

1dda2330-0

Tony Docker

COLLABORATORS

	<i>TITLE :</i> 1dda2330-0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tony Docker	October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	1dda2330-0	1
1.1	Introduction	1
1.2	Requirements	1
1.3	Instalation	1
1.4	Features	2
1.5	GUIToolKit V1.5	2
1.6	ToolBar	3
1.7	ToDoList	3
1.8	Menus	4
1.9	New	5
1.10	Load	5
1.11	Save	5
1.12	Save as	5
1.13	About	5
1.14	GenCode	5
1.15	Prefs	6
1.16	generated code	6
1.17	general	6
1.18	Quit	6
1.19	Palette	6
1.20	Type	6
1.21	Name	7
1.22	Attrib	7
1.23	IDCMP	7
1.24	DriPens	7
1.25	Font	8
1.26	Arexx	8
1.27	Gadgets	8
1.28	UpdateDisplay	9
1.29	Copy	9

1.30 Edit	9
1.31 Move	9
1.32 Size	9
1.33 Del	10
1.34 Add	10
1.35 Gads Id	10
1.36 Edit	10
1.37 Add	10
1.38 Edit	10
1.39 Re-num gads Id	11
1.40 List	11
1.41 Key board short-cuts	11
1.42 Index	11

Chapter 1

1dda2330-0

1.1 Introduction

I've fixed the bug where by it crashed soon after starting due to being put in the ROOT: directory of your hard disk. You can now safely install the program anywhere. Thanks to the people who took the time to e-mail me, remember all criticism's are welcome good or bad so long as they are constructive.

The programs had numerous tweaks and several new features have been added it also uses a lot less memory, hope you find the program usefull.

Although there are many other programs that do the same as this program, I felt that they were lacking somewhat (with the exception of GadToolBox which is very good) and wanted to take it little further. Now up to V2.5 I still intend developing it much further as I have many more ideas to try. It was of cause a great way to develope my programming skills and I have enjoyed doing it which in my opinion is a good enough reason on its own!

Ok, so what is GUIToolkit I hear you ask? well if you havn't already guessed its a programming tool, simular to GadToolBox which will assist you in creating the code for graphical user interfaces in Blitz Basic.

1.2 Requirements

You will need at least a Workbench V2 Amiga and the third party library ReqTools V1.70b and of course a copy of Blitz Basic2.

1.3 Instalation

Simply copy the whole GUIToolkit directly to where you want it on your hard drive in its own directory. Then copy ReqTools to your Libs: diretory.

1.4 Features

1. Create Screens of all available resolutions.
2. Create a window of any dimensions to fit on your screen, give it size and close gadgets etc. and assign its IDCMP~flags.
 3. Create all types of gadgets
ie. Button, Checkbox, Cycle, Integer String, Number, Text, Listview, Palette, MX, Scroller, Slider and Shape Gadgets, to fit on your window.
4. Draw two types of borders around your gadgets to group them together.
5. Draw Text. use different colours and fonts
6. Load and save your project for latter editing.
7. Generate the Blitz2 code for the interface you have created.
8. Make Arexx scripts to do other functions.

1.5 GUIToolKit V1.5

GUIToolKit

V2.5

By Tony Docker.

This program is FREeware

all comments welcome
docker@enterprise.net
2:2500/702.3

Contents

Introduction

Features

Instalation
Requirements
Menus
~ToolBar
Key~board~short~cuts
~ToDoList

1.6 ToolBar

The horizontal tool-bar now contains the following gadgets ↔

-
Edit
Move
Copy
Size
Del
ListGads
Gads~Id
(integer gadget)
AddBorders
Edit
AddText
Edit

1.7 ToDoList

For the next version -

1. Add more arexx commands.
 2. Generate code in different languages ie. C, asm.
 3. Extend the config file.
-

1.8 Menus

Project

New

Load

Save

Save~as

About

GenCode

Prefs

Quit

Screen

Palette

Type

Window

Name

Attrib

IDCMP

DriPens

Font

Gadgets

Button

CheckBox

Cycle

Integer

String

Number

Text

ListView

Palette

Mx

Scroller

Slider

Arexx

Macrol


```
\/
```

```
Macro9  
Setup  
ExecuteScript
```

1.9 New

This will clear the current display and reset to the default values.

1.10 Load

Will call a file requester for you to choose a previously saved project with the .gt extension.

1.11 Save

Saves a project in a format to enable it to be reloaded in the future for further editing.

1.12 Save as

```
                Calls a file requester to enable you to choose a path and ↵  
                file  
to  
                save  
                the project to.
```

1.13 About

Displays authors name, version number and arexx port name.

1.14 GenCode

This will generate the Blitz Basic2 code needed to generate the GUI display in your own programs.

1.15 Prefs

This menu item enables you to change various items concerning the generated~code and also how GUIToolKit looks and works(general).

1.16 generated code

Here you can enter the following settings that effect the final code that is generated. This information is saved with the project.

1. Screen id
2. Window id
3. Gadget list id
4. Project title.
5. Re-number the gadgets Id's in the order they appear in the list each time the code is generated (Default = no).
6. Re-sort the gadgets Id's each time the code is generated (Default = yes).
7. Use palette in generated code (Default = no).

1.17 general

To save how the program looks and other settings select this menu item.

1.18 Quit

Quits the program of course!

1.19 Palette

From this window you can change the current palette using the sliders etc. Load and save palettes and by selecting "Yes - use palette" in the Prefs/code requester the code for using that palette will be inserted in the "generated code".

1.20 Type

Here you can choose a any screen mode from the requester, interlaced or not interlaced. Specify the width and height, the number of bit-planes, the title for the screen and a choise of

Workbench - open the window on the workbench screen.
Custom - set up your own screen for your own use.
Current - open on the currently used screen.
Public - not yet available.

1.21 Name

Here you can alter the Windows title.

1.22 Attrib

This controls what system gadgets and properties the window will have. They are -

1. Sizing gadget.
2. Drag bar.
3. Depth gadget.
4. Close gadget.
5. Size right.
6. Size bottom.
7. Backdrop.
8. Gimmezerozero.
9. Borderless.
10. Active.

Just check mark the one's you want.

1.23 IDCMP

This configures what events your window wants to know about. See the Blitz manual or ROM Kernal Libraries book for more details.

You can choose between 3 options -

1. Use the default setting, no code is generated.
2. Custom settings, depending on what you select or deselect IDCMP flags are added to or tacken away from the default.
3. Use as default, your selection will be set as the default for this and any following windows.

1.24 DriPens

1.25 Font

1.26 Arexx

GUIToolkit has an arexx port called "GUITLREXX" you can write ↔
 scripts
 and execute them directly from this program via the menu item
 "Arexx/ExecuteScript". You can also set up 10 menu items to execute
 scripts directly with "Arexx/SetUp".

Here is a list of the arexx commands so far, I hope to extend this
 in the future -

Gadgets

NoOfGadgets returns the value in RESULT
 GadgetX
 GadgetY
 GadgetType

MoveGadget <Index>,<XOffset>,<YOffset>
 SizeGadget <Index>,<AddToWidth>,<AddToHeight>

Borders

NoOfBorders returns the value in RESULT
 AddBorder <X>,<Y>,<Width>,<Height>
 MoveBorder <Index>,<X>,<Y>

Text

LinesOfText returns the value in RESULT
 AddText <Text>,<X>,<Y>

Misc

Quit
 Version

UpdateDisplay

1.27 Gadgets

To add a gadget to your window simply select the type of gadget you
 want from this menu list. Then press the LMB at the start position
 of the gadget and holding the LMB down, drag a box out to the final
 size you want.

Then a window will pop up enabling you to alter various settings
 of the gadget you have created.

1.28 UpdateDisplay

When your script has finished running you will need to add this command at the end of your script in order to see the result.

1.29 Copy

Click on this gadget or press 'C' and then click on any gadget in your window (number and text gadgets cannot normally be selected however you may select them in GUIToolkit by clicking the upper left hand corner of the gadget) a floating outline of that gadget will appear under the mouse pointer, move to the required position and click LMB. the edit requester for that gadget will appear with identical values already filled in (only the x & y values will be different)

1.30 Edit

Click on this gadget or press 'E' and then click on any gadget in your window (number and text gadgets cannot normally be selected however you may select them in GUIToolkit by clicking the upper left hand corner of the gadget) this will bring up the same requester window as when you created the gadget originally.

1.31 Move

Click on this gadget or press 'M' and then click on any gadget in your window (number and text gadgets cannot normally be selected however you may select them in GUIToolkit by clicking the upper left hand corner of the gadget) that gadget will be highlighted and if the shift key is held down then you can drag a box around several gadgets. When released a requester window will appear, if you have selected more than one gadget then you have to specify the x & y values to move all the selected gadgets. If you have only selected one gadget then you have the additional option of using the mouse, a 'floating box' will appear under the mouse pointer, simply move to the required position then click LMB.

1.32 Size

Click on this gadget or press 'S' and then click on any gadget in your window (number and text gadgets cannot normally be selected however you may select them in GUIToolkit by clicking the upper left hand corner of the gadget) and hold, a 'rubber band' will appear under the mouse pointer simply stretch to the desired size then release LMB.

1.33 Del

Click on this gadget or press 'D' and then click on any gadget in your window (number and text gadgets cannot normally be selected however you may select them in GUIToolkit by clicking the upper left hand corner of the gadget) a confirmation requester will appear then the gadget will be removed.

1.34 Add

To add borders around groups of gadgets click on this gadget on the tool-bar. Then click LMB once and hold for the starting position and drag out to the desired size.

1.35 Gads Id

This integer gadget displays the ID of any gadget clicked on in your project window. This is useful if you need to change the ID's for any reason to fit in with the rest of your program code.

1.36 Edit

Click this gadget and a second toolbar will appear at the bottom of the screen. This will enable you to manipulate the highlighted border in your window. Select the border to work on using the next button.

1.37 Add

You can add text directly onto your window by selecting this button from the 'Tool-bar'.

1.38 Edit

This button will bring up a second window which will enable you to alter, add, move and delete lines of text. Select the line to work on from the list.

1.39 Re-num gads Id

If you click on this gadget all the gadgets in your window will have their ID's re-numbered consecutively starting at '1'. This is for when you have done a lot of editing/deleting/adding gadgets in a project and simply want the ID's neatly re-aligned in the generated code.

1.40 List

Here you will find a list displaying all the gadgets you have created so far, which is an exact copy of the lines of code that will be generated not including any "Tags". You can perform a number of operations on them simply select any line and click on the buttons below.

1. MoveUp will move the selected line up one line in the list and similarly MoveDown will do the opposite.
2. Edit will bring up the corresponding editor window for that gadget.
3. Move will allow you to move the selected gadget.
4. Size will allow you to re-size the selected gadget.
5. Delete will allow you to delete the selected gadget.
6. Sort will attempt to sort the gadgets into ascending order with respect to their Gadget Id's.
- 7.

ReNumber
will re-number the Gadget Id's starting at 1 being the first in the list.

If you have created any Text or Number gadgets then this is now the only way you can select them for edit/sizing/moving.

1.41 Key board short-cuts

Most gadgets/options have keyboard shortcuts indicated by a letter in the gadgets text being underlined ie. Palette
Also the "Ok" and "Cancel" buttons are activated by the "Return" and "Escape" keys respectively.

1.42 Index

Index of database 1dda2330-0

Documents

Requirements

ToDoList

ToolBar

About

Add

Add

Arexx

Attrib

Copy

Del

DriPens

Edit

Edit

Edit

Features

Font

Gadgets

Gads Id

GenCode

general

generated code

GUIToolkit V1.5

IDCMP

Instalation

Introduction

Key~board~short~cuts

List

Load

Menus

Move
Name
New
Palette
Prefs
Quit
Re-num gads Id
Save
Save~as
Size
Type
UpdateDisplay
Buttons

~ToDoList
~ToolBar
About
AddBorders
AddText
Arexx
Attrib
borders
Copy
Del
DriPens
Edit
Edit
Edit
Features
Font

gadgets
Gads~Id
GenCode
general
Generate
generated~code
IDCMP
IDCMP~flags.
Instalation
Introduction
Key~board~short~cuts
ListGads
Load
Menus
Move
Name
New
Palette
Prefs
Quit
ReNumber
Requirements
save
Save~as
Screens
Size
Text.
Type

UpdateDisplay

window
