

EFMUILib

Andreas Håkansson Fouret

COLLABORATORS

	<i>TITLE :</i> EFMUILib		
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REVISION HISTORY

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Chapter 1

EFMUILib

1.1 Welcome

```

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**     **     **      ** ** **   **   **   **   **   **
***** **     **      **   **   **** ***** ***** *****

```

Version 1.4 By Erwan Fouret
 Copyright ©1997/98 By Vivid Imagination

===== ←

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1.2 Introduction

Introduction

This is the complete package to easily develop MUI applications using Blitz ↔
Basic 2.

It is as easy to create MUI applications as creating GadTools+Intuition ↔
Applications,
it's even easier!

1.3 Disclaimer

Disclaimer

You use this software at your own risk! The
authors
accept NO
responsability for any damage caused to the user, his hardware or his software.

This is freeware! You can use and distribute it as long as you don't modify the distribution and you don't earn money with it (the price of a disk is a maximum).

If you use this lib in your program, please put our names somewhere in the doc and in the program itself! Thank you!

1.4 Using

Using

When you create a MUI application, don't forget to include the resident mui.res (type blitzlibs:mui.res in the resident part of compiler options).

The structure of a standard MUI application is :

```

MUIxxx                                ;create objects

MUIAddObjVGroup #g,#                  ;can be HGroup or Page
or
MUIAddObjsVGroup #g,#,#,...          ;can be HGroup or Page

MUICreateVGroup #g

MUICreateWindow #w,"Title","BASE",#g ;the second number is the first child of ↔
the win

MUIAddSubWindow #w                    ;Don't forget that!

If MUICreateApplication<>True Then End

MUINotifyApp #w,#MUIA_Window_CloseRequest,1,-1
;returns -1 if the user closes the window

MUIOpenWindow #w

Repeat
  ev.l=MUIWaitEvent
Until ev=-1

MUICloseWindow #w

End ;You don't need to use RemoveApplication

```

Watch out! The TRUE value for MUI is not the same as the True value for Blitz! The first is 1 and the second is -1.

1.5 FAQ

FAQ

Q. When I compile my program, the window opens well, with the right gadgets, but the system is blocked, I can't do anything! What's the problem? ↵

A. You should have used WaitEvent instead of MUIWaitEvent.

Q. When I compile my program the window doesn't open, however I use the MUIOpenWindow with the right number! What can I do? ↵

A. You must have forgotten to add the command MUIAddSubWindow #.

Q. Where can I find the autodocs of MUI?

A. Download the archive mui38dev.lha (dev/mui).

Q. Where can I find the source of the lib and of the installation utilities?

A. They are available on Aminet : dev/basic/EFMUILibSrc.lha

Q. The lib doesn't work! However I used the Install script! Why?

A. Unfortunately, the lib must have the number of 8. If this number is already used by one of your lib, download the sources (dev/basic/EFMUILibSrc.lha) and change #bbmuilib=8 by #bbmuilib=# (where # is free lib number). Then compile it (don't forget to include the residents mui.res and libmacs.res, see the MethodLib (dev/basic) doc for more details on how to compile a lib) ↵

1.6 Authors

Authors

The lib : Erwan Fouret (Erwan.Fouret@wanadoo.fr)

The examples : Erwan Fouret and Andreas Håkansson (andy@bjuv.mail.telia.com)

The docs :

•English version : Erwan Fouret and Andreas Håkansson

•German version : Frank Hartung (hardy@freeway.shnet.org)

=> available on Aminet soon.

IRC : If you want to chat with us, come to DALNet IRC (e.g. server irc.dal.net port 6667) on channels #Amiga(Fr) and/or #Blitz. Our nicks are :

TJoMMe (Andreas Håkansson)

WanOO (Erwan Fouret)

1.7 Bugs

Bugs

- Some problems reported with 68060
- Some problems with
 MUIChangeShape
 and
 MUIChangeBitmap

1.8 History

History

Version 1.4 (01.02.98)

~~~~~

- MUIChangeBitmap  
    and  
    MUIChangeShape  
    added
- MUIRedraw  
    added
- MUIList  
    changed (now works)
- MUIListHook  
    and  
    MUIChangeList  
    added
- MUIShapeObject  
    bug removed
- Max tags sets to 25 by default (was 16)

Version 1.3 (22.01.98)

~~~~~

- MUIBitmapObject
 added
- MUIShapeObject
 added
- MUICreateWindow
 ID bug removed
- Not released in P.D.

Version 1.2 (14.12.97)

~~~~~

- MUIBalanceObject  
    added
-

```

        MUINotifyApp
        added
    .

        MUIAddObjsHGroup
        added
    .

        MUIAddObjsVGroup
        added
    .

        MUIAddObjsPage
        added

Version 1.1a (11.12.97)
~~~~~
 .

 MUIImageButton
 : bug fixed.
 ·Not released in P.D.

Version 1.1 (07.12.97)
~~~~~
    ·MUIApplicationxxx bugs removed
    .

        MUIDoMethod
        is now a command
    ·Menu support added :

        MUICreateMenu

        MUISetMenu

        MUIFindUData
        ·Max objects sets to 50 by default

Version 1.0 (24.11.97)
~~~~~
 ·First release

```

## 1.9 Future

Future

- More examples (if necessary)
  - More commands (again, if necessary)
  - A french doc will be available, and perhaps others languages. If you want to traduce the doc into your language please contact us
- !

## 1.10 About MUI

---

About MUI

MUI - MagicUserInterface

(c) Copyright 1992-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

Support and online registration is available at

<http://www.sasg.com/>

## 1.11 Vivid Imagination

Vivid Imagination

Vivid Imagination is an amiga development group, founded by Andreas Håkansson, and is run by him and his Co-Partner Erwan Fouret. The aim of Vivid Imagination is to produce high quality games and applications for the amiga.

Vivid Imagination is structured in a way, so that each member spends his time doing what he or she is best at, this is so that the result always will be at its best. This is also to keep the group organized, in the way that the rest of the group knows who does what. The way it's structured is so that the Coders only spend their time with the programming of the software, and the graphics artists spend their time doing graphics, etc etc.

If you would be interested of joining our team, then you should look at our homepage (<http://vivid.home.ml.org>), on the JOIN US page, to read more about how to join, and what rules you have to follow as a member of Vivid Imagination. We are looking for all kind of people. Story writers (for the storyboards of games etc.), coders (Blitz Basic or Assembler), graphics artists (both 2D and 3D), musicians (preferbly module makers) and people with other skills that may fit into our group.

You can get in touch with the founder (Andreas Håkansson) at [andy@bjuv.mail.telia.com](mailto:andy@bjuv.mail.telia.com)

Sincerly,

- Andreas Håkansson  
Founder of Vivid Imagination

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MUIVSpace

---

MUIWaitEvent

### 1.13 MUISetMaximumTags max

MUISetMaximumTags

Modes : Amiga  
Syntax : MUISetMaximumTags max

Function : Set the maximum tags that will be allocated on objects creations.

Example :

```
MUISetMaximumTags 40
```

See also :

MUIAddTags

MUINewObject

### 1.14 MUIApplicationTitle title\$

MUIApplicationTitle

Modes : Amiga  
Syntax : MUIApplicationTitle title\$

Function : Sets the title of the MUI Application.

Example :

```
MUIApplicationTitle "My OWN Application"
```

See also :

MUIApplicationVersion

MUIApplicationCopyright

MUIApplicationAuthor

MUIApplicationDescription

MUIApplicationBase

### 1.15 MUIApplicationVersion version\$

MUIApplicationVersion

Modes : Amiga  
Syntax : MUIApplicationVersion version\$

Function : Sets the version of the MUI Application.

Example :

```
MUIApplicationVersion "$VER: MyApp Version 1.0 (17.11.97) "
```

See also :

MUIApplicationTitle

MUIApplicationCopyright

MUIApplicationAuthor

MUIApplicationDescription

MUIApplicationBase

## 1.16 MUIApplicationCopyright copyright\$

MUIApplicationCopyright

Modes : Amiga  
Syntax : MUIApplicationCopyright copyright\$

Function : Sets the copyright of the MUI Application.

Example :

```
MUIApplicationCopyright "(c)1997 by Me"
```

See also :

MUIApplicationTitle

MUIApplicationVersion

MUIApplicationAuthor

MUIApplicationDescription

MUIApplicationBase

## 1.17 MUIApplicationAuthor author\$

MUIApplicationAuthor

Modes : Amiga

---

Syntax : MUIApplicationAuthor author\$

Function : Sets the author of the MUI Application.

Example :

```
MUIApplicationAuthor "Me, of course"
```

See also :

MUIApplicationTitle

MUIApplicationVersion

MUIApplicationCopyright

MUIApplicationDescription

MUIApplicationBase

## 1.18 MUIApplicationDescription description\$

MUIApplicationDescription

Modes : Amiga

Syntax : MUIApplicationDescription description\$

Function : Sets the description of the MUI Application.

Example :

```
MUIApplicationDescription "This is a test application"
```

See also :

MUIApplicationTitle

MUIApplicationVersion

MUIApplicationCopyright

MUIApplicationAuthor

MUIApplicationBase

## 1.19 MUIApplicationBase base\$

MUIApplicationBase

Modes : Amiga

Syntax : MUIApplicationBase base\$

Function : Sets the base of the MUI Application.

---

Example :

```
MUIApplicationBase "MYAPPLICATION"
```

See also :

MUIApplicationTitle

MUIApplicationVersion

MUIApplicationCopyright

MUIApplicationAuthor

MUIApplicationDescription

## 1.20 MUIAddApplicationTags &TagList | Tag,Value [,Tag,Value...]

```
MUIAddApplicationTags
```

Modes : Amiga

Syntax : MUIApplicationTags &TagList | Tag,Value [,Tag,Value...]

Function : Adds some tags to the application.

Example :

```
MUIAddApplicationTags #MUIA_Application_SingleTask,0
```

See also :

MUICreateApplication

## 1.21 MUICreateApplication

```
MUICreateApplication
```

Modes : Amiga

Syntax : MUICreateApplication

Function : Creates the MUI application. Returns True (-1) if the application has been successfully created.

Example :

```
If MUICreateApplication<>True Then End
```

See also :

MUIAddApplicationTags

MUIRemoveApplication

MUIApplicationLoc

---

MUIApplicationObj

## 1.22 MUIRemoveApplication

MUIRemoveApplication

Modes : Amiga  
Syntax : MUIRemoveApplication

Function : Removes the MUI Application.

Example :

```
MUIRemoveApplication
```

See also :  
MUICreateApplication

## 1.23 MUIApplicationLoc

MUIApplicationLoc

Modes : Amiga  
Syntax : =MUIApplicationLoc

Function : Returns the address of the application structure.  
This structure is the same as others MUIObjects :

```
NEWTYPED.MUIObject
 adr.l ;00 : Address of the object
 kind.w ;04 : Kind of the object
 tagl.l ;06 : Address of the taglist
 tagp.w ;10 : Pointer of the taglist
 size.w ;12 : Size of the taglist
 special.l ;14 : Special Info
 spesize.w ;18 : Special info size
 spe2.l ;20 : Special Info 2 (Hook)
 spe2size.w ;24 : Special Info 2 size
End NEWTYPE ;26 : SizeOf
```

Where kind is :

```
#kind_noting=-1 ;Nothing
#kind_app=0 ;Application Object
#kind_win=1 ;Window Object
#kind_menu=2 ;Menu Object (not available)
#kind_gadget=3 ;Gadget Object
#kind_label=4 ;Label Object
#kind_other=5 ;Other Object
```

Example :

```
*app.MUIObject=MUIApplicationLoc
```

See also :

MUICreateApplication

MUIApplicationObj

## 1.24 MUIApplicationObj To MUIObject#

MUIApplicationObj

Modes : Amiga

Syntax : MUIApplicationObj To MUIObject#

Function : Puts the application object into the MUIObject#.

Example :

```
MUIApplicationObj 11
MUINotify 10, #MUIA_Window_CloseRequest, 1, 11, #MUIM_Application_ReturnID, -1
```

N.B. : This not very useful now, use  
MUINotifyApp  
instead.

See also :

MUICreateApplication

MUIApplicationLoc

MUINotify

## 1.25 MUIAddSubWindow MUIObject#

MUIAddSubWindow

Modes : Amiga

Syntax : MUIAddSubWindow MUIObject#

Function : Adds the window MUIObject# to the application.

Note : The Application must not be created when using this function ↔

Example :

```
MUIAddSubWindow 10
```

See also :

MUICreateWindow

## 1.26 MUIFreeObject MUIObject#

MUIFreeObject MUIObject#

Modes : Amiga

Syntax : MUIFreeObject MUIObject#

Function : Frees the MUIObject#.

Note : Freeing an object will free all children of this object.  
e.g. freeing the application (using  
MUIRemoveApplication  
or using End)  
will free ALL objects.

Example :

```
MUIFreeObject 0
```

See also :

## 1.27 MUICreateWindow MUIObject#,title\$ [,id\$ [,MUIObject#] ]

MUICreateWindow

Modes : Amiga

Syntax : MUICreateWindow MUIObject#,title\$ [,id\$ [,MUIObject#] ]

Function : Creates a MUI window. The second MUIObject# is the first child of the window (it's often a group).

Example :

```
MUICreateWindow 10,"My Window","MYWI",0
```

See also :

MUIOpenWindow

MUIAddSubWindow

## 1.28 MUIOpenWindow MUIObject#

MUIOpenWindow

Modes : Amiga

Syntax : MUIOpenWindow MUIObject#

Function : Opens the specified window.

Example :

```
MUIOpenWindow 10
```

---



See also :

MUICloseWindow

MUICreateWindow

## 1.29 MUICloseWindow MUIObject#

MUICloseWindow

Modes : Amiga

Syntax : MUICloseWindow MUIObject#

Function : Closes the specified window.

Example :

```
MUICloseWindow 10
```

See also :

MUIOpenWindow

MUICreateWindow

## 1.30 MUICreateMenu MUIObject#,GTMenuItem#,Flags [,TitleUData1 [...]]

MUICreateMenu

Modes : Amiga

Syntax : MUICreateMenu MUIObject#,GTMenuItem#,Flags [,TitleUData1 [...]]

Function : Creates a menu from the GTMenuItem specified.

Bugs : There is a bug with SubItem shortcuts, due to a problem into the RIGTMenuItemLib.

Example :

```
MUICreateMenu 20,0,0,#MEN_PROJECT
```

See also :

MUISetMenu

## 1.31 MUISetMenu To MUIObject#,MUIObject#

MUISetMenu

Modes : Amiga

Syntax : MUISetMenu To MUIObject#,MUIObject#

Function : Sets a menu to a window.

Example :

```
MUISetMenu 10,20
```

See also :

MUICreateMenu

## 1.32 MUIObjLoc (MUIObject#)

MUIObjLoc

Modes : Amiga

Syntax : =MUIObjLoc (MUIObject#)

Function : Returns the address of the specified object if created or 0 if not.

Example :

```
*obj.l=MUIObjLoc(0)
```

See also :

## 1.33 MUIRequest To MUIObject#,Flags,Title\$,Gadgets\$,Format\$ [,Param...]

MUIRequest

Modes : Amiga

Syntax : MUIRequest To MUIObject#,Flags,Title\$,Gadgets\$,Format\$ [,Param...]

Function : Opens a MUI Request in the window MUIObject#.

Example :

```
MUIRequest 10,0,"Infos","OK|Yes|Yeah","We have a=%ld",a
```

See also :

MUICreateWindow

## 1.34 MUIAddTags MUIObject#, &TagList | Tag,Value [,Tag,Value...]

MUIAddTags

Modes : Amiga

Syntax : MUIAddTags MUIObject#, &TagList | Tag,Value [,Tag,Value...]

Function : Adds tags before the creation of an object.

Example :

```
MUIAddTags 0, #MUIA_Frame, #MUIV_Frame_Group
```

See also :

```
MUINewObject
```

```
MUISetMaximumTags
```

### 1.35 MUINewObject MUIObject#,Class\$, &TagList | Tag,Value [,Tag,Value...]

```
MUINewObject
```

Modes : Amiga

Syntax : MUINewObject MUIObject#,Class\$, &TagList | Tag,Value [,Tag,Value ←  
...]

Function : Creates an object of the specified class.

Example :

```
MUINewObject 1, "Balance.mui", #MUIA_CycleChain, 1
```

See also :

```
MUIMakeObject
```

```
MUIAddTags
```

```
MUISetMaximumTags
```

### 1.36 MUIMakeObject MUIObject#,Type, &TagList | Tag,Value [,Tag,Value...]

```
MUIMakeObject
```

Modes : Amiga

Syntax : MUIMakeObject MUIObject#,Type, &TagList | Tag,Value [,Tag,Value ←  
...]

Function : Makes an object of the specified type.

Example :

```
MUIMakeObject 2, #MUIO_HBar, 10
```

See also :

```
MUINewObject
```

### 1.37 MUIHVSpace MUIObject#

---

### MUIHVSpace

Modes : Amiga  
Syntax : MUIHVSpace MUIObject#

Function : Creates a simple horizontal and vertical space.

Example :

```
MUIHVSpace 3
```

See also :

MUIHSpace

MUIVSpace

## 1.38 MUIHSpace MUIObject#,x

### MUIHSpace

Modes : Amiga  
Syntax : MUIHSpace MUIObject#,x

Function : Creates a simple horizontal space of the specified size.

Example :

```
MUIHSpace 3,10
```

See also :

MUIHVSpace

MUIVSpace

## 1.39 MUIVSpace MUIObject#,x

### MUIVSpace

Modes : Amiga  
Syntax : MUIVSpace MUIObject#,x

Function : Creates a simple vertical space of specified size.

Example :

```
MUIVSpace 3,10
```

See also :

MUIHVSpace

MUIHSpace

---

## 1.40 MUIString MUIObject#,Contents\$,MaxLen

MUIString

Modes : Amiga  
Syntax : MUIString MUIObject#,Contents\$,MaxLen

Function : Creates a String object.

Example :

```
MUIString 4,"This is a text",150
```

See also :

MUIKeyString

## 1.41 MUIKeyString MUIObject#,Contents,MaxLen,ControlChar\$

MUIKeyString

Modes : Amiga  
Syntax : MUIKeyString MUIObject#,Contents\$,MaxLen,ControlChar\$

Function : Creates a String object. When the users press the key, the string is activated.

Example :

```
MUIKeyString 4,"This is a text",150,"s"
```

See also :

MUIString

## 1.42 MUICheckMark MUIObject#,Selected

MUICheckMark MUIObject#,Selected

Modes : Amiga  
Syntax : MUICheckMark MUIObject#,Selected

Function : Creates a CheckMark object. If selected is set to true (1), the checkmark will be activated.

Example :

```
MUICheckMark 4,1
```

See also :

MUIKeyCheckMark

---

### 1.43 MUIKeyCheckMark MUIObject#,Selected,ControlChar\$

MUIKeyCheckMark

Modes : Amiga

Syntax : MUIKeyCheckMark MUIObject#,Selected,ControlChar\$

Function : Creates a CheckMark object. If selected is set to true (1), the checkmark will be activated. When the user press the key, the  $\leftarrow$  checkmark toggles.

Example :

```
MUICheckMark 4,1,"c"
```

See also :

MUICheckMark

### 1.44 MUISimpleButton MUIObject#,Name\$

MUISimpleButton

Modes : Amiga

Syntax : MUISimpleButton MUIObject#,Name\$

Function : Creates a simple button.

Example :

```
MUISimpleButton 4,"Button1"
```

See also :

MUIKeyButton

### 1.45 MUIKeyButton MUIObject#,Name\$,Key\$

MUIKeyButton MUIObject#,Name\$,Key\$

Modes : Amiga

Syntax : MUIKeyButton MUIObject#,Name\$,Key\$

Function : Creates a simple button. When the user presses the key, the button is activated.

Example :

```
MUIKeyButton 4,"Button1","b"
```

See also :

MUISimpleButton

---

## 1.46 MUICycle MUIObject#, Entry\$ [,Entry\$...] | \*Array

MUICycle

Modes : Amiga

Syntax : MUICycle MUIObject#, Entry\$ [,Entry\$] | \*Array

Function : Creates a cycle object.

Example :

```
MUICycle 5, "One", "Two", "Three", "..."
```

See also :

MUIKeyCycle

## 1.47 MUIKeyCycle MUIObject#,Key\$, Entry\$ [,Entry\$...] | \*Array

MUIKeyCycle

Modes : Amiga

Syntax : MUIKeyCycle MUIObject#,Key\$, Entry\$ [,Entry\$] | \*Array

Function : Creates a cycle object. When the users presses the key, the gadget cycles.

Example :

```
MUIKeyCycle 5, "c", "One", "Two", "Three", "..."
```

See also :

MUICycle

## 1.48 MUIRadio MUIObject#,Name\$, Entry\$ [,Entry\$...] | \*Array

MUIRadio

Modes : Amiga

Syntax : MUIRadio MUIObject#,Name\$, Entry\$ [,Entry\$] | \*Array

Function : Creates a radio object.

Example :

```
MUIRadio 5, "My Radio", "One", "Two", "Three", "..."
```

See also :

MUIKeyRadio

---

## 1.49 MUIKeyRadio MUIObject#,Key\$,Name\$, Entry\$ [,Entry\$...] | \*Array

MUIKeyRadio

Modes : Amiga

Syntax : MUIKeyRadio MUIObject#,Key\$,Name\$, Entry\$ [,Entry\$] | \*Array

Function : Creates a radio object. When the users presses the key, the gadget cycles.

Example :

```
MUIKeyRadio 5,"r","My Radio","One","Two","Three","..."
```

See also :

MUIRadio

## 1.50 MUISlider MUIObject#,Min,Max,Level

MUISlider

Modes : Amiga

Syntax : MUISlider MUIObject#,Min,Max,Level

Function : Creates a slider object. "level" indicates the actual level of the slider.

Example :

```
MUISlider 5,0,100,99
```

See also :

MUIKeySlider

## 1.51 MUIKeySlider MUIObject#,Min,Max,Level,Key\$

MUIKeySlider

Modes : Amiga

Syntax : MUIKeySlider MUIObject#,Min,Max,Level,Key\$

Function : Creates a slider object. "level" indicates the actual level of the slider. When the user presses the key, the level is changed.

Example :

```
MUIKeySlider 5,0,100,99,"s"
```

See also :

MUISlider

---



## 1.52 MUILabel MUIObject#,Label\$,Flags

MUILabel

Modes : Amiga  
Syntax : MUILabel MUIObject#,Label\$,Flags

Function : Creates a label. The flags are defined in the autodoc file MUI\_Label.doc.

Example :

```
MUILabel 6, "My Label", #MUIO_Label_Centered
```

See also :

MUIKeySlider

## 1.53 MUINumericButton MUIObject#,Format\$,Min,Max

MUINumericButton

Modes : Amiga  
Syntax : MUINumericButton MUIObject#,Format\$,Min,Max

Function : Creates a Numeric Button. Format\$ must contain something like :  
"%ld" : Standard mong decimal format  
"%4ld" : Only 4 figures  
"%x" : In Hexadecimal

Example :

```
MUINumericButton 6, "Rating : %3ld %%", 95, 250
```

See also :

## 1.54 MUIList MUIObject#,Format\$,Array\$()

MUIList

Modes : Amiga  
Syntax : MUIList MUIObject#,Format\$,Array\$()

Function : Creates a simple list object that can be used in a listview. Format\$ indicates things like the width of the columns... See the autodoc MUI\_List.doc.

Example :

```
Dim entries$(10)
entries$(0)="Hello"
entries$(1)="World"
entries$(2)="!!!"
```

```
MUIListHook Off
MUIList 6,"WEIGHT=150",entries$()
MUIListView 7,6
```

See also :

MUIListHook

MUIChangeList

MUIListview

MUIInsertSingle

MUIRemoveSingle

MUIRedrawSingle

MUIListTitle

For Multi-columns lists, see the EFListMulti ↔ example.

## 1.55 MUIListHook On|Off

MUIListHook

Modes : Amiga  
Syntax : MUIListHook On|Off

Function : Should be called before lists creation to specify if a Display Hook should or not be installed.  
Note : for a multi-columns list, a Hook is required.  
By default, MUIListHook is Off.

Example :

```
MUIListHook On
```

See also :

MUIList

For Multi-columns lists, see the EFListMulti ↔ example.

## 1.56 MUIChangeList MUIObject# [,Array\$(),Position]

MUIChangeList

Modes : Amiga  
Syntax : MUIChangeList MUIObject# [,Array\$(),Position]

Function : Clear (if no parameters after MUIObject#) or change the contents of the list. If speicified, Position should normally

```
be #MUIV_List_Insert_Bottom.
```

Example :

```
MUIChangeList 6
```

See also :

```
MUIList
```

## 1.57 MUIListview To MUIObject#,MUIObject#

```
MUIListview
```

Modes : Amiga

Syntax : MUIListview To MUIObject#,MUIObject#

Function : Creates a listview using the list specified.

Example :

```
MUIListview 7,6
```

See also :

```
MUIList
```

## 1.58 MUIPopButton MUIObject#,Image

```
MUIPopButton
```

Modes : Amiga

Syntax : MUIPopButton MUIObject#,Image

Function : Creates a pop button of the image specified (MUUI\_XXX).

Example :

```
MUIPopButton 8,#MUUI_PopFile
```

See also :

## 1.59 MUIImageButton MUIObject#,Shape#

```
MUIImageButton
```

Modes : Amiga

Syntax : MUIImageButton MUIObject#,Shape#

Function : Creates a button showing the shape specified.

Example :

MUIImageButton 8,0

See also :

## 1.60 MUIBalanceObject MUIObject#

MUIBalanceObject

Modes : Amiga  
Syntax : MUIBalanceObject MUIObject#

Function : Creates a simple Balance bar.

Example :

MUIBalanceObject 8

See also : EFBalancing example

## 1.61 MUIBitmapObject MUIObject#,BitMap# [,Palette#]

MUIBitmapObject

Modes : Amiga  
Syntax : MUIBitmapObject MUIObject#,BitMap# [,Palette#]

Function : Creates an object showing the bitmap specified.

Example :

MUIBitmapObject 8,0,0

See also :

MUIShapeObject

MUIChangeBitmap

## 1.62 MUIShapeObject MUIObject#,Shape# [,Palette#]

MUIShapeObject

Modes : Amiga  
Syntax : MUIShapeObject MUIObject#,Shape# [,Palette#]

Function : Creates an object showing the shape specified.

Example :

MUIShapeObject 8,0,0

---

See also :

MUIBitmapObject

MUIChangeShape

### 1.63 MUIChangeBitmap MUIObject#,BitMap# [,Palette#]

MUIChangeBitmap

Modes : Amiga

Syntax : MUIChangeBitmap MUIObject#,BitMap# [,Palette#]

Function : Changes the bitmap showed in a  
BitmapObject

.

Example :

MUIChangeBitmap 8,1,1

Bugs : · The bitmap doesn't change if the object was created with a ↔  
palette.

· The palette doesn't change at all!

These bugs seem to come from the Bitmap.mui class, so perhaps ↔  
they won't  
be fixed in a next release of EFMUILib but in a next release of MUI ↔  
. (I'm  
not sure!).

See also :

MUIBitmapObject

### 1.64 MUIChangeShape MUIObject#,Shape# [,Palette#]

MUIChangeBitmap

Modes : Amiga

Syntax : MUIChangeShape MUIObject#,Shape# [,Palette#]

Function : Changes the shape showed in a  
ShapeObject

.

Example :

MUIChangeShape 8,1,1

Bugs : · The object doesn't redraw itself, you have to use  
MUIRedraw

.

This bug seems to come from the Bitmap.mui class, so perhaps it won't be fixed in a next release of EFMUILib but in a next release of MUI. (I'm not sure!).

See also :

MUIShapeObject

## 1.65 MUIAddObjHGroup To MUIObject#,MUIObject#

MUIAddObjHGroup

Modes : Amiga

Syntax : MUIAddObjHGroup To MUIObject#,MUIObject#

Function : Adds the object (MUIObject#) to the Horizontal Group (To MUIObject#).

Example :

```
MUIAddObjHGroup 0,5
```

See also :

MUICreateHGroup

MUIAddObjsHGroup

## 1.66 MUICreateHGroup MUIObject#

MUICreateHGroup

Modes : Amiga

Syntax : MUICreateHGroup MUIObject#

Function : Creates an Horizontal Group.

Example :

```
MUIAddObjHGroup 0,5
MUICreateHGroup 0
```

See also :

MUIAddObjHGroup

MUIAddObjsHGroup

## 1.67 MUIAddObjVGroup To MUIObject#,MUIObject#

---

### MUIAddObjVGroup

Modes : Amiga

Syntax : MUIAddObjVGroup To MUIObject#,MUIObject#

Function : Adds the object (MUIObject#) to the Vertical Group (To MUIObject#).

Example :

```
MUIAddObjVGroup 0,5
```

See also :

MUICreateVGroup

MUIAddObjsVGroup

## 1.68 MUICreateVGroup MUIObject#

### MUICreateVGroup

Modes : Amiga

Syntax : MUICreateVGroup MUIObject#

Function : Creates a Vertical Group.

Example :

```
MUIAddObjVGroup 0,5
MUICreateVGroup 0
```

See also :

MUIAddObjHGroup

MUIAddObjsVGroup

## 1.69 MUIAddObjPage To MUIObject#,MUIObject#

### MUIAddObjPage

Modes : Amiga

Syntax : MUIAddObjPage To MUIObject#,MUIObject#

Function : Adds the object (MUIObject#) to the Register Page (To MUIObject#).

Example :

```
MUIAddObjPage 0,5
```

See also :

MUICreatePage

MUIAddObjsPage

---

## 1.70 MUICreatePage MUIObject# ,Page1\$ [,Page2\$...] | &Page\$(0)

MUICreatePage

Modes : Amiga  
 Syntax : MUICreatePage MUIObject# ,Page1\$ [,Page2\$...] | &Page\$(0)

Function : Creates a Page.

Example :

```
MUIAddObjPage 0,5
MUIAddObjPage 0,6
MUICreatePage 0,"Page1","Page2"
```

or

```
MUIAddObjsPage 0,5,6
MUICreatePage 0,"Page1","Page2"
```

See also :

MUIAddObjPage

MUIAddObjsPage

## 1.71 MUIAddObjsHGroup To MUIObject#,MUIObject# [,MUIObject# [...]]

MUIAddObjsHGroup

Modes : Amiga  
 Syntax : MUIAddObjsHGroup To MUIObject#,MUIObject# [,MUIObject# [...]]

Function : Adds the objects specified to the Horizontal Group (To MUIObject#).

Example :

```
MUIAddObjsHGroup 0,1,2,3,4,5,8
```

See also :

MUICreateHGroup

MUIAddObjHGroup

## 1.72 MUIAddObjsVGroup To MUIObject#,MUIObject# [,MUIObject# [...]]

MUIAddObjsVGroup

Modes : Amiga  
 Syntax : MUIAddObjsVGroup To MUIObject#,MUIObject# [,MUIObject# [...]]

Function : Adds the objects specified to the Vertical Group (To MUIObject#).



Example :

```
MUIAddObjsVGroup 0,1,2,3,4,5,8
```

See also :

MUICreateVGroup

MUIAddObjVGroup

### 1.73 MUIAddObjsPage To MUIObject#,MUIObject# [,MUIObject# [...]]

MUIAddObjsPage

Modes : Amiga

Syntax : MUIAddObjsPage To MUIObject#,MUIObject# [,MUIObject# [...]]

Function : Adds the objects specified to the Register Page (To MUIObject#).

Example :

```
MUIAddObjsPage 0,1,2,3,4,5,8
```

See also :

MUICreatePage

MUIAddObjPage

### 1.74 MUIInsertSingle MUIObject#,Position, Entry\$ [,Entry\$...] | \*Array

MUIInsertSingle

Modes : Amiga

Syntax : MUIInsertSingle MUIObject#,Position, Entry\$ [,Entry\$...] | \*Array

Function : Inserts a line in a list.

Example :

```
MUIInsertSingle 6,5,"Col#1","And #2","Here : #3"
```

See also :

MUIList

MUIRemoveSingle

MUIRedrawSingle

MUIListTitle

### 1.75 MUIRemoveSingle MUIObject#,Position

### MUIRemoveSingle

Modes : Amiga  
Syntax : MUIRemoveSingle MUIObject#,Position

Function : Removes a line in a list.

Example :

```
MUIRemoveSingle 6,4
```

See also :

MUIList

MUIInsertSingle

MUIRedrawSingle

MUIListTitle

## 1.76 MUIRedrawSingle MUIObject#,Position

### MUIRedrawSingle

Modes : Amiga  
Syntax : MUIRedrawSingle MUIObject#,Position

Function : Redraws a line in a list.

Example :

```
MUIRedrawSingle 6,5
```

See also :

MUIList

MUIInsertSingle

MUIRemoveSingle

MUIListTitle

## 1.77 MUIListTitle MUIObject#, Title\$ [,Title\$...] | \*Array

### MUIListTitle

Modes : Amiga  
Syntax : MUIListTitle MUIObject#, Title\$ [,Title\$...] | \*Array

Function : Changes the title(s) of a list.

---

Example :

```
MUIListTitle 6, "First", "Second", "Third..."
```

See also :

MUIList

MUIInsertSingle

MUIRemoveSingle

MUIRedrawSingle

## 1.78 MUISet MUIObject#, &TagList | Attr,Value [,Attr,Value...]

MUISet

Modes : Amiga

Syntax : MUISet MUIObject#, &TagList | Attr,Value [,Attr,Value...]

Function : Changes an attribute of an object.

Example :

```
MUISet 4, #MUIA_ShowMe, 0
```

See also :

MUIGet

## 1.79 MUIGet (MUIObject#,Attribute)

MUIGet

Modes : Amiga

Syntax : MUIGet (MUIObject#,Attribute)

Function : Returns the value of the attribute.

Example :

```
act.l=MUIGet (6, #MUIA_List_Active)
```

See also :

MUISet

## 1.80 MUIRedraw MUIObject#,Flags

MUIRedraw

Modes : Amiga

---

Syntax : MUIRedraw MUIObject#,Flags

Function : Redraw the specified object. Flags can be :  
 · #MADF\_DRAWUPDATE to update the object  
 · #MADF\_DRAWOBJECT to draw the object

Example :

```
MUIRedraw 8,#MADF_DRAWUPDATE
```

N.B. : Normally, you don't have to use this since MUI should redraws the objects itself, but in particular cases (see MUIChangeShape ) you have to use that command.

See also :

## 1.81 MUIDoMethod MUIObject#, Method,Tag [,Tag] | &TagList

MUIDoMethod

Modes : Amiga

Syntax : MUIDoMethod MUIObject#, Method,Tag [,Tag] | &TagList

Function : Executes the method specified for the object.

Example :

```
MUIDoMethod 10,#MUIM_Window_ToBack
```

See also :

## 1.82 MUINotify MUIObject#,Tag,Value,MUIObject#, Tag [,Tag...] | &TagList

MUINotify

Modes : Amiga

Syntax : MUINotify MUIObject#,Tag,Value,MUIObject#, Method,Tag [,Tag...] | ↔  
 &TagList

Function : When the value of the tag of the first object is equal to Value, then MUI will executes the Method for the second object.

Example :

```
MUINotify 4,#MUIA_Pressed,0,11,#MUIM_Application_ReturnID,#ID_BUTTON
```

Repeat

```
ev.l=MUIWaitEvent
```

```
If ev=#ID_BUTTON
```

```
 MUIRequest 10,"Info","OK","Button has been released"
```

```

 EndIf
Until ev=-1

```

N.B. : For this example, MUINotifyApp is better.

See also :

```

 MUIEvent

 MUIWaitEvent

 MUINotifyApp

```

### 1.83 MUINotifyApp MUIObject#,Tag,Value,ReturnID

```

 MUINotifyApp

```

```

Modes : Amiga
Syntax : MUINotifyApp MUIObject#,Tag,Value,ReturnID

```

Function : When the value of the tag of the first object is equal to Value, then The ReturnID will be sent to the application.

Example :

```

MUINotifyApp 4, #MUIA_Pressed, 0, #ID_BUTTON

Repeat
 ev.l=MUIWaitEvent
 If ev=#ID_BUTTON
 MUIRequest 10, "Info", "OK", "Button has been released"
 EndIf
Until ev=-1

```

See also :

```

 MUIEvent

 MUIWaitEvent

 MUINotify

```

### 1.84 MUIEvent

```

 MUIEvent

```

```

Modes : Amiga
Syntax : =MUIEvent

```

Function : It is the same as Event but for MUI.

Example :

```

 ev.l=MUIEvent

```

---

See also :

MUIWaitEvent

## 1.85 MUIWaitEvent

MUIWaitEvent

Modes : Amiga  
Syntax : =MUIWaitEvent

Function : It is the same as WaitEvent but for MUI.

Example :

```
ev.l=MUIWaitEvent
```

See also :

MUIEvent

## 1.86 MUIFindUDData To MUIObject#,MUIObject#,UserData

MUIFindUDData

Modes : Amiga  
Syntax : MUIFindUDData To MUIObject#,MUIObject#,UserData

Function : Please see the autodoc MUI\_Notify.

Example :

```
MUIFindUDData 21,20,#MEN_PROJECT
```

See also :