



SpinUI with Brew Widget

This document outlines how to use SpinUI with Brew Widgets.

SpinUI is a bitmap-based effect library, working on pixel arrays for input and output of each effect.

In order to use SpinUI with Widgets, you need to create a `BitmapWidget` (`AEECLSID_BITMAPWIDGET`), and set its bitmap (`IWIDGET_SetBitmap`) to a bitmap which will have the result of a SpinUI effect.

You should create a Device Independent Bitmap (DIB) with `IDISPLAY_CreateDIBitmap` to hold the result of the SpinUI effect,

And you might need to use `ISHELL_LoadBitmap` to load your resources from a file.

Then you'll probably want to create a timer (`ISHELL_SetTimer`) to periodically refresh the screen with a new frame of the SpinUI effect animation.

On each timer call, you'll run some SpinUI APIs to create your desired effect, and then invalidate your widget (`IWIDGET_Invalidate`).

SpinUI does not work directly with Brew's IDIB, it works with a struct named `SEE_Image16/SEE_Image32`.

Please see the sample function `MakeImage16` to see how to create an `SEE_Image16` that is wrapped around an IDIB instance.

However, the SpinUI BREW Extension can be used directly with BREW's bitmaps.

Also please refer to the SpinUI documentation to understand the API and its parameters, and learn how to use Effects and Animations.