FC_Dataspace

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COLLABORATORS

	TITLE : FC_Dataspace	

ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

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Contents

Chapter 1

FC_Dataspace

1.1 Feelin : FC_Dataspace

FC_Dataspace

IDs: Static Super: FC_Object Include: <libraries/feelin.h>

This class serves as a very simple container for all kinds of data. You can add data items and reference them later through an ID. Furthermore, the class features methods to import/export a complete Dataspace from/to an IFF file handle.

ATTRIBUTES

FA_Dataspace_Pool

METHODS

FM_Dataspace_Add FM_Dataspace_Clear

FM_Dataspace_Find FM_Dataspace_Merge

FM_Dataspace_ReadIFF FM_Dataspace_Remove

FM_Dataspace_WriteIFF

1.2 FC_Dataspace / FM_Dataspace_Add

NAME

FM_Dataspace_Add -- (00.00)

SYNOPSIS

F_Do(Obj,FM_Dataspace_Add,APTR Data,ULONG Size,ULONG ID);

FUNCTION

Adds a new entry to the object. If an entry with the same ID already exists, it will be replaced with the new one.

INPUTS

Data - pointer to a data

Size - length of data

ID - reference id

RESULT

Returns NULL on failure (probably because of a memory shortage) or some non NULL value on success.

SEE ALSO

FM_Dataspace_Find FM_Dataspace_Remove

1.3 FC_Dataspace / FM_Dataspace_Clear

NAME

FM_Dataspace_Clear -- (00.00)

SYNOPSIS

F_Do(Obj,FM_Dataspace_Clear);

FUNCTION

This method clears all the contents of the object. Depending on the state of the memory pool that the object uses, this may or may not result in more free memory.

RESULT

All entries will be removed from the object. The return value of this method is currently undefined.

SEE ALSO

FM_Dataspace_Add FM_Dataspace_Merge

FM_Dataspace_Remove

1.4 FC_Dataspace / FM_Dataspace_Find

NAME

FM_Dataspace_Find -- (00.00)

SYNOPSIS

F_Do(Obj,FM_Dataspace_Find,ULONG ID);

FUNCTION

This method will try to find a chunkdata with the corresponding ID. If it succeed result will be a pointer to the data of the chunk.

1.5 FC_Dataspace / FM_Dataspace_ReadIFF

NAME

FM_Dataspace_ReadIFF -- (00.00)

SYNOPSIS

F_Do(Obj,FM_Dataspace_ReadIFF,struct IFFHandle *IFF);

FUNCTION

Adds the contents of an IFF handle from iffparse.library to the object. As always, objects with the same ID that are already in the object will be replaced.

This method does not look for any chunk types and chunk ids itself. Instead, it expects that you have already located the chunk which contains your data and does nothing but ReadChunkBytes() until all Dataspace entries of the current chunk are read.

NOTES

Do not call FM_Dataspace_ReadIFF if your handle is positioned on chunks that were not written with FM_Dataspace_WriteIFF or strange things may happen!

INPUTS

IFF - pointer to a struct IFFHandle from AllocIFF(). The handle must already be open, initialized for reading and positioned on a chunk that was created with FM_Dataspace_WriteIFF .

RESULT

Returns 0 on success or some IFFERR_xxx on failure.

SEE ALSO

FM_Dataspace_WriteIFF

1.6 FC_Dataspace / FM_Dataspace_Remove

NAME

FM_Dataspace_Remove -- (00.00)

SYNOPSIS

F_Do(obj,FM_Dataspace_Remove,ULONG ID);

FUNCTION

This method removes an entry from the object.

INPUTS

ID - Reference id.

RESULT

Returns NULL if no entry with the given ID was found in the object or some non NULL value on success.

SEE ALSO

FM_Dataspace_Add FM_Dataspace_Find

1.7 FC_Dataspace / FM_Dataspace_WriteIFF

NAME

FM_Dataspace_WriteIFF -- (00.00)

SYNOPSIS

F_Do(Obj,FM_Dataspace_WriteIFF,struct IFFHandle *IFF,ULONG Type,ULONG ID);

FUNCTION

Writes the contents of the object to an IFF handle of iffparse.library.

In detail, a chunk with the specified type and id is created with PushChunk(), the contents of the object are written with WriteChunkBytes() and the chunk is terminated with PopChunk().

INPUTS

IFF - Pointer to a struct IFFHandle from AllocIFF(). The handle must already be open and initialized for writing.

Type - Type of chunk to create.

ID - ID of chunk to create.

RESULT

Returns 0 on success or some IFFERR_xxx on failure.

SEE ALSO

FM_Dataspace_ReadIFF

1.8 FC_Dataspace / FA_Dataspace_Pool

NAME

FA_Dataspace_Pool -- (00.00) [I..], PTR TO CHAR

FUNCTION

If you specify a memory pool from F_CreatePool() here, the object will use this pool for all its entries.

If you omit this tag or pass NULL, the object will create its own memory pool instead.

SEE ALSO

FM_Dataspace_Add