

linereq

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Chapter 1

linereq

1.1 LineReq.doc

```
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Tech Notes
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COPYRIGHT NOTICE
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```

1.2 LineReq.Library/Lr_Alloc()

```
NAME
Lr_Alloc()  -- Alloc LineReq Stuff. (V1)
```

```
SYNOPSIS
result := Lr_Alloc()
```

```
ULONG Lr_Alloc( void );  
DO
```

FUNCTION

This routine allocs all needed stuff and initialize LineReq library.

INPUTS

RESULTS

```
result          - This could be:  
                 TRUE  = CORRECT initialization.  
                 FALSE = INCORRECT init.  (Should NEVER happen!)
```

NOTES

Call this routine EXACTLY ONCE at startup! And also remember you HAVE to call also

```
        Lr_SetScreen()  
        before attempting  
to open a requester!
```

SEE ALSO

```
        Lr_Dispose()  
  
        Lr_SetScreen()  
        BUGS
```

1.3 LineReq.Library/Lr_Dispose()

```
        NAME  
Lr_Dispose()  -- This routine free all LineReq.library alloc()ated stuff.
```

SYNOPSIS

```
Lr_Dispose()
```

```
VOID Lr_Dispose( void );
```

FUNCTION

This routine frees all alloc()ated stuff. Use this to free everything before closing the library.

INPUTS

RESULTS

NOTES

It is not so dangerous not to call this routine before exiting. You will only have:

- gadtools.library opened one more time...
- 16 Bytes lost.
- Maybe a screen locked.

SEE ALSO

Lr_Alloc()
BUGS

1.4 LineReq.Library/Lr_ReqString()

NAME

Lr_ReqString() -- Creates a string requester. (V1)

SYNOPSIS

result = Lr_ReqString(title, body, default, help, maxchars)

ULONG = Lr_ReqString(CHAR *, CHAR *, CHAR *, CHAR *, ULONG)
D0 A1 A0 D2 D1 D0

FUNCTION

This routine pops up a window and wait for a string by the user.

INPUTS

title Title of the requester

body Body of text inside the requester (could be NULL)

dstr Default string inside the string gadget (could be NULL)

help Text that should appear when the user clicks the HELP!
 gadget (If NULL, the HELP! gadget will not be drawn)

maxchars Max number of chars.

RESULTS

result -- Result of the requester:
 TRUE = User Clicked the OK gadget
 FALSE = User clicked the CANCEL gadget

NOTES

The body text could be made by many lines separed by an ASCII 10 char.
This text will be auto centered and the window will be sized to fit the
text.

WARNING! At the moment there is no check for the window will fit the screen
or not. Maybe next versions.

SEE ALSO

```
Lr_ReqNumber()
```

```
Lr_GetString()
```

```
BUGS
```

This routine has not been tested with Lo-Res screens and with more than 8 text lines in the body text.

1.5 LineReq.Library/Lr_ReqNumber()

```
NAME
```

```
Lr_ReqNumber()      -- Creates a number requester. (V1)
```

```
SYNOPSIS
```

```
result = Lr_ReqNumber(title , body, defval, help, maxchars)
```

```
ULONG   = Lr_ReqNumber(CHAR *, CHAR *, ULONG, CHAR *, ULONG)
```

```
D0      A1      A0      D2      D1      D0
```

```
FUNCTION
```

This function creates a number requester.

```
INPUTS
```

```
title      Title of the requester
```

```
body       Body of text inside the requester (could be NULL)
```

```
defval     Default number inside the integer gadget (could be NULL)
```

```
help       Text that should appear when the user clicks the HELP!  
gadget (If NULL, the HELP! gadget will not be drawn)
```

```
maxchars   Max number of chars.
```

```
RESULTS
```

```
result     -- Result of the requester:  
           TRUE  = User Clicked the OK gadget  
           FALSE = User clicked the CANCEL gadget
```

```
NOTES
```

```
See  
Lr_ReqString()  
Notes.
```

```
SEE ALSO
```

```
Lr_ReqString()
```

```
Lr_GetValue()
```

```
BUGS
```

```
See
```

```
Lr_ReqString()
```

Bugs.

1.6 LineReq.Library/Lr_GetValue()

NAME
Lr_GetValue() -- Returns the LAST value read by a ReqNumber. (V1)

SYNOPSIS

```
value = Lr_GetValue( )
```

ULONG VOID
DO

FUNCTION

This routine returns the last value inserted by the user with a ReqNumber requester.

INPUTS

RESULTS

value -- Value inserted by the user.

NOTES

The value returned is the LAST the user confirmed with the 'OK' gadget. Calling this routine does not free the value which will be remain the same until user will not confirm another one with a new ReqNumber.

SEE ALSO

Lr_GetString()

Lr_ReqNumber()

BUGS

1.7 LineReq.Library/Lr_GetString()

NAME
Lr_GetString() -- Returns the LAST string read by a ReqString. (V1)

SYNOPSIS

```
string = Lr_GetValue( )
```

CHAR * VOID
DO

FUNCTION

This routine returns the last string inserted by the user with a ReqString requester.

INPUTS

RESULTS

string -- String inserted by the user.

NOTES

The string returned is the LAST the user confirmed with the 'OK' gadget. Calling this routine does not free the string which will remain the same until user will not confirm another one with a new ReqString.

SEE ALSO

Lr_GetValue()

Lr_ReqString()

BUGS

1.8 LineReq.Library/Lr_SetFont()

NAME

Lr_SetFont() -- Set the font to be used inside a window. (V1)

SYNOPSIS

Lr_SetFont(fontname, ysize)

VOID Lr_SetFont(fontname, ysize)

CHAR * ULONG

A0 D0

FUNCTION

This routine allows changing the gadgets font.

INPUTS

fontname -- Name of the font (ex. "topaz.font")

fontsize -- Size of the font (ex. 8)

RESULTS

NOTES

At the moment, this routine only changes gadget fonts.

SEE ALSO

Lr_SetScreen()

BUGS

1.9 LineReq.Library/Lr_SetScreen()

NAME

Lr_SetScreen() -- Selects the screen to create requesters on. (V1)

SYNOPSIS

```
result = Lr_SetScreen(screen)
```

```
ULONG          ULONG
D0             D0
```

FUNCTION

This routine sets up the LineReq library to open requester on a specific screen.

INPUTS

```
screen      -- Pointer to a screen structure. If NIL then the Workbench
             screen is used as default.
```

RESULTS

```
result      -- TRUE  = Setting completed.
             FALSE = Setting failed.
```

NOTES

- * Do not try to open a requester if the result is FALSE!
- * You MUST call this routine at least ONE TIME before opening requesters!

SEE ALSO

```
Lr_SetFont()
BUGS
```

1.10 LineReq.Library/Overview

LineReq.Library V1.00 - (C)1995 By Fabio Rotondo

```
*** NOTE: This library is dedicated to all Amiga fanatics around the ***
***       world. Please, continue developing for this machine now and ***
***       forever. All Amiga community needs you. (And keep prices ***
***       as low as possible!! ;)                                     ***
```

```
*** AMIGA. Feel The Power !!! ***
```

This is a very small library I have written to overcome some ASL library lacks.

I have always found useful the string/number requester present in the reqtools.library by Nico Francois, but you cannot create COMMERCIAL product with this library because it is not free. So, for my SHAREWARE or COMMERCIAL products I have always used the ASL library... even if I do not like it.

Then, some time ago, I needed a STRING requester, but it was impossible to be done using the ASL library... and here comes my LineReq.library.

LineReq.library creates One-Line-Requesters, such as STRING/NUMBER requesters present in reqtools.library.

Main features are:

- * Multi Line Body -- You can insert a body text longer than just one single line, just separe text using an ASCII 10 char.

- * HELP! Gadget -- You can specify an Help text which will be displayed when the user presses the HELP! gadget. (If no help text, the gadget will not be created)

- * Enforcer's hits free!! -- No errors here!

- * It is FAST -- No MUI-Like delays in designing the requester!

- * It is SHORT -- About 5K of wonder!

- * It is TOTALLY FREE!!! -- You can use it in your own PD, SHAREWARE or COMMERCIAL programs without having to give my anything!!!
(If you wish, you could send me a copy of your program.... ;)

I hope these features will match all your needs.

Anyway, I do intend to continue developing this library, so if you want any new feature... just write me and we will sort things out!

See

Author's Infos
for my addresses.

1.11 Author's Infos

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\XX/ Amiga. Feel The Power.| fsoft@intercom.it
+-----+
| Check my WWW Page: http://www.intercom.it/homepages/utenti/fsoft/index.html|
+-----+
```

1.12 Copyright Notice

LineReq.Library is (C)Copyright 1995 By Fabio Rotondo.

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To contact me, see
Author's Infos

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IF YOUR HARDDISK LOCKS AND DIES OF IF YOUR GIRLFRIEND LEAVE YOU... WELL IT IS **YOUR** FAULT AND NOT MINE!!!

SO, YOU HAVE BEEN ADVISED. ;)

1.14 Tech Notes

TECH NOTES

There are a few things you should know before using this library.

This wonder has been written using AmigaE V3.2a by Wouter van Oortnerssen. In the docs Wouter warns this:

(from E.Guide)

libraries created by E should be opened/closed by any one task EXACTLY ONCE, not more, not less (this shouldn't pose any problems though). If you put your library in the PD, you will want to put a programmers notice in your docs mentioning this. Strange things WILL happen if you don't obey this rule.

In the `Lr_Alloc()` routine, the Library does the following things:

- * Opens `GadTools.library`
 - * Set default font to `topaz.font 8`
 - * Resets some vars to 0
-