

FilmVenster (Window)

FilmVenster.Sluit:

```
Private Sub Sluit()  
    App.VensterIsGesloten()  
    Close()  
End Sub
```

FilmVenster.Start:

```
Private Sub Start()  
    dim f As FolderItem  
  
    dim controlBreedte as integer  
    dim controlHoogte as integer  
    dim controlRatio as double  
  
    dim filmBreedte as integer  
    dim filmHoogte as integer  
    dim filmRatio as double  
  
    dim hoogte as integer  
    dim boven as integer  
  
    dim breedte as integer  
    dim links as integer  
  
    f=GetFolderItem("Screensaver.mov")  
    if f=nil then  
        MsgBox("Out of memory.")  
        Quit()  
    end  
  
    MP_Film.movie=f.OpenAsMovie()  
    if MP_Film.movie=nil then  
        MsgBox("Movie can't be read.")  
        Quit()  
    end  
    MP_Film.volume=0  
  
    controlBreedte=MP_Film.width  
    controlHoogte=MP_Film.height  
    controlRatio=controlBreedte/controlHoogte  
  
    filmBreedte=MP_Film.movie.baseMovieWidth  
    filmHoogte=MP_Film.movie.baseMovieHeight  
    filmRatio=filmBreedte/filmHoogte  
  
    if filmRatio>controlRatio then  
        hoogte=filmHoogte*controlBreedte\filmBreedte  
        boven=(controlHoogte-hoogte)\2  
        MP_Film.top=boven  
        MP_Film.height=hoogte  
    else  
        breedte=filmBreedte*controlHoogte\filmHoogte  
        links=(controlBreedte-breedte)\2
```

```
MP_Film.left=links  
MP_Film.width=breedte  
end
```

```
MP_Film.Play()  
End Sub
```

FilmVenster.Resized:

```
Sub Resized()  
Start()  
End Sub
```

FilmVenster.MouseMove:

```
Sub MouseMove(X As Integer, Y As Integer)  
Sluit()  
End Sub
```

FilmVenster.MouseDown:

```
Function MouseDown(X As Integer, Y As Integer) As Boolean  
Sluit()  
End Function
```

FilmVenster.KeyDown:

```
Function KeyDown(Key As String) As Boolean  
Sluit()  
End Function
```

MenuBalk (Item of Unknown Type)

App (Class)

Properties

```
m_timer as FilmTimer
```

App.Controleer:

```
Sub Controleer()  
dim ticks as integer  
dim seconden as integer  
dim v as FilmVenster  
  
if ToontFilm() then  
return  
end  
  
if not System.Gestalt("idle", ticks) then  
MsgBox("Get 'idle' gestalt fails.")  
Quit()  
end  
  
seconden=ticks\60  
  
if seconden<10 then
```

```
    return  
end
```

```
Activeer()
```

```
v=new FilmVenster  
if v=nil then  
    MsgBox("Out of memory.")  
    Quit()  
end
```

```
m_timer.mode=0
```

```
End Sub
```

App.ToontFilm:

```
Private Function ToontFilm() As boolean
```

```
    dim toont as boolean
```

```
    toont=(m_timer.mode=0)
```

```
    return toont
```

```
End Function
```

App.VensterIsGesloten:

```
Sub VensterIsGesloten()
```

```
    m_timer.mode=2
```

```
    m_timer.period=100
```

```
End Sub
```

App.Activeer:

```
Private Sub Activeer()
```

```
    dim a as AppleEvent
```

```
    dim naam as string
```

```
    dim f as FolderItem
```

```
    a=NewAppleEvent("aevt", "odoc", "MACS")
```

```
    if a=nil then
```

```
        MsgBox("Out of memory.")
```

```
        Quit()
```

```
    end
```

```
    f=GetFolderItem("")
```

```
    if f=nil then
```

```
        MsgBox("Out of memory.")
```

```
        Quit()
```

```
    end
```

```
    naam="Screensaver"
```

```
    #if DebugBuild
```

```
        naam=naam+".debug"
```

```
    #endif
```

```
    f=f.TrueChild(naam)
```

```
    if f=nil then
```

```
        MsgBox("Out of memory.")
```

```
        Quit()
```

```
    end
```

```
a.FolderItemParam("----")=f

if not a.Send() then
  MsgBox("Send Apple event fails.")
  Quit()
end
End Sub
```

App.Open:

```
Sub Open()
  m_timer=new FilmTimer
  if m_timer=nil then
    MsgBox("Out of memory.")
    Quit()
  end

  VensterIsGesloten()
End Sub
```

FilmTimer (Class)

FilmTimer.Action:

```
Sub Action()
  App.Controleer()
End Sub
```