

Corel BARISTA File Format Documentation

Prepared on : 3rd June, 1996

NOTES: Java is **case sensitive** when referencing parameter names.

GENERAL:

The following line signifies the beginning of the applet block, that the applet to be loaded is `>Barista.class=` and that the maximum size of the applet window will be 816 x pixels by 1106 y pixels. In the case of the Barista applet, the only values that will vary from file to file are the width and height.

Example:

```
<APPLET CODE = " Barista.class" width = 816 height = 1106>
```

The format for parameters is:

```
<param name=SOMENAME value=@SOMEVALUE@>
```

Colors Representation:

Colors are represented as a 32 bit hex value, the fist 1 byte is the color model, the rest 3 bytes represents RGB color:

First byte	model	Rest 3 bytes
ff	indexed color (not implemented)	the index number
00	solid RGB color	the RGB representation
01	no color - transparent	000000
02	special fill	000000

/-----/

NAME: *Version*

This is pretty well self explanatory. It is an integer which is used for Version control purposes. The version number in the document will have to follow the Barista version number (Currently at version 1.000)

Example:

```
<param name =Version value = "1000">
```

/-----/

NAME: *PageDir*

For a single or multiple page document you can have all the pages in one file, or you can have

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multiple files. A single file puts all html parameters of multiple pages in one file (images, sound files, animation files, etc. will still be stored separately). You don't need this parameter if you are using single file storage. For multiple files, you can specify pages P1, P2, P3, ... Pn in a sub-directory, as pages P1.htm, P2.htm, ... Pn.htm (where n is any integer). The sub-directory is relative to the directory of the current HTML file. By default, it is the same name as the Barista HTML file name.

Basically, we recommend using multiple files if you have a large document with many pages; otherwise, you should use a single page.

Example:

```
<param name =PageDir value = "MyPageDirectory">
```

/-----/

NAME: Background

This is the background . This parameter will take a color or a image. The image can be tiled or centered. The background color of the applet window has to be in hex RGB format.

Example:

```
<param name =Background value = "FFFFFF">
```

```
<param name =Background value = "image.gif 0"> // tile an image.gif as background.
```

/-----/

NAME: BookmarkList

List of bookmarks which can be jumped to by the Graphics Objects "Jump to Bookmark" action. Each bookmark in the list is followed by a page number and an X-Y position on the page to jump to. (Note: Java currently does not support jumping to a location on a page, the X and Y parameters are for future use only)

Example:

```
<param name =BookmarkList value = "Bookmark1, P3, 30, 50, Bookmark2, P1, 10, 50, ">
```

/-----/

NAME: NumOfPages

The number of pages contained within the document.

/-----/

NAME: DisplayToolBar

This parameter is used to hide the toolbar in multipage documents. The default value is "1" which allows the toolbar to display. A value of "0" will hide the toolbar. This is useful for slide shows where the author does not want any user input or visual "distraction" from the presentation.

```
<param name =DisplayToolBar value = "0">
```

/-----/

NAME: AutoScroll

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The document should be automatically scrolled to allow easier moving through the document. The scrolling can be done by time, by page up / page down keyboard events /mouse events, or by audio clip / time. If enabled, the automatic scrolling will not start until the first page of the document has been completely painted on the screen. This parameter tells Barista to turn automatic scrolling on or off (if parameter not found, default is off) while the *Ax* parameter is used to indicate the type of automatic scrolling and transitioning to be done per page. If no *Ax* parameter is found on a page and Auto Scrolling is on, default scrolling and transition values will be given for that page. If an *Ax* parameter is found on a previous page (up to beginning of document), the scrolling and transition values for the previous page will be applied to the new page. If an *Ax* parameter cannot be found on any previous page, the new page gets default scrolling and transition values of events, immediate, undefined, fast (see *Ax* below).

Example:

`<param name=AutoScroll value="1">` Turns auto scrolling on

/-----/

NAME: *XYDPI*

The resolution of the display context in DPI, by default it is 96.

`<param name =XYDPI value = "96">`

/-----/

NAME: *Px*

The contents of a page are included in a parameter list following a *!Px=* name.

There are basically 5 different type of objects, at this time, that may be contained in a page:

Text	-	denoted by Tx
Graphics	-	denoted by Gx
Tables	-	denoted by Bx
Sound	-	denoted by Sx
AutoScroll	-	denoted by Ax

Example:

`<param name=P1 value = T1 G1 T2 T3 G2 B1 S1 A1">`

The objects will be displayed in the order in which they are expressed.

One page sound is allowed per page. If present, it will be played after the objects are drawn.

One auto scroll object is allowed per page. If present, it will begin after all the objects on the page are drawn.

Each type of object will be covered in detail separately.

GRAPHICS

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/-----
---/

NAME: Gx

The >x= represents an integer to distinguish each individual object. The parameters are as follows:

TYPE TLX TLY WIDTH HEIGHT COLOR
1 2 3 4 5 6

Element No. 1 - Refers to the type of graphical shape:

If value of Element No. 1 is

- 0 then graphical object is **rectangle/square**
- 1 then graphical object is **Circle/ellipse**
- 2 then graphical object is **polygon**
- 3 then graphical object is **round rectangle/square**
- 4 then graphical object is **polyline**
- 5 then graphical object is **arc**
- 6 then graphical object is **image**
- 7 then graphical object is **polycurve**
- 8 then graphical object is **polypolygon**
- 1 is a XOR fountain fill

Element No. 2 - The top left x coordinate of the bounding rectangle in display units, relative to the position of the bounding box.

Element No. 3 - The top left y coordinate of the bounding rectangle in display units, relative to the position of the bounding box.

Element No. 4 - The width of the bounding rectangle in display units, relative to the position of the bounding box.

Element No. 5 - The height of the bounding rectangle in display units, relative to the position of the bounding box.

Element No. 6 - Always set with 4 bytes xxxxxxxx

the left most 1 byte represent the color model, the rest 3 bytes represent the RGB color:

First byte	model	Rest 3 bytes
ff	indexed color (not implemented)	the index number
00	solid RGB color	the RGB representation
01	no color - transparent	000000
02	special fill	000000

Note:

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The rectangle in this GraphObj class is the bounding box of the object. For some types of this object, such as Rectangle, Square, Circle, Ellipse, Rounded Rectangle, Arc and Image the bounding box is the parameters of the shape itself, therefore, the ShapeObj classes of these types do not carry the parameters.

The other types, Polygon, Polyline and Polycurve have their own shape parameters to describe the shape, therefore, the rectangle of this GraphObj is purely an invisible bounding box. The purpose of this bounding box is, 1. For clipping; 2. For the location positioning, 3 For fountain fill. This bounding box doesn't have to be the exact profile box of an object, it can be larger then the object to fulfil the special fountain fills. All the polygon, polyline and polycurve points are related to the top-left corner of its bounding box, refer the coordinate of the top-left corner to be (0, 0), then we can move a object without changing all the points in a polygon etc.

Some applications do not have a concept of bounding box for their objects, they can simply put 0 0 0 0 as x, y, width and height, that the Barista will take it as **ANO BOUNDING BOX@**, and process it with an absolute coordinate - use the top-left corner of the window as (0, 0).

Example:

```
<param name=G1 value=@ 100 100 50 50 00ff0000@>
<param name=G1 value=@ 100 100 50 50 02000000@> // There is a fountain fill, a G1F needs to
be added, the rest of 3 bytes has no meaning.
<param name=G1 value=@ 100 100 50 50 01000000@> // With no color no fill, transparent,
the rest of 3 bytes has no meaning.
```

/-----
---NAME: GxL

Defines the outline of the object. If not present, no outline will be present.

THICKNESS COLOR STYLE JOIN-TYPE LINE-END

1 2 3 4 5

Element No. 1 - The thickness of the line, expressed in display units, relative to the position of the bounding box

Element No. 2 - The color of the line, expressed in RGB and hex format

Element No. 3 - The line style. Refer to table at the end of this document

Element No. 4 - The line join type: 0 - miter, 1 - round, 2 - bevel

Element No. 5 - The line end type: 0 - flat, 1 - round, 2 - square

Example:

```
<param name=GIL value=@5 000000ff 0 0 0">
```

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/-----
---/

NAME: *GxS*

The parameter defines the shape of the object and contents of this parameter will therefore be different for each type of object.

Type 0 (**Rectangle**) :

No parameters required.

Type 1 (**Circle / Ellipse**) :

No parameters required.

Type 2 (**Polygon**) :

#POINTS X Y X Y X Y X Y

1 2 3 2 3 2 3 2 3

Element No. 1 - # of points in the polygon

Element No. 2 - The X coordinates of each point, expressed in display units, relative to the position of the bounding box

Element No. 3 - The Y coordinates of each point, expressed in display units, relative to the position of the bounding box

Note:

If there is a bounding box being defined, all the X and Y are related to it, take the top-left corner of the this box as (0, 0).

If the rectangle of the GraphObj is 0 0 0 0 as x, y, width and height, it will be **NO BOUNDING BOX@**, the points (x, y) is in absolute coordinate - use the top-left corner of the window as (0, 0).

Example:

<param name=*GIS* value=@3 10 0 20 10 0 20">

Type 3 (**Rounded Rectangle**) :

ARCWIDTH - expressed in display units, relative to the position of the bounding box, the horizontal diameter of the arc that will be forming the corners

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ARCHEIGHT - expressed in display units, relative to the position of the bounding box, the vertical diameter of the arc that will be forming the corners

Example:

<param name=*GIS* value=@50 30">

Type 4 (**Polyline**) :

N1 N2 #POINTS X Y X Y X Y X Y ...
1 2 3 4 5 4 5 4 5 4 5

- Element No. 1 - beginning arrowhead type: 0 - no arrowhead, 1,2,3,4,5,6,7 - arrowhead types
- Element No. 2 - ending arrowhead type: 0 - no arrowhead, 1,2,3,4,5,6,7 - arrowhead types
- Element No. 3 - Number of points in the polyline
- Element No. 4 - The X coordinates of each point, expressed in display units, relative to the position of the bounding box
- Element No. 5 - The Y coordinates of each point, expressed in display units, relative to the position of the bounding box

Note:

If there is a bounding box being defined, all the X and Y are related to it, take the top-left corner of the this box as (0, 0).

If the rectangle of the GraphObj is 0 0 0 0 as x, y, width and height, it will be **NO BOUNDING BOX@**, the points (x, y) is in absolute coordinate - use the top-left corner of the window as (0, 0).

Example:

<param name=*GIS* value=@0 0 3 100 100 200 200 300 300">

Type 5 (**Arc**):

START_ANGLE INCREMENT_ANGLE
1 2

- Element No. 1 - The starting angle of the arc (expressed in degrees)
- Element No. 2 - The amount the arc will rotate and the direction (counterclockwise is +)
(expressed in degrees)

Example:

<param name=*GIS* value=@90 90">

Type 6 (**Image**):

No parameters required.

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Type 7 (**Polycurve**) :

N1 N2 X Y C X Y X Y X Y L X Y C X Y X Y X Y ...
1 2 1 2 3 4 5 4 5 4 5 3 4 5 3 4 5 4 5 4 5

- Element No. 1 - beginning arrowhead type: 0 - no arrowhead, 1,2,3 - arrowhead types
- Element No. 2 - ending arrowhead type: 0 - no arrowhead, 1,2,3 - arrowhead types
- Element No. 3 - Start X coordinate, expressed in display units, relative to the position of the bounding box
- Element No. 4 - Start Y coordinate, expressed in display units, relative to the position of the bounding box
- Element No. 5 - The type of bezier object: L - Line node, C - Curve node, M - Move To Node

If Element No. 5 is an L

- Element No. 6 - The X coordinate of end of the line, expressed in display units, relative to the position of the bounding box
- Element No. 7 - The Y coordinate of end of the line, expressed in display units, relative to the position of the bounding box

Else if Element No. 5 is a C

- Element No. 6 - The X coordinate of control points, expressed in display units, relative to the position of the bounding box
- Element No. 7 - The Y coordinate of control points, expressed in display units, relative to the position of the bounding box

Else if Element No. 5 is a M

- Element No. 6 - The X coordinate of start point of a new polygon, expressed in display units, relative to the position of the bounding box.
- Element No. 7 - The Y coordinate of start point of a new polygon, expressed in display units, relative to the position of the bounding box.

A curve requires 3 control points

Note:

If there is a bounding box being defined, all the X and Y are related to it, take the top-left corner of the this box as (0, 0).

If the rectangle of the GraphObj is 0 0 0 0 as x, y, width and height, it will be **NO BOUNDING BOX@**, the points (x, y) is in absolute coordinate - use the top-left corner of the window as (0, 0).

Example:

<param name=GIS value=@ 0 100 100 L 200 200 C 300 200 400 300 400 400">

/-----
---/

Type 8 (**PolyPolygon**) :

P1 P2 P3 M X Y X Y X Y X Y

1 2 3 4 5 6 7 8

Element No. 1,2,3 - indicate No of points in the Each Polygon.

Element No. 4 - The Letter M is used to indicate start of Points.

Element No. 5 - The X coordinates of each point for all polygons, expressed in display units, relative to the position of the bounding box.

Element No. 6 - The Y coordinates of each point for all polygons, expressed in display units, relative to the position of the bounding box.

Note:

If there is a bounding box being defined, all the X and Y are related to it, take the top-left corner of the this box as (0, 0).

If the rectangle of the GraphObj is 0 0 0 0 as x, y, width and height, it will be **NO BOUNDING BOX@**, the points (x, y) is in absolute coordinate - use the top-left corner of the window as (0, 0).

Example:

<**param name=GIS value=@3 4 M 10 10 30 10 30 30 40 30 40 15 60 15 60 30 "**>

In the above example there are 2 polygons. The first has 3 vertices and the second has 4 vertices.

The first and the last vertex are automatically connected. The character 'M' is simply a delimiter.

Then the next elements are a group of X & Y co-ordinates that denotes the vertices of the polygon. As the first polygon has 3 vertices the first 3 pairs of numbers are the co-ordinates of the 3 vertices of the polygon, namely (10, 10), (30, 10) and (30, 30). As the next polygon has 4 vertices the next 4 pairs of numbers are the co-ordinates of the 4 vertices of the next polygon.

/-----
---/

NAME: GxI

Only present for an object of type 6. Contains the filename to be displayed. At this time, may only be a GIF or JPG (check GxB for bitmap display). Images can be scaled but cannot yet be clipped.

Example:

<**param name=G2I value=@ball.gif@**>

/-----
---/

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NAME: *GxB*

Only present for an object of type 6. Contains the filename of the BMP file to be displayed. Bitmap images can not yet be clipped.

Example:

<param name=G3B value=@car.bmp@>

/-----
---/

NAME: *GxF*

Will perform a special fill on the object if this parameter is present.

TYPE	METHOD	#COLORS	C1	P1	C2	P2	...	Cn	Pn	X	Y	ANGLE	NUMSTEPS	PAD
1	2	3	4	5	4	5		4	5	6	7	8	9	10

Element No. 1 - Must be 2 for fountain fill, 240 for transparent fill.

If Element No. 1 is 2 then :

Element No. 2 - The method that will be used while performing the fill:

- 1 = LINEAR FOUNTAIN FILL
- 2 = RADIAL FOUNTAIN FILL
- 3 = CONICAL FOUNTAIN FILL
- 4 = SQUARE FOUNTAIN FILL

Element No. 3 - The Number of colors in the fill(minimum value of 2)

Element No. 4 - A color, expressed in RGB and hex format

Element No. 5 - The position of the color

Note: First Position is ALWAYS 0, Last Position is ALWAYS 100.

Element No. 6 - The X offset of the fill. (Default 0) Must be in the range of -100% to 100%

Element No. 7 - The Y offset of the fill. (Default 0) Must be in the range of -100% to 100%

Element No. 8 - The Angle of the fill expressed in degrees (-360 to 360) (Default 0)

Element No. 9 - The number of steps in the fill (2 to 255 max.) - if 0 then 255 is used

Element No. 10 - The edge pad of the fill: 0 to 45 degrees

If Element No. 1 is 240 then :

Element No. 2 - Color to be used.

Element No. 3 - The percentage of transparency (can be 50 %, 25 % or 12 %)

Example:

<param name=GIF value=@ 1 2 000000ff 0 00ff0000 100 35 0 30 0 0 0">
<param name=GIF value=@ 2 3 000000ff 0 0000ff00 40 00ff0000 100 35 0 30 0 0 0">
<param name=GIF value=@240 ff0000 50">

/-----
NAME: *GxA*(optional specified only for graphic objects which have actions associated with

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them such as hyperlinks or for playing sound files)

Associate an action string which is executed when the graphic object is clicked

TYPE STRING

1 2

Element No. 1 - Refers to the type of action.

Action Type=1 Operand(Element2) - external url string eg. 1 <http://www.corel.com>

Action Type=2 Operand(Element2) - Goto Page (Px) eg. 2 P5

Action Type=3 Currently not used.

Action Type=4 PopUp Footnote text.

Element 2 - Name of the parameter that gets the rest of the information

Next parameter - contains basic info and a pointer to the text parameter

Element 1, 2, 3, 4 - x, y, width and height for popup window

Element 5, 6 - foreground and background colors

Element 7,8,9,10 - font face, bold, italic, point size

Element 11 - name of parameter with text

Text Element - contains the text for the footnote

Element 1 - text

Action Type=5 Currently not used.

Action Type=6 Currently not used.

Action Type=7 Currently not used.

Action Type=8 Currently not used.

Action Type=9 Currently not used.

Action Type=10 Play a Sound file.

Element 2 - sound file type (Currently only type "0" supported - .au)

Element 3 - sound action (0 = stop, 1 = play, 2 = loop)

Element 4 - sound file string ("sndfiles/playme.au")

Action Type=11 Operand(Element2) - Jump to Bookmark eg. 11 MyBookmark

Action Type=12 Operand(Element2) - Clear Component text - no other operands.

Action Type=13 Send Component eMail. eg 13 PAT@COREL.COM, Auto Callback Info

Element 2 - eMail addressee

Element 3 - eMail subject

(note, a comma separates the eMail addressee from the subject.)

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SOUND

Only one page sound is allowed per page. The following parameters apply

NAME: *Sx*

The *x* represents the page number associated with each individual object. Only one page sound is allowed per page.

Example:

<param name =S1 value = "0 1 sndfiles/mysound.au ">

Element 1 - sound file type (Currently only type "0" supported - .au)

Element 2 - sound action (0 = stop, 1 = play, 2 = loop)

Element 3 - sound file string ("sndfiles/mysound.au")

TEXT

If TEXT objects are present, then, the following parameters must exist:

/-----
---/

NAME: *FontnameList*

A list of all the font names within the document.

Font names are delimited with a >=.

Note: Because the Java language currently only supports 5 fonts, this parameter can be ignored unless you are using some add on font technologies such as Bitstream TrueDoc.

Example:

<param name =*FontnameList* value = "Times New Roman, Snell">

/-----
---/

NAME: *FontRatio*

A list of the maximum pixel height of the previous fonts when set to 72pts. This is in order to account for the Java bug which does not properly set the point size of fonts. There must be an equal number of elements in this list as there were in the *FontnameList* parameter.

Example:

<param name = *FontRatio* value =108, 114">

/-----
---/

NAME: *J3FontnameList*

A list of all of the font names within the document after they have been mapped to Java system fonts.

NOTE * Only the three fonts Courier, TimesRoman, Helvetica are present in Java. Also, different font names are delimited with a >=.

Example:

<param name =*J3FontnameList* value = "TimesRoman,Helvetica">

/-----
---/

NAME: *FontRefList*

This is a lookup table of information about the fonts. All elements in the tables are space delimited, as are the tables themselves

FONT SIZE STYLE COLOR

1 2 3 4

Element No. 1 - A 0 based reference to a font in the *FontnameList* table above

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Element No. 2 - Point size the font is to be displayed in

Element No. 3 - Font Style (0=normal, 1=**bold**, 2=*italics*, 3=***bold and italics***)

Element No. 4 - RGB color the text is to be displayed in, expressed in hexadecimal notation

Example:

```
<param name =FontRefList value = "0 9 1 00000000 1 9 0 00000000 0 9 0 00000000  
1 80 0 00000000 1 9 1 00ff00ff">
```

The previous example contains 5 tables (0 - 4).

/-----
---/

NAME: *Tx*

The *x*=represents an integer to distinguish each individual object. The value of this object is the actual string that is to be displayed.

Example:

```
<param name =T1 value = "The Source of Information on Ventura Publisher ">
```

/-----
---/

NAME: *Txr*

This is a lookup table that describe the font each character of the string is to be displayed in. All elements in the tables are space delimited, as are the tables themselves.

FONTREF	#CHARS
1	2

Element No. 1 - A 0 based reference to a table in the FontRefList parameter.

Element No. 2 - Display this many characters using the previous font

Example:

```
<param name =T1r value = " 0 13 1 17 ">
```

In the above example the first 13 characters of the text object are displayed using Font Reference table 0 in the Font Reference List and the next 17 characters are displayed using Font Reference table 1 in the Font Reference List.

/-----
---/

NAME: *Txp*

This is a lookup table that describe where each character of the string is to be positioned on the

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display. All elements in the tables are space delimited, as are the tables themselves.

#CHARS	ABS-X	ABS-Y
1	2	3

Element No. 1 - Print this many characters, starting at position 2,3

Element No. 2 - The absolute X position at which printing will start (expressed in pixels)

Element No. 3 - The absolute Y position at which printing will start (expressed in pixels)

Example:

<param name =Tlp value = "18 35 222 17 35 234 ">

In the above example the first 18 characters of the text object are displayed from location (35, 222) and the next 17 characters are displayed from location (35, 234).

AUTOSCROLL

NAME: Ax

The x=represents an integer to distinguish each individual object. The value of this object indicates the scroll and transitions values to use for one or more pages.

Examples:

<param name =A1 value = "1 2 5 3 2000">

<param name =A1 value = "2 9 11 2">

<param name =A1 value = "3 28 3 3 4000 sound.au">

Element 1 indicates what action should trigger the scrolling/transition:

- 1 - Scroll/transition on time amount found in element 5
- 2 - Scroll/transition on page up / page down / mouse events whenever they happen
- 3 - Scroll/transition on sound and time found in elements 6 and 5

Element 2 indicates the type of transition to occur while scrolling to the next page. These transitions are currently based on slide show transitions found in Corel Presentations:

- 1 - Transition with Beam In
- 2 - Transition with Blinds
- 3 - Transition with Blocks
- 4 - Transition with Blocks Stack
- 5 - Transition with Burst In
- 6 - Transition with Burst Out
- 7 - Transition with Circles Small
- 8 - Transition with Circles Large
- 9 - Transition with Clock
- 10 - Transition with Diamonds Small
- 11 - Transition with Diamonds Large
- 12 - Transition with Dissolve

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- 13 - Transition with Fade
- 14 - Transition with Immediate
- 15 - Transition with Lines
- 16 - Transition with Lines Skip
- 17 - Transition with Lines Sweep
- 18 - Transition with Mosaic
- 19 - Transition with Mosaic Dissolve
- 20 - Transition with Mosaic Wave
- 21 - Transition with Photo Lens In
- 22 - Transition with Photo Lens Out
- 23 - Transition with Push Away
- 24 - Transition with Puzzle
- 25 - Transition with Rectangles
- 26 - Transition with Roll In
- 27 - Transition with Roll Out
- 28 - Transition with Slide In
- 29 - Transition with Slide In From Corner
- 30 - Transition with Slide In Close
- 31 - Transition with Slide Out
- 32 - Transition with Slide Out To Corner
- 33 - Transition with Slide Out Open
- 34 - Transition with Spiral
- 35 - Transition with Spiral Away
- 36 - Transition with Stars
- 37 - Transition with Stretch
- 38 - Transition with Stretch From Corner
- 39 - Transition with Stretch From Center
- 40 - Transition with Stretch To Corner
- 41 - Transition with Stretch Open
- 42 - Transition with Stretch Close
- 43 - Transition with Sweep
- 44 - Transition with Sweep Around
- 45 - Transition with Sweep From Corner
- 46 - Transition with Sweep From Center
- 47 - Transition with Sweep To Center
- 48 - Transition with Sweep Open
- 49 - Transition with Sweep Close
- 50 - Transition with Triangles
- 51 - Transition with Wave
- 52 - Transition with Weave
- 53 - Transition with Windmill

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The following transitions are currently supported: Beam In, Blinds, Blocks, Burst In, Burst Out, Circles Small, Circles Large, Clock, Diamonds Small, Diamonds Large, Dissolve, Immediate, Lines Skip, Lines Sweep, Photo Lens In, Photo Lens Out, Push Away, Puzzle, Rectangles, Slide In, Slide In From Corner, Slide In Close, Slide Out, Slide Out To Corner, Slide Out Open, Spiral, Stars, Stretch, Stretch From Corner, Stretch From Center, Stretch Open, Sweep, Sweep Around, Sweep From Corner, Sweep From Center, Sweep To Center, Sweep Open, Sweep Close, Triangles, Wave, Windmill

Element 3 indicates the direction for the transition to go based on the transition:

- 0 - Direction is Undefined (used when transition has no direction)
- 1 - Direction is Left to Right
- 2 - Direction is Right to Left
- 3 - Direction is Top to Bottom
- 4 - Direction is Bottom to Top
- 5 - Direction is Horizontal
- 6 - Direction is Vertical
- 7 - Direction is Left and Down
- 8 - Direction is Right and Down
- 9 - Direction is Left and Up
- 10 - Direction is Right and Up
- 11 - Direction is Clockwise
- 12 - Direction is Counter Clockwise

Element 4 indicates the speed for the transition:

- 1 - Speed is Slow
- 2 - Speed is Medium
- 3 - Speed is Fast

Element 5 indicates the amount of time in milliseconds to wait after page is completely drawn before scrolling/transitioning to the next page. This element is not needed when element 1 has a value of 2 (scroll/transition on page up / page down / mouse events).

Element 6 indicates the audio clip (.au filename) to play before scrolling/transitioning to the next page. It was originally intended that Barista would wait until the audio clip was done playing before scrolling/transitioning to the next page. However, since there is currently not a way in Java to tell when an audio clip is finished playing, Barista uses the time indicated in element 5 to determine how long to wait before scrolling/transitioning to the next page. It is expected that the time indicated in element 5 will be the time needed to play the audio clip in this element. If in the future Java provides a way to determine when an audio clip is done playing, we will remove the dependency of having to have a time to go along with this audio clip file. If there is a current audio clip being played, this audio clip will be stopped before the new one is started.

TABLES

/-----
---/

Name: *BxB*

This parameter gives the points of the lines which make up the table(Border. Horizontal and Vertical Rules) and defines the line thickness, its style and in which color to be drawn. These sets of seven or four(last three optional) parameters are separated by a comma(,)delimiter.

X1 Y1 X2 Y2 THICKNESS COLOR STYLE, X3 Y3 X4 Y4, X5 Y5 X6 Y6
1 2 3 4 5 6 7 1 2 3 4 1 2 3 4

Element No. 1 - The X coordinate of the start point expressed in display units, relative to the position of the bounding box.

Element No. 2 - The Y coordinate of the start point expressed in display units, relative to the position of the bounding box.

Element No. 3 - The X coordinate of the end point expressed in display units, relative to the position of the bounding box.

Element No. 4 - The Y coordinate of the end point expressed in display units, relative to the position of the bounding box

Optional Parameters: If these parameters are not present the values of the last specified entry is used for drawing the succeeding lines. Until the chain is broken by a new set of thickness color and style.

Element No. 5 - The thickness of the line, expressed in display units, relative to the position of the bounding box.

Element No. 6 - The RGB color value expressed in hex.

Element No. 7 - The Line Style value (refer to attached table).

Example :

<param name=*B1B* value=@10 10 60 60 12 FF 1, 60 60 60 100, 60 100 10 100 10 FFFF
4, 10 100 10 10">

LIST OF LINE STYLES

SOLID	= 0;
DOTSPACE	= 1;
DOT	= 2;
DOTSPACE	= 3;
SDASHSPACE	= 4;
SDASH	= 5;
SDASHSPACE	= 6;
DASHSPACE	= 7;
DASH	= 8;
DASHSPACE	= 9;
LDASHSPACE	= 10;
LDASH	= 11;
LDASHSPACE	= 12;
DASHDOTSPACE	= 13;
DASHDOT	= 14;
DASHDOTSPACE	= 15;
DASHDOTDOTSPACE	= 16;
DASHDOTDOT	= 17;
DASHDOTDOTSPACE	= 18;
LDASHDASH	= 19;
DOTDOTSPACE	= 20;
DOTDOTSPACEDOT	= 21;
DASHDASHDOT	= 22;
DASHDASHDOTDOT	= 23;
DASHDASHDASHDOT	= 24;
DOTDOTDOTDASHDASH	= 25;
DASHDASHDASHDOTDOT	= 26;

STYLES REQUESTED BY WORDPERFECT

LDASHDASHDASH	=27;
LDASHLDASHDASH	=28;
LDASHLDASHDASHDASH	=29.

List Of ARROW-HEAD Types

Arrow Head Style

Arrow Head Number



1



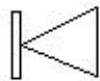
2



3



4



5



6



7

GRAPHICS GROUP

Graphical objects can also be grouped together in a group. This group is represented by:

/-----
-/

NAME: Kx

The 'x' represents an integer to distinguish each individual object. The parameters are as follows:

TLX	TLY	WIDTH	HEIGHT	Gx1	Gx2	Gx3.....	Gxn
1	2	3	4	5	6	7	n

Element No.1 - The top left x co-ordinate of the bounding box in display units, relative to the Position of the applet bounding box.

Element No.2 - The top left y co-ordinate of the bounding box in display units, relative to the Position of the applet bounding box.

Element No.3 - The width of the bounding box in display units.

Element No.4 - The height of the bounding box in display units.

Element No. 5...n - The graphical objects which belong to this group.

Example:

<param name=K1 value= "100 100 200 200 G3 G4 G5 G6">

The above example represents a group of objects contained in the bounding box whose top left co-ordinates are 100,100 and which has a width and height of 200, 200. This group contains graphic objects G3, G4, G5 and G6.

COMPONENTS

NAME: P_xL

The components on a page are included in a parameter list following a P_xL= name.

Example:

<param name=P₁L value = C1 C2 C3 C4 C5 C6 C7">

All components have the format: C_x

The x=represents an integer to distinguish each individual object.

The components will be displayed in the order in which they are expressed.

Element No. 1 - Refers to the type of component.

There are 9 different types of components available at this time that may be contained in a page:

- Component type = 1 - Label
- Component type = 2 - Button
- Component type = 3 - Text Field
- Component type = 4 - Check Box
- Component type = 5 - Radio Button
- Component type = 6 - Combo Box
- Component type = 7 - List Box
- Component type = 8 - Text Box
- Component type = 9 - unused.
- Component type = 10 - Image Button.
- Component type = 11 - Corel WEB.MOVE Animation
- Component type = 12 - GIF Animation
- Component type = 13 - unused.

The component type (element 1) is followed by 6 standard parameters:

- Element 2 - x position
- Element 3 - y position
- Element 4 - width
- Element 5 - height
- Element 6 - foreground color
- Element 7 - background color

Each component will now be covered in more detail.

Component type = 1 - Label

Element 8 - label text

Component type = 2 - Button

Element 8 - button text

Each C_x button should be associated with a C_xA entry in the html file.

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The CxA parameter specifies what action will occur when the button is pressed.
See GxA for the CxA format specification.

Component type = 3 - Text Field

Element 8 - (optional) default text.

Component type = 4 - Check Box

Element 8 - check state (0 = unchecked, 1= checked)

Component type = 5 - Radio Button

Element 8 - button state (0 = unselected, 1 = selected)

Element 9 - button group name.

Element 10 - button text.

Component type = 6 - Combo Box

Element 8 - active item index (zero based)

Element 9 - item text

Element 10 - item text

Element 11 - ...

Component type = 7 - List Box

Element 8 - number of visible items

Element 9 - multiple select active (0 = false, 1=true)

Element 10 - default selected item (zero based)

Element 11 - item text

Element 12 - item text

Element 13 - ...

Component type = 8 - Text Box

Element 8 - number of rows

Element 9 - number of columns

Element 10 - (optional) default text.

Component type = 10 - Image Button

Element 8 - button type (0 = plain, 1 = 3d pushbutton, 2 = 3d pushbutton “note”)

If type = 2 (footnote, endnote, etc.) and we cannot find the specified gif file, we will load an internal gif image for the note button display

Element 9 - normal image (eg. image1.gif)

Element 10 - pressed image (eg. image2.gif)

Element 11 - disabled image (eg. image3.gif)

Element 12 - highlighted image (eg. image4.gif)

Corel Barista File Format Documentation

Element 8 - button text

Each Cx button should be associated with a CxA entry in the html file.

The CxA parameter specifies what action will occur when the button is pressed.

See GxA for the CxA format specification.

Component type = 11 - Corel Web.MOVE Animation

Element 8 - "animationlib.animator" -- Corel animator class name

There are three parameters which can be specified when using a Corel Web.MOVE Animation component:

Parameters:

- Cx_INPUTFILE - allows you to specify the name of the Corel Web.MOVE java file that contains the animation to display.
- Cx_LOADING - allows you to specify a message to be displayed while the animation file is being loaded.
- Cx_PROGRESSIVE - if this value is "true" the animation will draw progressively, with the first frame fading in while the other frames are being loaded. If this value is false, the LOADING message will be displayed while the all of the frames are being loaded.

Example:

```
<param name =C1 value = "11,700,500,200,200,000000,000000,
animationlib.animator">
<param name =C1_INPUTFILE value="cheetah.cjw">
<param name =C1_LOADING value="Loading CorelWEB.MOVE Animation">
<param name =C1_PROGRESSIVE value="true">
```

Component type = 12 - GIF Animation

Element 8 - "animationlib.GIFAnimator" -- GIF animator class name

There are several parameters which can be specified when using a GIF Animation component:

Parameters:

- Cx_IMAGES Specifies the list of .GIF files which will be displayed in the as the frames of the animation, and the order they will be displayed in. Images can be used more than once in this list. The images in the list are separated by commas.
- Cx_IMAGESOURCE Specifies the directory where the .GIF images which will be displayed in the animation can be found.

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Cx_STARTUP	Specifies a .GIF image to be displayed at the startup of the animation (while the other images for the animation are still being loaded)
Cx_BACKGROUND	Specifies a .GIF image to be displayed as the background for the other images of the animation.
Cx_BACKGROUNDCOLOR	Specifies the background color of the animation. The color is specified in BGR format (i.e. 0x00FF00 = Green)
Cx_PAUSE	Specifies the global pause or frame rate in milliseconds. This is the amount of time that the animation will wait between drawing frames. If this value is not specified the default frame rate is 50 milliseconds.
Cx_PAUSES	Specifies the a separate pause milliseconds for each individual frame of the animation. This is the amount of time that the animation will wait before drawing the next frame. The pauses are separated by commas. A blank field means that the global pause (or the default pause) will be used.
Cx_REPEAT	Specifies whether the animation will loop continuously or will just play through once and stop. If this parameter is et to “True” the animation will loop.
Cx_POSITIONS	Specifies the position (relative to the animation boundaries) that each frame will be drawn at. This allows animations to move around on the screen (i.e. a running puppy). The positions are specified as X-Y coordinates. Each X-Y pair is separated by commas.
Cx_SOUNDTRACK	Specifies an .AU file which will be played while the animation is displayed. This soundtrack will loop continuously while the animation loops.
Cx_SOUNDS	Specifies .AU sound files which are associated with a given frame and will be played while that frame is active. Each of the sound files in the list are separated by commas. A blank entry means that no sound (or the soundtrack) will be played with that frame.
Cx_SOUNDSOURCE	Specifies the directory where the .AU sound files (SOUNDS or SOUNDTRACK) which will be played during the animation can be found.

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Example:

```
<param name =C1 value = "12,475,485,255,68,000000,000000,
animationlib.GIFAnimator">
<param name =C1_IMAGES value="T1.Gif,T2.Gif,T3.Gif,T4.Gif,T5.Gif">
<param name =C1_IMAGESOURCE value="DukeGifs">
<param name =C1_STARTUP value="Start.Gif ">
<param name =C1_BACKGROUND value="BackGnd.Gif ">
<param name =C1_BACKGROUNDCOLOR value=" 00990000 ">
<param name =C1_PAUSE value="3900 ">
<param name =C1_PAUSES value=" 250, , 750, 50,50 ">
<param name =C1_REPEAT value="true ">
<param name =C1_POSITIONS value="0 0,20 0,40 0,60 0, 80 0,100 0 ">
<param name =C1_SOUNDTRACK value="Duke.au ">
<param name =C1_SOUNDSOURCE value="sounds ">
<param name =C1_SOUNDS value="barmusic.au, , , batman.au ,duke.au , ">
```