

**icon**

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**REVISION HISTORY**

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# Chapter 1

## icon

### 1.1 icon.doc

```
AddFreeList ()
BumpRevision ()
DeleteDiskObject ()
FindToolType ()
FreeDiskObject ()
FreeFreeList ()
GetDefDiskObject ()
GetDiskObject ()
GetDiskObjectNew ()
MatchToolValue ()
PutDefDiskObject ()
PutDiskObject ()
```

### 1.2 icon.library/AddFreeList

#### NAME

AddFreeList - add memory to a free list.

#### SYNOPSIS

```
status = AddFreeList (free, mem, len)
D0                A0    A1    A2
```

```
BOOL AddFreeList (struct FreeList *, APTR, ULONG);
```

#### FUNCTION

This routine adds the specified memory to the free list. The free list will be extended (if required). If there is not enough memory to complete the call, a null is returned.

Note that AddFreeList does NOT allocate the requested memory. It only records the memory in the free list.

#### INPUTS

free -- a pointer to a FreeList structure  
mem -- the base of the memory to be recorded

---

len -- the length of the memory to be recorded

#### RESULTS

status -- TRUE if the call succeeded else FALSE;

#### SEE ALSO

AllocEntry(), FreeEntry(), FreeFreeList()

#### BUGS

None

## 1.3 icon.library/BumpRevision

#### NAME

BumpRevision - reformat a name for a second copy.

#### SYNOPSIS

```
result = BumpRevision(newbuf, oldname)
```

```
    D0                A0      A1
```

```
char *BumpRevision(char *, char *);
```

#### FUNCTION

BumpRevision takes a name and turns it into a "copy\_of\_name". It knows how to deal with copies of copies. The routine will truncate the new name to the maximum dos name size (currently 30 characters).

#### INPUTS

newbuf - the new buffer that will receive the name  
(it must be at least 31 characters long).  
oldname - the original name

#### RESULTS

result - a pointer to newbuf

#### EXAMPLE

oldname	newbuf
-----	-----
"foo"	"copy_of_foo"
"copy_of_foo"	"copy_2_of_foo"
"copy_2_of_foo"	"copy_3_of_foo"
"copy_199_of_foo"	"copy_200_of_foo"
"copy foo"	"copy_of_copy foo"
"copy_0_of_foo"	"copy_1_of_foo"
"012345678901234567890123456789"	"copy_of_0123456789012345678901"

#### SEE ALSO

#### BUGS

None

## 1.4 icon.library/DeleteDiskObject

### NAME

DeleteDiskObject - Delete a Workbench disk object from disk. (V37)

### SYNOPSIS

```
result = DeleteDiskObject(name)
      DO                      AO
```

```
BOOL DeleteDiskObject(char *);
```

### FUNCTION

This routine will try to delete a Workbench disk object from disk. The name parameter will have a ".info" postpended to it, and the info file of that name will be deleted. If the call fails, it will return zero. The reason for the failure may be obtained via IoErr().

This call also updates the Workbench screen if needed.

Using this routine protects you from any future changes to the way icons are stored within the system.

### INPUTS

name -- name of the object (char \*)

### RESULTS

result -- TRUE if it worked, false if not.

### EXAMPLE

```
error=NULL;

/*Check if you have the right library version*/

if (((struct Library *)IconBase)->lib_Version > 36)
{
    if (!DeleteDiskObject(name)) error=IoErr();
}
else
{
    /* Delete name plus ".info" */
}

if (error)
{
    /* Do error routine...*/
}
```

### SEE ALSO

PutDiskObject(), GetDiskObject(), FreeDiskObject()

### BUGS

None

---

## 1.5 icon.library/FindToolType

### NAME

FindToolType - find the value of a ToolType variable.

### SYNOPSIS

```
value = FindToolType(toolTypeArray, typeName)
      D0                A0                A1
```

```
char *FindToolType(char **, char *);
```

### FUNCTION

This function searches a tool type array for a given entry, and returns a pointer to that entry. This is useful for finding standard tool type variables. The returned value is not a new copy of the string but is only a pointer to the part of the string after typeName.

### INPUTS

toolTypeArray - an array of strings (char \*\*).  
 typeName - the name of the tooltype entry (char \*).

### RESULTS

value - a pointer to a string that is the value bound to typeName, or NULL if typeName is not in the toolTypeArray.

### EXAMPLE

Assume the tool type array has two strings in it:

```
"FILETYPE=text"
"TEMPDIR=:t"
```

```
FindToolType( toolTypeArray, "FILETYPE" ) returns "text"
FindToolType( toolTypeArray, "filetype" ) returns "text"
FindToolType( toolTypeArray, "TEMPDIR" ) returns ":t"
FindToolType( toolTypeArray, "MAXSIZE" ) returns NULL
```

### SEE ALSO

MatchToolValue()

### BUGS

None

## 1.6 icon.library/FreeDiskObject

### NAME

FreeDiskObject - free all memory in a Workbench disk object.

### SYNOPSIS

```
FreeDiskObject(diskobj)
              A0
```

```
void FreeDiskObject(struct DiskObject *);
```

### FUNCTION

This routine frees all memory in a Workbench disk object, and the object itself. It is implemented via FreeFreeList().

GetDiskObject() takes care of all the initialization required to set up the object's free list. This procedure may ONLY be called on a DiskObject allocated via GetDiskObject().

#### INPUTS

diskobj -- a pointer to a DiskObject structure

#### RESULTS

None

#### SEE ALSO

GetDiskObject(), PutDiskObject(), DeleteDiskObject(), FreeFreeList()

#### BUGS

None

## 1.7 icon.library/FreeFreeList

#### NAME

FreeFreeList - free all memory in a free list.

#### SYNOPSIS

```
FreeFreeList(free)
           A0
```

```
void FreeFreeList(struct FreeList *);
```

#### FUNCTION

This routine frees all memory in a free list, and the free list itself. It is useful for easily getting rid of all memory in a series of structures. There is a free list in a Workbench object, and this contains all the memory associated with that object.

A FreeList is a list of MemList structures. See the MemList and MemEntry documentation for more information.

If the FreeList itself is in the free list, it must be in the first MemList in the FreeList.

#### INPUTS

free -- a pointer to a FreeList structure

#### RESULTS

None

#### SEE ALSO

AllocEntry(), FreeEntry(), AddFreeList()

#### BUGS

None

---

## 1.8 icon.library/GetDefDiskObject

### NAME

GetDefDiskObject - read default wb disk object from disk. (V36)

### SYNOPSIS

```
diskobj = GetDefDiskObject(def_type)
        D0                               D0
```

```
struct DiskObject *GetDefDiskObject(LONG);
```

### FUNCTION

This routine reads in a default Workbench disk object from disk. The valid def\_types can be found in workbench/workbench.h and currently include WBDISK thru WBGARBAGE. If the call fails, it will return zero. The reason for the failure may be obtained via IoErr().

Using this routine protects you from any future changes to the way default icons are stored within the system.

### INPUTS

def\_type - default icon type (WBDISK thru WBKICK). Note that the define 'WBDEVICE' is not currently supported.

### RESULTS

diskobj -- the default Workbench disk object in question

### SEE ALSO

PutDefDiskObject

### BUGS

None

## 1.9 icon.library/GetDiskObject

### NAME

GetDiskObject - read in a Workbench disk object from disk.

### SYNOPSIS

```
diskobj = GetDiskObject(name)
        D0                               A0
```

```
struct DiskObject *GetDiskObject(char *);
```

### FUNCTION

This routine reads in a Workbench disk object in from disk. The name parameter will have a ".info" postpended to it, and the info file of that name will be read. If the call fails, it will return zero. The reason for the failure may be obtained via IoErr().

Using this routine protects you from any future changes to the way icons are stored within the system.

A FreeList structure is allocated just after the DiskObject structure; FreeDiskObject makes use of this to get rid of the memory that was allocated.

#### INPUTS

name -- name of the object (char \*) or NULL if you just want a DiskObject structure allocated for you (useful when calling AddAppIcon in workbench.library).

#### RESULTS

diskobj -- the Workbench disk object in question

#### SEE ALSO

GetDiskObjectNew(), PutDiskObject(), DeleteDiskObject(), FreeDiskObject()

#### BUGS

None

## 1.10 icon.library/GetDiskObjectNew

#### NAME

GetDiskObjectNew - read in a Workbench disk object from disk. (V36)

#### SYNOPSIS

```
diskobj = GetDiskObjectNew(name)
D0                      A0
```

```
struct DiskObject *GetDiskObjectNew(char *);
```

#### FUNCTION

This routine reads in a Workbench disk object in from disk. The name parameter will have a ".info" postpended to it, and the info file of that name will be read. If the call fails, it will return zero. The reason for the failure may be obtained via IoErr().

Using this routine protects you from any future changes to the way icons are stored within the system.

A FreeList structure is allocated just after the DiskObject structure; FreeDiskObject makes use of this to get rid of the memory that was allocated.

This call is functionally identical to GetDiskObject with one exception. If its call to GetDiskObject fails, this function calls GetDefDiskObject. This is useful when there is no .info file for the icon you are trying to get a disk object for. Applications that use workbench application windows MUST use this call if they want to handle the user dropping an icon (that doesn't have a .info file) on their window. The V2.0 icon editor program is an example of a workbench application window that uses this call.

#### INPUTS

name -- name of the object (char \*) or NULL if you just want a DiskObject structure allocated for you (useful when calling AddAppIcon in workbench.library).

#### RESULTS

diskobj -- the Workbench disk object in question

#### SEE ALSO

FreeDiskObject(), GetDiskObject(), PutDiskObject(), DeleteDiskObject()

#### BUGS

None

## 1.11 icon.library/MatchToolValue

#### NAME

MatchToolValue - check a tool type variable for a particular value.

#### SYNOPSIS

```
result = MatchToolValue(typeString, value)
      D0                A0      A1
```

```
BOOL MatchToolValue(char *, char *);
```

#### FUNCTION

MatchToolValue is useful for parsing a tool type value for a known value. It knows how to parse the syntax for a tool type value (in particular, it knows that '|' separates alternate values). Note that the parsing is case insensitive.

#### INPUTS

typeString - a ToolType value (as returned by FindToolType)

value - you are interested if value appears in typeString

#### RESULTS

result - TRUE if the value was in typeString else FALSE.

#### EXAMPLE

Assume there are two type strings:

```
type1 = "text"
type2 = "a|b|c"
```

```
MatchToolValue( type1, "text" ) returns TRUE
MatchToolValue( type1, "TEXT" ) returns TRUE
MatchToolValue( type1, "data" ) returns FALSE
MatchToolValue( type2, "a" ) returns TRUE
MatchToolValue( type2, "b" ) returns TRUE
MatchToolValue( type2, "d" ) returns FALSE
MatchToolValue( type2, "a|b" ) returns FALSE
```

#### SEE ALSO

FindToolType()

#### BUGS

None

## 1.12 icon.library/PutDefDiskObject

### NAME

PutDefDiskObject - write disk object as the default for its type. (V36)

### SYNOPSIS

```
status = PutDefDiskObject(diskobj)
      D0                      A0
```

```
BOOL PutDefDiskObject(struct DiskObject *);
```

### FUNCTION

This routine writes out a DiskObject structure, and its associated information. If the call fails, a zero will be returned. The reason for the failure may be obtained via IoErr().

Note that this function calls PutDiskObject internally which means that this call (if successful) notifies workbench that an icon has been created/modified.

Using this routine protects you from any future changes to the way default icons are stored within the system.

### INPUTS

diskobj -- a pointer to a DiskObject

### RESULTS

status -- TRUE if the call succeeded else FALSE

### SEE ALSO

GetDefDiskObject

### BUGS

None

## 1.13 icon.library/PutDiskObject

### NAME

PutDiskObject - write out a DiskObject to disk.

### SYNOPSIS

```
status = PutDiskObject(name, diskobj)
      D0                      A0      A1
```

```
BOOL PutDiskObject(char *, struct DiskObject *);
```

### FUNCTION

This routine writes out a DiskObject structure, and its associated information. The file name of the info

file will be the name parameter with a ".info" postpended to it. If the call fails, a zero will be returned. The reason for the failure may be obtained via IoErr().

As of release V2.0, PutDiskObject (if successful) notifies workbench han an icon has been created/modified.

Using this routine protects you from any future changes to the way icons are stored within the system.

#### INPUTS

name -- name of the object (pointer to a character string)  
diskobj -- a pointer to a DiskObject

#### RESULTS

status -- TRUE if the call succeeded else FALSE

#### NOTES

It is recommended that if you wish to copy an icon from one place to another than you use GetDiskObject() and PutDiskObject() and do not copy them directly.

#### SEE ALSO

GetDiskObject(), FreeDiskObject(), DeleteDiskObject()

#### BUGS

None

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