

appit_database

COLLABORATORS

	<i>TITLE :</i> appit_database		
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WRITTEN BY		January 19, 2023	
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REVISION HISTORY

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Chapter 1

appit_database

1.1 AMIGA-E Modules: appit_oo/Main

** APPIT_00 - Written By Fabio Rotondo **

** DOCUMENTATION GUIDE **

Introduction

Author's Infos

Example Program

COMMANDS

BRIEF DESCRIPTION

appit(numitems)
Initializes the appit object

add(menutxt, usertxt, tags=0)
Adds A Tool Item

error()
Returns the LAST error occurred

get()
Gets an appitem message

getport()
Returns the AppItem MsgPort

signal()
Return the AppItem SigBit

ERROR TABLE

1.2 AMIGA-E Modules: appit/appit()

NAME: appit(numitems)

DESCRIPTION: Initializes the AppItem Object.

INPUTS: numitems - Number of maximum Items you wish to add.

RESULTS: TRUE - Everything was fine.
FALSE - An error occurred.

If you wish, instead of checking for TRUE/FALSE sentences,
you could also check the command

error()

SEE ALSO:

error()

1.3 AMIGA-E Modules: appit/add()

NAME: add(menu.txt:PTR TO CHAR, usertext:PTR TO CHAR, tags ←
=0)

DESCRIPTION: This command adds an Item to the Tools menu.

INPUTS: menu.txt - Text of the item inside Tools menu.
usertext - User Text. (Hidden description of the item)
tags - (optional) Standard TAGs of AppItem.

RESULTS: TRUE - Everything works fine.
FALSE - An error occurred.

SEE ALSO:

error()

includes:workbench/workbench.h

1.4 AMIGA-E Modules: appit/get()

NAME: get()

DESCRIPTION: Parses the last AppItem Message arrived to the MessagePort.

INPUTS: NONE.

RESULTS: 0 To n - The ORDINAL number of the item the user selected.
-1 - An error occurred

SEE ALSO:

add()

error()

1.5 AMIGA-E Modules: appit/error()

NAME: error()

DESCRIPTION: Returns the LAST error encountered.

INPUTS: NONE.

RESULTS: 0 - No errors.
 ~0 - Error number.

SEE ALSO:

ERROR TABLE

1.6 AMIGA-E Modules: appit/getport()

NAME: getport()

DESCRIPTION: Returns the AppItem port.

INPUTS: NONE.

RESULTS: a PTR TO LONG - to the AppItem Message Port.

SEE ALSO:

1.7 AMIGA-E Modules: appit/signal()

NAME: signal()

DESCRIPTION: Returns the AppItem's SigBit.

INPUTS: NONE.

RESULTS: a LONG containing the SigBit.

SEE ALSO:

1.8 AMIGA-E Modules: appit/ERROR TABLE

VAL	NAME	DESCRIPTION
0	NO_ERROR	No error.
1	AI_PORT	AppItem MsgPort was already init.

```

2          MSGPORT_CREATE      Failed to create MsgPort.
3          AI_ALREADY_INIT     AppItem Object Already Init.
4          AI_LIST_ALLOC       Failed to alloc AppItem List.
5          AI_NOT_INIT         You tried to access an AppItem function
                               without initialize the obj before.
6          AI_ADDAPPMENU_ERROR An error occurred doing an AddAppMenuItem()
7          AI_WBLIB            Could not open WB Library.

```

1.9 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.

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Thanks!

1.10 AMIGA-E Modules: appitem/Example Program

```

MODULE 'Fabio/appit_oo'      -> The MAGIC module!

PROC main()
/*
** Please note: this is just a demo... the error handling routines
** should be extended to ALL add() functions.
*/

DEF aitem:PTR TO appit      -> Here there is our object!
DEF wbit

NEW aitem.appit(3)         -> We init it to handle max 3 AppMenuItems!

IF aitem.error() = 0       -> If the object was allocated with no errors
  IF aitem.add('Ciao Mamma', '') -> Add the first item
  IF aitem.add('Zio Pino', '')  -> Add the second one
  IF aitem.add('Giovanna', '')  -> Add the third
    wbit:=aitem.signal()       -> Here we get the AppItem SigBit
    WriteF('Check the Tools Menu!\n')
    Wait(wbit)                  -> Waiting for the user...
    WriteF('Item:\d\n', aitem.get()) -> The user selected item no...
  ENDIF
ENDIF
ENDIF

```

```
ELSE
  WriteF('Add Item Error:\d\n', aitem.error()) -> Error handling.
ENDIF
ENDIF

END aitem    -> REMEBER to END ALWAYS the object!!!

CleanUp(0)  -> Let's keep things clean.
ENDPROC
```

1.11 AMIGA-E Modules: appit/Introduction

INTRODUCTION

appit_oo is a module which allows you to easily add AppMenuItem to your programs.

During the initialization process you have to pass the maximum number of AppItem you wish to create. This is necessary because of memory allocation. So, for example, you wish to create three AppItems, you have to pass 3.

To add one AppItem simply call the
add()
function.

This function will automatically assign a ORDINAL value to the item you are creating. The first item you create is number 0, the second #1, the third is #2 and so on...

When you call the
get()
function you will receive the
ORDINAL number of AppItem the user selected.

So keep in mind this: every Item has a number starting from 0 to n.

Remember also to END the object before exiting your program.

I hope you will have a nice time using this module.

Fabio Rotondo.