maximum
```

Here is the section I cant really explain, you will have to experience it for yourself. It basically tells E where on your X window to place the ImageClass defined.

```
__TOPLEFT_ORIGIN -1 <---- the origin  
__TOPLEFT_X_PERCENTAGE 0  
__TOPLEFT_X_ABSOLUTE 0  
__TOPLEFT_Y_PERCENTAGE 0  
__TOPLEFT_Y_ABSOLUTE 0 __BOTTOMRIGHT_ORIGIN -1  
__BOTTOMRIGHT_X_PERCENTAGE 1024 <---- just like Justifications  
you can use 0, 512, 1024  
__BOTTOMRIGHT_X_ABSOLUTE -60  
__BOTTOMRIGHT_Y_PERCENTAGE 0  
__BOTTOMRIGHT_Y_ABSOLUTE 19
```

Tell Enlightenment to keep the ImageClasses when shaded or not:

```
__KEEP_WHEN_SHADED __ON
```

You can also tell Enlightenment to KEEP_THE_IMAGE_TOP:

```
__KEEP_ON_TOP __OFF
```

Every border_definition must have an ending point:

```
> __END
```

Once you finish writting all your border definitions be sure to have an __END definition at the bottom of the page. Otherwise Enlightenment wont know where does the border finish.

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