

**IntuitionL**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> IntuitionL		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		November 24, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# IntuitionL

### 1.1 IntuitionL

#### Prozeduren

ActivateGadget	ActivateWindow	AddClass
AddGList	AddGadget	AllocRemember
AlohaWorkbench	AutoRequest	BeginRefresh
BuildEasyRequestArgs	BuildSysRequest	ChangeWindowBox
ClearDMRequest	ClearMenuStrip	ClearPointer
CloseScreen	CloseWindow	CloseWorkBench
CurrentTime	DisplayAlert	DisplayBeep
DisposeObject	DoubleClick	DrawBorder
DrawImage	DrawImageState	EasyRequestArgs
EndRefresh	EndRequest	EraseImage
FreeClass	FreeRemember	FreeScreenDrawInfo
FreeSysRequest	GadgetMouse	GetAttr
GetDefPrefs	GetDefaultPubScreen	GetPrefs
GetScreenData	GetScreenDrawInfo	InitRequester
IntuiTextLength	Intuition	ItemAddress
LockIBase	LockPubScreen	LockPubScreenList
MakeClass	MakeScreen	ModifyIDCMP
ModifyProp	MoveScreen	MoveWindow
MoveWindowInFrontOf	NewModifyProp	NewObjectA
NextObject	NextPubScreen	ObtainGIRPort
OffGadget	OffMenu	OnGadget
OnMenu	OpenScreen	OpenScreenTagList
OpenWindow	OpenWindowTagList	OpenWorkBench
PointInImage	PrintIText	PubScreenStatus
QueryOverscan	RefreshGList	RefreshGadgets
RefreshWindowFrame	ReleaseGIRPort	RemakeDisplay
RemoveClass	RemoveGList	RemoveGadget
ReportMouse	Request	ResetMenuStrip
RethinkDisplay	ScreenToBack	ScreenToFront
SetAttrsA	SetDMRequest	↔
SetDefaultPubScreen		
SetEditHook	SetGadgetAttrsA	SetMenuStrip
SetMouseQueue	SetPointer	SetPrefs
SetPubScreenModes	SetWindowTitles	ShowTitle
SizeWindow	SysReqHandler	UnlockIBase
UnlockPubScreen	UnlockPubScreenList	ViewAddress

ViewPortAddress	WBenchToBack	WBenchToFront
WindowLimits	WindowToBack	WindowToFront
ZipWindow		

Konstanten

intuitionMinVersion	intuitionName
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Variablen

intuitionBase	intuitionVersion
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## 1.2 TMP:Modula-2/IntuitionL.def

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DEFINITION MODULE IntuitionL{"intuition.library",33};
(* 17-Apr-1992/cn *)

FROM SYSTEM IMPORT ADDRESS,BITSET, LONGSET;

FROM ExecD IMPORT
  MsgPortPtr , MemReqSet , ListPtr ;

FROM GraphicsD IMPORT
  BitMapPtr , LayerPtr , RastPortPtr , RectanglePtr , RegionPtr , TextAttrPtr ,
  TextFontPtr , ViewPortPtr , ViewPtr ;

FROM InputEvent IMPORT
  InputEventPtr ;

FROM UtilityD IMPORT
  HookPtr , TagItemPtr ;

IMPORT
  d:IntuitionD,R;

VAR
  intuitionVersion:INTEGER;
  intuitionBase:d. IntuitionBasePtr ;

CONST
  intuitionMinVersion=33;
  intuitionName="intuition.library";

PROCEDURE  ActivateGadget (
  gadget{R.A0}:d. GadgetPtr ;
  window{R.A1}:d. WindowPtr ;
  requester{R.A2}:d. RequesterPtr ):BOOLEAN; CODE -462;

PROCEDURE  ActivateWindow (window{R.A0}:d. WindowPtr ); CODE -450;

PROCEDURE (*36*)  AddClass (
  class{R.A0}:ADDRESS); CODE -684;

PROCEDURE  AddGadget (
  window{R.A0}:d. WindowPtr ;

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    gadget{R.A1}:d. GadgetPtr ;
    position{R.D0}:INTEGER):INTEGER; CODE -42;

PROCEDURE AddGList (
    window{R.A0}:d. WindowPtr ;
    gadget{R.A1}:d. GadgetPtr ;
    position{R.D0}:INTEGER;
    numGad{R.D1}:INTEGER;
    requester{R.A2}:d. RequesterPtr ):INTEGER; CODE -438;

PROCEDURE AllocRemember (
    VAR rememberKey{R.A0}:ADDRESS;
    size{R.D0}:LONGCARD;
    flags{R.D1}: MemReqSet ):ADDRESS; CODE -396;

PROCEDURE AlohaWorkbench(wbPort{R.A0}: MsgPortPtr ); CODE -402;

PROCEDURE AutoRequest (
    window{R.A0}:d. WindowPtr ;
    bodyText{R.A1}:d. IntuiTextPtr ;
    positiveText{R.A2}:d. IntuiTextPtr ;
    negativeText{R.A3}:d. IntuiTextPtr ;
    positiveFlags{R.D0}:d. IDCMPFlagSet ;
    negativeFlags{R.D1}:d. IDCMPFlagSet ;
    width{R.D2}:INTEGER;
    height{R.D3}:INTEGER):BOOLEAN; CODE -348;

PROCEDURE BeginRefresh (window{R.A0}:d. WindowPtr ); CODE -354;

PROCEDURE(*36*) BuildEasyRequestArgs (
    window{R.A0}:d. WindowPtr ;
    VAR easyStruct{R.A1}:d. EasyStruct ;
    idcmp{R.D0}:d. IDCMPFlagSet ;
    args{R.A3}:ADDRESS):d. WindowPtr ; CODE -594;

PROCEDURE BuildSysRequest (
    window{R.A0}:d. WindowPtr ;
    bodyText{R.A1}:d. IntuiTextPtr ;
    positiveText{R.A2}:d. IntuiTextPtr ;
    negativeText{R.A3}:d. IntuiTextPtr ;
    idcmpFlags{R.D0}:d. IDCMPFlagSet ;
    width{R.D1}:INTEGER;
    height{R.D2}:INTEGER):d. WindowPtr ; CODE -360;

PROCEDURE(*36*) ChangeWindowBox (
    window{R.A0}:d. WindowPtr ;
    left{R.D0}:INTEGER;
    top{R.D1}:INTEGER;
    width{R.D2}:INTEGER;
    height{R.D3}:INTEGER); CODE -486;

PROCEDURE ClearDMRequest (
    window{R.A0}:d. WindowPtr ):BOOLEAN; CODE -48;

PROCEDURE ClearMenuStrip (window{R.A0}:d. WindowPtr ); CODE -54;

PROCEDURE ClearPointer (window{R.A0}:d. WindowPtr ); CODE -60;
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PROCEDURE CloseScreen (screen{R.A0}:d. ScreenPtr ); CODE -66;

PROCEDURE CloseWindow (window{R.A0}:d. WindowPtr ); CODE -72;

PROCEDURE CloseWorkBench ():BOOLEAN; CODE -78;

PROCEDURE CurrentTime (
  seconds{R.A0}:ADDRESS;
  micros{R.A1}:ADDRESS); CODE -84;

PROCEDURE DisplayAlert (
  alertNumber{R.D0}:LONGCARD;
  string{R.A0}:ADDRESS;
  height{R.D1}:LONGCARD):BOOLEAN; CODE -90;

PROCEDURE DisplayBeep (screen{R.A0}:d. ScreenPtr ); CODE -96;

PROCEDURE(*36*) DisposeObject (
  object{R.A0}:ADDRESS); CODE -642;

PROCEDURE DoubleClick (
  startSecs{R.D0}:LONGCARD;
  startMicros{R.D1}:LONGCARD;
  currentSecs{R.D2}:LONGCARD;
  currentMicros{R.D3}:LONGCARD):BOOLEAN; CODE -102;

PROCEDURE DrawBorder (
  rastPort{R.A0}: RastPortPtr ;
  border{R.A1}:d. BorderPtr ;
  leftOffset{R.D0}:INTEGER;
  topOffset{R.D1}:INTEGER); CODE -108;

PROCEDURE DrawImage (
  rastPort{R.A0}: RastPortPtr ;
  image{R.A1}:d. ImagePtr ;
  leftOffset{R.D0}:INTEGER;
  topOffset{R.D1}:INTEGER); CODE -114;

PROCEDURE(*36*) DrawImageState (
  rp{R.A0}: RastPortPtr ;
  image{R.A1}:d. ImagePtr ;
  leftOffset{R.D0}:INTEGER;
  topOffset{R.D1}:INTEGER;
  state{R.D2}:LONGCARD;
  VAR drawInfo{R.A2}:d. DrawInfo ); CODE -618;

PROCEDURE(*36*) EasyRequestArgs (
  window{R.A0}:d. WindowPtr ;
  VAR easyStruct{R.A1}:d. EasyStruct ;
  VAR idcmpPtr{R.A2}:d. IDCMPFlagSet ;
  args{R.A3}:ADDRESS):LONGINT; CODE -588;

PROCEDURE EndRefresh (
  window{R.A0}:d. WindowPtr ;
  complete{R.D0}:BOOLEAN); CODE -366;
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PROCEDURE EndRequest (
    requester{R.A0}:d. RequesterPtr ;
    window{R.A1}:d. WindowPtr ); CODE -120;

PROCEDURE (*36*) EraseImage (
    rp{R.A0}: RastPortPtr ;
    image{R.A1}:d. ImagePtr ;
    leftOffset{R.D0}:LONGCARD;
    topOffset{R.D1}:LONGCARD); CODE -630;

PROCEDURE (*36*) FreeClass (
    classPtr{R.A0}:ADDRESS):BOOLEAN; CODE -714;

PROCEDURE FreeRemember (
    rememberKey{R.A0}:ADDRESS;
    reallyForget{R.D0}:BOOLEAN); CODE -408;

PROCEDURE (*36*) FreeScreenDrawInfo (
    screen{R.A0}:d. ScreenPtr ;
    drawInfo{R.A1}:d. DrawInfoPtr ); CODE -696;

PROCEDURE FreeSysRequest (window{R.A0}:d. WindowPtr ); CODE -372;

PROCEDURE (*36*) GadgetMouse (
    gadget{R.A0}:d. GadgetPtr ;
    gInfo{R.A1}:d. GadgetInfoPtr ;
    VAR mousePoint{R.A2}:LONGCARD); CODE -570;

PROCEDURE (*36*) GetAttr (
    attrID{R.D0}:LONGCARD;
    object{R.A0}:ADDRESS;
    VAR storagePtr{R.A1}:LONGCARD):ADDRESS; CODE -654;

PROCEDURE (*36*) GetDefaultPubScreen (
    nameBuffer{R.A0}:ADDRESS); CODE -582;

PROCEDURE GetDefPrefs (
    prefBuffer{R.A0}:d. PreferencesPtr ;
    size{R.D0}:INTEGER); CODE -126;

PROCEDURE GetPrefs (
    prefBuffer{R.A0}:d. PreferencesPtr ;
    size{R.D0}:INTEGER); CODE -132;

PROCEDURE GetScreenData (
    buffer{R.A0}:ADDRESS;
    size{R.D0}:CARDINAL;
    type{R.D1}:d. ScreenFlagSet ;
    screen{R.A1}:d. ScreenPtr ):BOOLEAN; CODE -426;

PROCEDURE (*36*) GetScreenDrawInfo (
    screen{R.A0}:d. ScreenPtr ):d. DrawInfoPtr ; CODE -690;

PROCEDURE InitRequester (requester{R.A0}:d. RequesterPtr ); CODE -138;

PROCEDURE IntuiTextLength (
    iText{R.A0}:d. IntuiTextPtr ):LONGINT; CODE -330;
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PROCEDURE Intuition(inputEvent{R.A0}: InputEventPtr ); CODE -36;

PROCEDURE ItemAddress (
    menuStrip{R.A0}:d. MenuPtr ;
    menuNumber{R.D0}:CARDINAL):d. MenuItemPtr ; CODE -144;

PROCEDURE LockIBase (
    lockNumber{R.D0}:LONGCARD):LONGCARD; CODE -414;

PROCEDURE(*36*) LockPubScreen (
    name{R.A0}:ADDRESS):d. ScreenPtr ; CODE -510;

PROCEDURE(*36*) LockPubScreenList (): ListPtr ; CODE -522;

PROCEDURE(*36*) MakeClass (
    classID{R.A0}:ADDRESS;
    superClassID{R.A1}:ADDRESS;
    superClassPtr{R.A2}:d. IClassPtr ;
    instanceSize{R.D0}:CARDINAL;
    flags{R.D1}:LONGSET):d. IClassPtr ; CODE -678;

PROCEDURE MakeScreen (screen{R.A0}:d. ScreenPtr ); CODE -378;

PROCEDURE ModifyIDCMP (
    window{R.A0}:d. WindowPtr ;
    idcmpFlags{R.D0}:d. IDCMPFlagSet ); CODE -150;

PROCEDURE ModifyProp (
    gadget{R.A0}:d. GadgetPtr ;
    window{R.A1}:d. WindowPtr ;
    requester{R.A2}:d. RequesterPtr ;
    flags{R.D0}:d. PropInfoFlagSet ;
    horizPot{R.D1}:CARDINAL;
    vertPot{R.D2}:CARDINAL;
    horizBody{R.D3}:CARDINAL;
    vertBody{R.D4}:CARDINAL); CODE -156;

PROCEDURE MoveScreen (
    screen{R.A0}:d. ScreenPtr ;
    deltaX{R.D0}:INTEGER;
    deltaY{R.D1}:INTEGER); CODE -162;

PROCEDURE MoveWindow (
    window{R.A0}:d. WindowPtr ;
    deltaX{R.D0}:INTEGER;
    deltaY{R.D1}:INTEGER); CODE -168;

PROCEDURE(*36*) MoveWindowInFrontOf (
    window{R.A0}:d. WindowPtr ;
    behindWindow{R.A1}:d. WindowPtr ); CODE -480;

PROCEDURE NewModifyProp (
    gadget{R.A0}:d. GadgetPtr ;
    window{R.A1}:d. WindowPtr ;
    requester{R.A2}:d. RequesterPtr ;
    flags{R.D0}:d. PropInfoFlagSet ;
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    horizPot{R.D1}:CARDINAL;
    vertPot{R.D2}:CARDINAL;
    horizBody{R.D3}:CARDINAL;
    vertBody{R.D4}:CARDINAL;
    numGad{R.D5}:INTEGER); CODE -468;

PROCEDURE (*36*) NewObjectA (
    class{R.A0}:ADDRESS;
    classID{R.A1}:ADDRESS;
    tagList{R.A2}: TagItemPtr ):ADDRESS; CODE -636;

PROCEDURE (*36*) NextObject (
    VAR objectPtrPtr{R.A0}:ADDRESS):ADDRESS; CODE -666;

PROCEDURE (*36*) NextPubScreen (
    screen{R.A0}:d. ScreenPtr ;
    namebuf{R.A1}:ADDRESS):ADDRESS; CODE -534;

PROCEDURE (*36*) ObtainGIRPort (
    gInfo{R.A0}:d. GadgetInfoPtr ): RastPortPtr ; CODE -558;

PROCEDURE OffGadget (
    gadget{R.A0}:d. GadgetPtr ;
    window{R.A1}:d. WindowPtr ;
    requester{R.A2}:d. RequesterPtr ); CODE -174;

PROCEDURE OffMenu (
    window{R.A0}:d. WindowPtr ;
    menuNumber{R.D0}:CARDINAL); CODE -180;

PROCEDURE OnGadget (
    gadget{R.A0}:d. GadgetPtr ;
    window{R.A1}:d. WindowPtr ;
    requester{R.A2}:d. RequesterPtr ); CODE -186;

PROCEDURE OnMenu (
    window{R.A0}:d. WindowPtr ;
    menuNumber{R.D0}:CARDINAL); CODE -192;

PROCEDURE OpenScreen (
    VAR newScreen{R.A0}:d. NewScreen ):d. ScreenPtr ; CODE -198;

PROCEDURE (*36*) OpenScreenTagList (
    newScreen{R.A0}:d. NewScreenPtr ;
    tagList{R.A1}: TagItemPtr ):d. ScreenPtr ; CODE -612;

PROCEDURE OpenWindow (
    VAR newWindow{R.A0}:d. NewWindow ):d. WindowPtr ; CODE -204;

PROCEDURE (*36*) OpenWindowTagList (
    newWindow{R.A0}:d. NewWindowPtr ;
    tagList{R.A1}: TagItemPtr ):d. WindowPtr ; CODE -606;

PROCEDURE OpenWorkBench ():d. ScreenPtr ; CODE -210;

PROCEDURE (*36*) PointInImage (
    point{R.D0}:LONGCARD;
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        image{R.A0}:d. ImagePtr ):BOOLEAN; CODE -624;

PROCEDURE PrintIText (
    rastPort{R.A0}: RastPortPtr ;
    iText{R.A1}:d. IntuiTextPtr ;
    leftOffset{R.D0}:INTEGER;
    topOffset{R.D1}:INTEGER); CODE -216;

PROCEDURE(*36*) PubScreenStatus (
    screen{R.A0}:d. ScreenPtr ;
    statusFlags{R.D0}:BITSET):BITSET; CODE -552;

PROCEDURE(*36*) QueryOverscan (
    displayID{R.A0}:LONGCARD;
    rect{R.A1}: RectanglePtr ;
    oScanType{R.D0}:INTEGER):BOOLEAN; CODE -474;

PROCEDURE RefreshGadgets (
    gadgets{R.A0}:d. GadgetPtr ;
    window{R.A1}:d. WindowPtr ;
    requester{R.A2}:d. RequesterPtr ); CODE -222;

PROCEDURE RefreshGList (
    gadgets{R.A0}:d. GadgetPtr ;
    window{R.A1}:d. WindowPtr ;
    requester{R.A2}:d. RequesterPtr ;
    numGad{R.D0}:INTEGER); CODE -432;

PROCEDURE RefreshWindowFrame (window{R.A0}:d. WindowPtr ); CODE -456;

PROCEDURE(*36*) ReleaseGIRPort (
    rp{R.A0}: RastPortPtr ); CODE -564;

PROCEDURE RemakeDisplay (); CODE -384;

PROCEDURE(*36*) RemoveClass (
    classPtr{R.A0}:ADDRESS); CODE -708;

PROCEDURE RemoveGadget (
    window{R.A0}:d. WindowPtr ;
    gadget{R.A1}:d. GadgetPtr ):INTEGER; CODE -228;

PROCEDURE RemoveGList (
    window{R.A0}:d. WindowPtr ;
    gadget{R.A1}:d. GadgetPtr ;
    numgad{R.D0}:INTEGER):INTEGER; CODE -444;

PROCEDURE ReportMouse (
    window{R.A0}:d. WindowPtr ;
    boolean{R.D0}:BOOLEAN); CODE -234;

PROCEDURE Request (
    requester{R.A0}:d. RequesterPtr ;
    window{R.A1}:d. WindowPtr ):BOOLEAN; CODE -240;

PROCEDURE(*36*) ResetMenuStrip (
    window{R.A0}:d. WindowPtr ;
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        menu{R.A1}:d. MenuPtr ):BOOLEAN; CODE -702;

PROCEDURE RethinkDisplay (); CODE -390;

PROCEDURE ScreenToBack (screen{R.A0}:d. ScreenPtr ); CODE -246;

PROCEDURE ScreenToFront (screen{R.A0}:d. ScreenPtr ); CODE -252;

PROCEDURE(*36*) SetAttrsA (
    object{R.A0}:ADDRESS;
    tagList{R.A1}: TagItemPtr ):ADDRESS; CODE -648;

PROCEDURE(*36*) SetDefaultPubScreen (
    name{R.A0}:ADDRESS); CODE -540;

PROCEDURE SetDMRequest (
    window{R.A0}:d. WindowPtr ;
    dmRequester{R.A1}:d. RequesterPtr ):BOOLEAN; CODE -258;

PROCEDURE(*36*) SetEditHook (
    hook{R.A0}: HookPtr ): HookPtr ; CODE -492;

PROCEDURE(*36*) SetGadgetAttrsA (
    gadget{R.A0}:d. GadgetPtr ;
    window{R.A1}:d. WindowPtr ;
    requester{R.A2}:d. RequesterPtr ;
    tagList{R.A3}: TagItemPtr ):ADDRESS; CODE -660;

PROCEDURE SetMenuStrip (
    window{R.A0}:d. WindowPtr ;
    menu{R.A1}:d. MenuPtr ):BOOLEAN; CODE -264;

PROCEDURE(*36*) SetMouseQueue (
    window{R.A0}:d. WindowPtr ;
    queueLength{R.D0}:CARDINAL):LONGINT; CODE -498;

PROCEDURE SetPointer (
    window{R.A0}:d. WindowPtr ;
    pointer{R.A1}:ADDRESS;
    height{R.D0}:INTEGER;
    width{R.D1}:INTEGER;
    xOffset{R.D2}:INTEGER;
    yOffset{R.D3}:INTEGER); CODE -270;

PROCEDURE SetPrefs (
    prefBuffer{R.A0}:d. PreferencesPtr ;
    Size{R.D0}:LONGINT;
    Inform{R.D1}:BOOLEAN); CODE -324;

PROCEDURE(*36*) SetPubScreenModes (
    modes{R.D0}:BITSET):BITSET; CODE -546;

PROCEDURE SetWindowTitles (
    window{R.A0}:d. WindowPtr ;
    windowTitle{R.A1}:ADDRESS;
    screenTitle{R.A2}:ADDRESS); CODE -276;
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PROCEDURE ShowTitle (
  screen{R.A0}:d. ScreenPtr ;
  showIt{R.D0}:BOOLEAN); CODE -282;

PROCEDURE SizeWindow (
  window{R.A0}:d. WindowPtr ;
  deltaX{R.D0}:INTEGER;
  deltaY{R.D1}:INTEGER); CODE -288;

PROCEDURE(*36*) SysReqHandler (
  window{R.A0}:d. WindowPtr ;
  VAR idcmpPtr{R.A1}:d. IDCMPFlagSet ;
  waitInput{R.D0}:BOOLEAN):LONGINT; CODE -600;

PROCEDURE UnlockIBase (lock{R.A0}:LONGCARD); CODE -420;

PROCEDURE(*36*) UnlockPubScreen (
  name{R.A0}:ADDRESS;
  screen{R.A1}:d. ScreenPtr ); CODE -516;

PROCEDURE(*36*) UnlockPubScreenList (); CODE -528;

PROCEDURE ViewAddress (): ViewPtr ; CODE -294;

PROCEDURE ViewPortAddress (
  window{R.A0}:d. WindowPtr ): ViewPortPtr ; CODE -300;

PROCEDURE WBenchToBack ():BOOLEAN; CODE -336;

PROCEDURE WBenchToFront ():BOOLEAN; CODE -342;
(*
  * Den Parametern maxWidth und maxHeight darf man auch den
  * Wert -1 zuweisen, falls man die Window Grösse nicht
  * beschränken will. Damit dies nicht zu einem Laufzeitfehler
  * führt wurden diese Parameter im Gegensatz zu den
  * C Deklarationen als INTEGER und nicht als CARDINAL
  * deklariert.
  *)

PROCEDURE WindowLimits (
  window{R.A0}:d. WindowPtr ;
  minWidth{R.D0}:INTEGER;
  minHeight{R.D1}:INTEGER;
  maxWidth{R.D2}:INTEGER;
  maxHeight{R.D3}:INTEGER):BOOLEAN; CODE -318;

PROCEDURE WindowToBack (window{R.A0}:d. WindowPtr ); CODE -306;

PROCEDURE WindowToFront (window{R.A0}:d. WindowPtr ); CODE -312;

PROCEDURE(*36*) ZipWindow (
  window{R.A0}:d. WindowPtr ); CODE -504;

END IntuitionL.lib33
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