in

COLLABORATORS			
	TITLE : in		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

in

1.1 aslreqclass.guide

```
                 Search
TABLE OF CONTENTS


               aslreqclass/--background--

               aslreqclass/ASLM_ALLOCREQUEST

               aslreqclass/ASLM_DOREQUEST

               aslreqclass/ASLM_FREEREQUEST

               aslreqclass/ASLM_REQUEST

               aslreqclass/OM_SET

               aslreqclass/ASLREQ_[Left,Top,Width,Height]

               aslreqclass/ASLREQ_Type
```

1.2 aslreqclass/--background--

```
    NAME
  Class:    aslreqclass
  Superclass: rootclass
  Include File: <bgui/bgui_asl.h>

    FUNCTION
  To  provide  a  BOOPSI  interface  class to all ASL requesters.  This
  class  is  the  superclass  of  the  filereqclass,  fontreqclass  and
  screenreqclass.  All ASL attributes are tracked by this class.

  This class is probably only directly useful to class implementors.

    NOTE
```

```
All  the  ASL requester attributes as defined in <libraries/asl.h> are
usable  with  this class.  Applicability for  these ASL  attributes is
(ISGU).

  SEE ALSO
<libraries/asl.h>
```

1.3 aslreqclass/ASLM_ALLOCREQUEST

```
  NAME
ASLM_ALLOCREQUEST -- Allocate the requester structure.

  FUNCTION
A low-level method, mainly useful to class implementors.  Allocates
and initializes the ASL requester, and returns a pointer to it, or
NULL if it fails to allocate the memory.

  SEE ALSO
ASLM_DOREQUEST, ASLM_REQUEST, ASLM_FREEREQUEST
```

1.4 aslreqclass/ASLM_DOREQUEST

```
  NAME
ASLM_DOREQUEST -- Popup the requester.

  SYNOPSIS
rc = DoMethod( obj, ASLM_DOREQUEST );

ULONG   rc;

  FUNCTION
Sending this method to the object will open the requester.

  INPUTS
None.

  RESULT
rc  - Any of the following return codes:

  ASLREQ_OK -- Ok. No problems.

  ASLREQ_CANCEL -- The requester was cancelled by the user.

  ASLREQ_ERROR_NO_MEM -- Out of memory.

  ASLREQ_ERROR_NO_REQ -- It was not possible  for  the  object  to
    allocate a requester structure.

  EXAMPLE
Object    *req;
ULONG    rc;
```

```
/*
 *  Open up a requester.
 */
rc = DoMethod( req, ASLM_DOREQUEST );

switch ( rc ) {
  ...
}
```

1.5 aslreqclass/ASLM_FREEREQUEST

```
  NAME
ASLM_FREEREQUEST -- Allocate the requester structure.

  FUNCTION
A low-level method, mainly useful to class implementors.  Frees the
ASL requester if it was previously allocated.  No return value defined.

  SEE ALSO
ASLM_DOREQUEST, ASLM_ALLOCREQUEST, ASLM_REQUEST
```

1.6 aslreqclass/ASLM_REQUEST

```
  NAME
ASLM_REQUEST -- Open the requester.

  FUNCTION
A low-level method, mainly useful to class implementors.  Pops up the
ASL requester that was initialized by the ASLM_ALLOCREQUEST method.
Does not free the requester.

This method will return FALSE on failure or cancellation, non-zero if
successful.

A typical ASLM_DOREQUEST method looks like this:

  struct FileRequester *req;

  req = (struct FileRequester *)DoMethodA(obj, ASLM_ALLOCREQUEST);

  SetAttrsA(obj, myAslTags);  // Any tags you want to set
  DoMethodA(obj, ASLM_REQUEST);

  strcpy(FileBuffer, req->fr_File); // Get what you need

  DoMethodA(obj, ASLM_FREEREQUEST); // Free it

  SEE ALSO
ASLM_DOREQUEST, ASLM_ALLOCREQUEST, ASLM_FREEREQUEST
```

1.7 aslreqclass/OM_SET

```
  NAME
OM_SET -- Set attributes.

  FUNCTION
Set attributes of the filerequester.  This method will return 0 if the
attributes were set OK. On  failure it will return ASLREQ_ERROR_NO_MEM
indicating that the change could not be made.
```

1.8 aslreqclass/ASLREQ_[Left,Top,Width,Height]

```
  NAME
ASLREQ_Left, ASLREQ_Top, ASLREQ_Width, ASLREQ_Height -- ( ULONG )

  FUNCTION
To obtain the current position and size of the filerequester.

  APPLICABILITY
(ISG).
```

1.9 aslreqclass/ASLREQ_Type

```
  NAME
ASLREQ_Type -- ( ULONG ) ** V40 **

  FUNCTION
    To specify the type of ASL requester.  See <libraries/asl.h> for the
    types available.

  DEFAULT
ASL_FileRequester.

  APPLICABILITY
(ISG).

  SEE ALSO
<libraries/asl.h>@endnode
```