BBGTLIB

Conversion program

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REVISION HISTORY

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Contents

Chapter 1

BBGTLIB

1.1 Overview of BBGTLIB

```
                              Overview


                      An Acid Software Library

                       Converted to AmigaGuide by

                        Red When Excited Ltd

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```

1.2 BBGTLIB

```
Statement: DetachGTList
--------------------------------------------------------------------------------
Modes  : Amiga
Syntax : DetachGTList GTList#
```

This command removes a GTList# object from the current window it is
attached to. After removal, it can the modified and then reattached as
required.

1.3 BBGTLIB

```
Statement: GTGZZPosition
--------------------------------------------------------------------------------
Modes  :
Syntax : GTGZZPosition On/Off
```

Switch off control of the GimmeZeroZero windows. If your window is of type

GIMMEZEROZERO (specified in the flags when you open the window) you should
switch on GTGZZPosition to stop all gadgets' positions being wrong.

1.4   BBGTLIB

Statement: GTFreeGadget

Modes :
Syntax : GTFreeGadget GTList#,gadget_id

This command is used to delete a gadget from the selected GTList#. It
should only be used when the GTList is not currently attached to a window.

1.5   BBGTLIB

Statement: GTSetHighLight

Modes :
Syntax : GTSetHighLigh GTList#,listview_id,item

This command allows you to easily set the currently selected item inside a
listview gadget. It sets the desired item, plus moves the listviews
contents to make the item visible.

1.6   BBGTLIB

Statement: GTList

Modes :
Syntax : GTList A GadgTools GadgetList

1.7   BBGTLIB

Statement: GTButton

Modes :
Syntax : GTButton GTList#,id,x,y,w,h,Text$,flags[,UserData]

Same as Blitz2's TextGadget but with the added flexibility of placing the
label Text$ above, below to the left or right of the button (see flags).

The optional userdata field allows you to define a longword value to be

associated with this gadget.

1.8 BBGTLIB

```
Statement: GTCheckBox
-------------------------------------------------------------------------------
Modes  :
Syntax : GTCheckBox GTList#,id,x,y,w,h,Text$,flags
```

A box with a check mark that toggles on and off, best used for options that
are either enabled or disabled.

1.9 BBGTLIB

```
Statement: GTCycle
-------------------------------------------------------------------------------
Modes  :
Syntax : GTCycle GTList#,id,x,y,w,h,Text$,flags,Options$[,active]
```

Used for offering the user a range of options, the options string should be
a list of options separated by the | character eg. "HIRES | LORES | SUPER
HIRES"

1.10 BBGTLIB

```
Statement: GTInteger
-------------------------------------------------------------------------------
Modes  :
Syntax : GTInteger GTList#,id,x,y,w,h,Text$,flags,default
```

A string gadget that allows only numbers to be entered by the user.See
GTSetInteger and GTGetInteger for information about accessing the contents
of a GTInteger gadget.

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```
Statement: GTListView
-------------------------------------------------------------------------------
Modes  :
Syntax : GTListView GTList#,id,x,y,w,h,Text$,flags,list()[,selected[,top]]
```

The ListView gadget enaables the user to scroll through a list of options.
These options must be contained in a string field of a Blitz2 linked list.

Currently this string field must be the second field, the first being a word
type. *See the GTChangeList command for more details.

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Statement: GTMX

Modes :
Syntax : GTMX GTList#,id,x,y,w,h,Text$,flags,Options$[,active]

GTMX is an exclusive selection gadget , the Options$ is the same as GTCycle
in format, GadTools then displays all the options in a vertical list each
with a hi-light beside them.

1.13 BBGTLIB

Statement: GTNumber

Modes :
Syntax : GTNumber GTList#,id,x,y,w,h,Text$,flags,value

This is a readonly gadget (user cannot interact with it) used to display
numbers. See GTSetInteger to update the contents of this readonly "display"
gadget.

1.14 BBGTLIB

Statement: GTPalette

Modes :
Syntax : GTPalette GTList#,id,x,y,w,h,Text$,flags,depth[,Color]

Creates a number of coloured boxes relating to a colour palette,

1.15 BBGTLIB

Statement: GTScroller

Modes :
Syntax : GTScroller GTList#,id,x,y,w,h,Text$,flags,Visible,Total[,Top]

A prop type gadget for the user to control an amount or level, is
accompanied by a set of arrow gadgets.

1.16   BBGTLIB

```
Statement: GTSlider
------------------------------------------------------------------------------
Modes  :
Syntax : GTSlider GTList#,id,x,y,w,h,Text$,flags,Min,Max[,Level]
```

Same as Scroller but for controlling the position of display inside a larger
view.

1.17   BBGTLIB

```
Statement: GTString
------------------------------------------------------------------------------
Modes  :
Syntax : GTString GTList#,id,x,y,w,h,Text$,flags,MaxChars [,default$]
```

A standard string type gadget. See GTSetString and GTGetString for accessing
the contents of a GTString gadget.

1.18   BBGTLIB

```
Statement: GTText
------------------------------------------------------------------------------
Modes  :
Syntax : GTText GTList#,id,x,y,w,h,Text$,flags,Display$
```

A read only gadget (see GTNumber) for displaying text messages. See
GTSetString for updating the contents of this read only "display" gadget.

1.19   BBGTLIB

```
Statement: AttachGTList
------------------------------------------------------------------------------
Modes  :
Syntax : AttachGTList GTList#,Window#
```

The AttchGTList command is used to attach a set of GadTools gadgets to a
Window after it has been opened.

1.20   BBGTLIB

```
Statement: GTTags
-------------------------------------------------------------------------------
Modes  :
Syntax : GTTags Tag,Value [,Tag,Value...]

#tag=$80080000
#GTCB_Checked=#tag+4   ; State of checkbox
#GTLV_Top=#tag+5       ; Top visible item in listview
#GTLV_ReadOnly=#tag+7  ; Set TRUE if listview is to be ReadOnly
#GTMX_Active=#tag+10   ; Active one in mx gadget
#GTTX_Text=#tag+11     ; Text to display
#GTNM_Number=#tag+13   ; Number to display
#GTCY_Active=#tag+15   ; The active one in the cycle gad
#GTPA_Color=#tag+17    ; Palette color
#GTPA_ColorOffset=#tag+18 ; First color to use in palette
#GTSC_Top=#tag+21      ; Top visible in scroller
#GTSC_Total=#tag+22    ; Total in scroller area
#GTSC_Visible=#tag+23  ; Number visible in scroller
#GTSL_Level=#tag+40    ; Slider level
#GTSL_MaxLevelLen=#tag+41 ; Max length of printed level
#GTSL_LevelFormat=#tag+42 ;* Format string for level
#GTSL_LevelPlace=#tag+43 ;* Where level should be placed
#GTLV_Selected=#tag+54 ; Set ordinal number of selected
#GTMX_Spacing=#tag+61  ;* Added to font height to

All of the above except for those marked * can be set after initialisation
of the Gadget using the GTSetAttrs command.

The following is an example of creating a slider gadget with a numeric
display:

f$="%2ld":GTTags #GTSLLevelFormat,&f$,#GTSLMaxLevelLen,4
GTSlider 2,10,320,120,200,20,"GTSLIDER",2,0,10
```

1.21 BBGTLIB

```
Function: GTGadPtr
-------------------------------------------------------------------------------
Modes  :
Syntax : =GTGadPtr (GTList#,id)

GTGadPtr returns the actual location of the specified GadTools gadget in
memory.
```

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```
Statement: GTBevelBox
-------------------------------------------------------------------------------
Modes  :
```

```
Syntax : GTBevelBox GTList#,x,y,w,h,flags
```

GTBevelBox is the GadTools library equivalent of the Borders command and can
be used to render frames and boxes in the currently used Window.

1.23   BBGTLIB

```
Statement: GTChangeList
-------------------------------------------------------------------------------
Modes  :
Syntax : GTChangeList GTList#,id [ ,List() ]
```

GTChangeList must be used whenever a List attached to a GTListView needs to
be modified. Call GTChangeList without the List() parameter to free the
List, modify it then reattache it with another call to GTChangeList this
time using the List() parameter.

1.24   BBGTLIB

```
Statement: GTSetAttrs
-------------------------------------------------------------------------------
Modes  :
Syntax : GTSetAttrs GTList#,id [,Tag,Value...]
```

GTSetAttrs can be used to modify the status of certain GadTools gadgets with
the relevant Tags. See GTTags for more information.

1.25   BBGTLIB

```
Statement: GTSetString
-------------------------------------------------------------------------------
Modes  :
Syntax : GTSetString GTList#,id,string$
```

Used with both GTString and GTText gadgets, GTSetString will not only update
the contents of the gadget but redraw it also.

1.26   BBGTLIB

```
Statement: GTSetInteger
-------------------------------------------------------------------------------
Modes  :
Syntax : GTSetInteger GTList#,id,value
```

Used with both GTInteger and GTNumber gadgets, GTSetInteger will not only
update the contents of the gadget but redraw it also.

1.27   BBGTLIB

Statement: GTGetString

Modes :
Syntax : GTGetString GTList#,id

Used to read the contents from a GTString gadget.

1.28   BBGTLIB

Statement: GTGetInteger

Modes :
Syntax : GTGetInteger GTList#,id

Used to read the contents from a GTInteger gadget.

1.29   BBGTLIB

Statement: GTShape

Modes :
Syntax : GTShape GTList#,id,x,y,flags,Shape#[,Shape#]

Similar to the Blitz2 ShapeGadget allowing IFF graphics that are loaded into
Blitz2 shape objects to be used as gadgets in a window.

1.30   BBGTLIB

Function: GTGetAttrs

Modes :
Syntax : =GTGetAttrs (GTList#,id,Tag)

A 3.0 specific command. See C= documentation for more information.

1.31   BBGTLIB

```
Statement: GTEnable
-------------------------------------------------------------------
Modes  :
Syntax : GTEnable GTList#,Id
```

Allows GTGadgets to be enabled and disabled.

1.32   BBGTLIB

```
Statement: GTDisable
-------------------------------------------------------------------
Modes  :
Syntax : GTDisable GTList#,Id
```

Allows GTGadgets to be enabled and disabled.

1.33   BBGTLIB

```
Statement: GTToggle
-------------------------------------------------------------------
Modes  :
Syntax : GTToggle GTList#,Id [,On|Off]
```

GTToggle allows the programmer to set Boolean gadgets such as GTButton and
GTCheckbox to a desired state.

1.34   BBGTLIB

```
Statement: GTStatus
-------------------------------------------------------------------
Modes  :
Syntax : GTStatus GTList#,Id
```

GTStatus returns the status of and gadtools toggle gadgets, a value of 1
means the the gadget is selected, 0 deselected.

1.35   BBGTLIB

```
Statement: GTArrowSize
--------------------------------------------------------------------------------
Modes  :
Syntax : GTArrowSize size

Allows the size of GTScroller arrows to be preset. Default size is 16.
```

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```

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