



# C/PEG Utilities Addendum

Thank you for choosing C/PEG for your embedded application!

In case you hadn't already noticed, the Development Toolkit User's Manual that came with your C/PEG distribution is written for PEG+, not C/PEG. That leads some people to believe that they have received an incorrect manual from Swell Software. This is not the case. There are many differences between the C/PEG and PEG+ libraries. However, the utilities that they use are very similar. There are still some differences between them, but they are minimal. This document will attempt to highlight those differences so that you will understand how the C/PEG versions of our utilities work.

## FontCapture

- Compressed fonts are not supported in C/PEG. The compression uses the PegZip class which is only available in PEG+. So C/PEG has no built-in way to decompress the font.
- Anti-aliased fonts are not supported in C/PEG. This is used to generate fonts that appear smoother by blending in with the background. C/PEG does not contain any built-in support for anti-aliasing.
- Bitmap fonts are not supported in C/PEG.

## ImageConvert

- The output color depth can only support up to 16-bpp. The input color depth can still be 24-bpp, but C/PEG does not support any drawing at 24-bpp.
- C/PEG does not support any images with an alpha-channel. You can still convert the images, but you will need to tell it to ignore the alpha information.
- ARGB 4:4:4:4 format is not supported in C/PEG.

## WindowBuilder

- The Target Screen can only be configured to output up to 16-bpp color, because C/PEG does not support 24-bpp.
- C/PEG does not support UTF-8 encoding for the string table.
- C/PEG does not support Font Indirection. PEG+ uses this to allow fonts to be referenced by IDs much like strings can.
- When adding a source module to a WindowBuilder project, the default "Base Name" of the module is "PegPanel" instead of "PegDialog". There are no other default base classes to use in C/PEG. Also, the "Notify" function can be overridden instead of the "Message" function.
- When adding child objects to your panel in the Target window, the names of some of the objects are different between C/PEG and PEG+. Also some objects are not available in C/PEG. Those differences are:
  - o PEG+ uses PegTextBox, C/PEG uses PegMLPrompt.
  - o PEG+ uses PegWindow, C/PEG uses PegPanel
  - o C/PEG does not support PegEditBox
  - o C/PEG does not support PegAnimation
  - o C/PEG does not support PegCircularBitmapDial
  - o C/PEG does not support PegCircular Dial
  - o C/PEG does not support PegFiniteDial

- C/PEG does not support PegFiniteBitmapDial
- C/PEG does not support PegColorLight
- C/PEG does not support PegBitmapLight
- C/PEG does not support PegLinearScale
- C/PEG does not support PegLinearBitmapScale
- C/PEG does not support PegLineChart
- C/PEG does not support PegStripChart
- C/PEG does not support PegMultiLineChart
- C/PEG does not support PegNotebook
- C/PEG does not support PegTreeView
- C/PEG does not support PegTable
- C/PEG does not support PegSpreadSheet
- C/PEG does not allow for adding a titlebar, menubar or statusbar to a PegPanel.
- Custom objects cannot be added to WindowBuilder in C/PEG. PEG+ allows you to do this by rebuilding the WindowBuilder executable with your custom classes included. Since even the C/PEG version of WindowBuilder is developed with PEG+ code, it's not possible to simply compile C/PEG objects into it.