

**StringNode**

**COLLABORATORS**

	<i>TITLE :</i> StringNode		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 4, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>StringNode</b>	<b>1</b>
1.1	Amiga-E Module: StringNode	1
1.2	StringNode_oo/stringnode()	2
1.3	StringNode Introduction	2
1.4	Author's Infos	3
1.5	Amiga-E Modules: StringNode/search()	3
1.6	Amiga-E Modules: StringNode/sort()	4
1.7	Amiga-E Modules: StringNode/add()	4
1.8	Amiga-E Modules: StringNode/change()	5
1.9	Amiga-E Modules: StringNode/obj()	5
1.10	Amiga-E Modules: StringNode/insert()	5
1.11	Amiga-E Modules: StringNode/tagset()	6
1.12	Amiga-E Modules: StringNode/TAGS TABLE	6

---

## Chapter 1

# StringNode

### 1.1 Amiga-E Module: StringNode

```
** StringNode_00 - Written By Fabio Rotondo **
```

```
** DOCUMENTATION GUIDE **
```

Introduction

Author's Infos

SUPERCLASS: NodeMaster\_oo

NEW COMMANDS

BRIEF DESCRIPTION

---

stringnode()

Initializes the object

search(string, fromhere=FALSE)

Search for a specific string

sort(nocase=FALSE, inverted=FALSE)

Sort All Items By Name

tagset(taglist)

Change StringNode's behaviours

(Commands showed below are modifications of NodeMaster\_oo object)

CHANGED COMMANDS

BRIEF DESCRIPTION

---

add(string, mode)

Add a new string to the list

change(string)

Changes the current object string

insert(string)

---

Inserts a new string AFTER the current one

obj()  
Returns the current string.

Tags Table

## 1.2 StringNode\_oo/stringnode()

NAME: stringnode()

DESCRIPTION: Use this command to initialize the object.

INPUT: NONE

RESULTS: NONE.

NOTE: Starting from V2.10 TAGSTR\_MAXCHARS value is set to 128.  
Please, refer to  
change()  
and  
tagset()  
methods.

SEE ALSO:

change()

tagset()

## 1.3 StringNode Introduction

StringNode is a object to handle lists of strings.

These lists are standard Exec lists and all handling functions are inherited by the ROOTCLASS NodeMaster\_oo. But StringNode has some unique features to handle correctly strings without memory loss or something like that. You will also have the method "addr()" to get a pointer to the List so you can easily add a list of items to a ListView gadget!

Main features are:

- \* Very Fast String Sorting Algorithm.
- \* Very Flexible String Sorting Algo:
  - case (in)sensitive
  - from a...z or z...a
- \* Search routines use AmigaDOS MatchNoPattern() functions!

- You can do searches with patterns like:

```
"#?.IN#?" or "~(#?.INFO)" !!!
```

\* Return Raise() errors!

NEW V2.10 features:

- \* Enhanced search() method: now it updates also numeric pos!
- \* Enhanced sort() method: now it is 60% faster than the original!
- \* Enhanced change() method: now allows less memory fragmentation.
- \* Added a new (and expandible) method: tagset().

NOTE: a very big THANK YOU must go to Andrea Galimberti aka Kronos for helping me in creating a new and fast sort() method!!!

## 1.4 Author's Infos

My name is Fabio Rotondo. I am a free-lance Amiga programmer and I would like to get in touch with anyone who writes code for the Amiga. I write in AmigaE, BlitzII, C and a bunch of other languages.

Please, feel free to contact me for any suggestions/questions.

My address is:

Fabio Rotondo  
C.so Vercelli 9  
28100 Novara  
ITALY  
Tel. (ITA) - (0)321 - 459676  
e-mail: fsoft@intercom.it

Check out my WWWPage with many of my AmigaE Modules/Sources!

```
-----  
//                               | Fabio Rotondo           e-mail: fsoft@intercom.it  
\X/ Amiga. Feel The Power. | URL: (Amiga Stuff)  http://www.intercom.it/~fsoft  
+-----+
```

NOTE: I have also the first Italian Amiga WEB Magazine: check it out!

<http://www.intercom.it/~fsoft>

## 1.5 Amiga-E Modules: StringNode/search()

NAME: search(string:PTR TO CHAR, fromhere=FALSE)

DESCRIPTION: Use this command to scan the list looking for a specific

---

string inside the node.

INPUT: string - PTR TO CHAR. Pattern string to search.  
(Standard AmigaDOS match patterns)

fromhere - A BOOL value.  
TRUE = Scan starting from current node.  
FALSE = Scan starting from the first node.

RESULTS: TRUE - Searching successful.  
FALSE - Nothing found.

NOTES: \* Search is NOT case sensitive.

\* Search support AmigaDOS MatchNoCase() functions.  
So you can create Pattern String such as:

"#?.INFO" or "~(#?.info)" and so on.

\* Search will position the current node to a valid value  
IF Search() fails, the current node will not change.

SEE ALSO:

## 1.6 Amiga-E Modules: StringNode/sort()

NAME: sort(nocase=FALSE, inverted=FALSE)

DESCRIPTION: Use this command to sort by name all items in a object.

INPUT: nocase - (OPTIONAL) if you set this to TRUE, the sort will  
be done without case sense (but it is slower...)

inverted - (OPTIONAL) if you set this to TRUE, the sort will  
be done hight to low and not low-2-hight as  
default.

RESULTS: The list will be completely sorted up.

SEE ALSO:

## 1.7 Amiga-E Modules: StringNode/add()

NAME: add(string:PTR TO CHAR)

DESCRIPTION: Use this command to add a string to the list.

INPUT: string - PTR TO CHAR, the string you wish to add.

RESULTS: NONE - No errors.  
Raise("MEM") - MEMORY problems.

---

SEE ALSO: NodeMaster/Add()

## 1.8 Amiga-E Modules: StringNode/change()

NAME: change(string:PTR TO CHAR)

DESCRIPTION: Use this command to change the current node string.

INPUT: string - PTR TO CHAR, the new string you wish to replace the existing one.

RESULTS: NONE - No Errors  
Raise("MEM") - Memory problems.

NOTE: Starting from V2.10, this method behaves quite differently than before, to allow better control towards memory fragmentation's problems. Now, before DisposeLink() and do a new String(), change() checks whether or not the new string passed to it would fit inside the current memory area and how many bytes should be left unused. If they are less than TAGSTR\_MAXCHARS (Default is 128), the string is not Disposed() and created again. Of course, if the new string is bigger than the original, a new string is created.

SEE ALSO: NodeMaster/Change()

tagset()

## 1.9 Amiga-E Modules: StringNode/obj()

NAME: obj()

DESCRIPTION: This command returns the current node string.

INPUT: NONE.

RESULTS: A PTR TO CHAR to the current node string.

SEE ALSO: NodeMaster/Obj()

## 1.10 Amiga-E Modules: StringNode/insert()

NAME: insert(string:PTR TO CHAR)

DESCRIPTION: Use this command to add a string AFTER the current one.

INPUT: string - PTR TO CHAR. String to insert.

---



RESULTS: NONE - No Errors.  
 Raise("MEM") - Memory problems.

SEE ALSO: NodeMaster/insert()

## 1.11 Amiga-E Modules: StringNode/tagset()

NAME: tagset(tags:PTR TO LONG)

DESCRIPTION: Use this command to change the way stringnode works.  
 At the moment just ONE single tag has been implemented,  
 but they'll grow as soon as new needs will raise.

INPUT: tagset - This is a list of tags.  
 Please, refer to  
 TAGS TABLE  
 to know what tags are implemented.

RESULTS: NONE.

NOTE: REMEMBER TO END THE LIST WITH TAG\_END or 0!!!

SEE ALSO:  
 change()  
 Tags Table

## 1.12 Amiga-E Modules: StringNode/TAGS TABLE

TAG NAME	VALUES (DEFAULT)	DESCRIPTION
TAGSTR_MAXCHARS	0..32768 (128)	Max number of chars to leave unused.