

commodities

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Contents

1	commodities	1
1.1	commodities.doc	1
1.2	commodities.library/ActivateCxObj	1
1.3	commodities.library/AddIEvents	2
1.4	commodities.library/AttachCxObj	3
1.5	commodities.library/ClearCxObjError	4
1.6	commodities.library/CreateCxObj	4
1.7	commodities.library/CxBroker	5
1.8	commodities.library/CxMsgData	6
1.9	commodities.library/CxMsgID	7
1.10	commodities.library/CxMsgType	8
1.11	commodities.library/CxObjError	8
1.12	commodities.library/CxObjType	9
1.13	commodities.library/DeleteCxObj	10
1.14	commodities.library/DeleteCxObjAll	10
1.15	commodities.library/DisposeCxMsg	11
1.16	commodities.library/DivertCxMsg	11
1.17	commodities.library/EnqueueCxObj	12
1.18	commodities.library/InsertCxObj	13
1.19	commodities.library/InvertKeyMap	13
1.20	commodities.library/MatchIX	14
1.21	commodities.library/ParseIX	15
1.22	commodities.library/RemoveCxObj	15
1.23	commodities.library/RouteCxMsg	16
1.24	commodities.library/SetCxObjPri	16
1.25	commodities.library/SetFilter	17
1.26	commodities.library/SetFilterIX	17
1.27	commodities.library/SetTranslate	18

Chapter 1

commodities

1.1 commodities.doc

```
ActivateCxObj ()
AddIEvents ()
AttachCxObj ()
ClearCxObjError ()
CreateCxObj ()
CxBroker ()
CxMsgData ()
CxMsgID ()
CxMsgType ()
CxObjError ()
CxObjType ()
DeleteCxObj ()
DeleteCxObjAll ()
DisposeCxMsg ()
DivertCxMsg ()
EnqueueCxObj ()
InsertCxObj ()
InvertKeyMap ()
MatchIX ()
ParseIX ()
RemoveCxObj ()
RouteCxMsg ()
SetCxObjPri ()
SetFilter ()
SetFilterIX ()
SetTranslate ()
```

1.2 commodities.library/ActivateCxObj

NAME

```
ActivateCxObj -- change the activation state of a commodity object.
(V36)
```

SYNOPSIS

```
previous = ActivateCxObj(co,true);
```

D0 A0 D0

```
LONG ActivateCxObj(CxObj *,LONG);
```

FUNCTION

Commodity objects of all types maintain an activation state. If an object is "active", then it performs its particular action whenever a commodity message arrives. If the object is "inactive" no action is taken, and the message goes on to its next destination.

All objects are created in the "active" state except brokers which are created "inactive". Thus, after you create your broker and hang a tree of objects off of it, you must remember to use this function to activate it. This causes it to divert all messages to your tree of objects.

This function activates 'co' if 'true' is different than 0. and deactivates it otherwise. The previous activation state is returned.

INPUTS

co - the commodity object to affect (may be NULL)
true - 0 to deactivate the object, anything else to activate it

RESULTS

previous - the previous activation state: 0 if the object was inactive or if 'co' was NULL, anything else if the object was active

SEE ALSO

CxBroker()

1.3 commodities.library/AddIEvents

NAME

AddIEvents -- add input events to commodities' input stream. (V36)

SYNOPSIS

```
AddIEvents(events)
    A0
```

```
VOID AddIEvents(struct InputEvent *);
```

FUNCTION

This function adds a null-terminated linked list of input events to the input stream processed by commodities. It is a touch easier than using the input device directly.

The contents of the input events are copied into commodity messages, so they may be disposed of as soon as this call returns.

The messages are initially routed to the first broker in commodities' object list.

INPUTS

events - the list of input events to add (may be NULL)

WARNING

The `cx_lib/InvertString()` function creates lists of input events that are in reverse order. Thus, passing the result of `InvertString()` to this function will insert a series of input events that will generate a string that's a mirror image of the string passed to `InvertString()` originally.

The solution to the above is to either flip the string before passing it to `InvertString()`, or flip the resulting list of input events.

BUGS

Prior to V40, this function did not copy the data pointed to by `ie_EventAddress` for any events of type `IECLASS_NEWPOINTERPOS`.

SEE ALSO

`cx_lib/FreeIEEvents()`

1.4 commodities.library/AttachCxObj

NAME

`AttachCxObj` -- attach a commodity object to the end of an existing list of objects. (V36)

SYNOPSIS

```
AttachCxObj(headObj,co);
           A0      A1
```

```
VOID AttachCxObj(CxObj *,CxObj *);
```

FUNCTION

Adds 'co' to the list of objects pointed to by 'headObj'. The new object is added at the end of the list.

INPUTS

`headObj` - pointer to a list of objects. If this value is NULL, then the entire tree of objects pointed to by 'co' is deleted and becomes invalid.

`co` - the object to add to the list (may be NULL)

RESULTS

If 'co' is NULL, this function will record that fact in the internal accumulated error of 'headObj'. This error record can be retrieved using `CxObjError()` and cleared using `ClearCxObjError()`.

BUGS

Until V38, passing a NULL 'headObj' parameter would cause low-memory access and unpredictable results.

SEE ALSO

`CxObjError()`, `ClearCxObjError()`

1.5 commodities.library/ClearCxObjError

NAME

ClearCxObjError -- clear the accumulated error value of a commodity object. (V36)

SYNOPSIS

```
ClearCxObjError(co);
                A0
```

```
VOID ClearCxObjError(CxObj *);
```

FUNCTION

This function clears the accumulated error value of commodity object 'co'.

It is unwise to do this to a filter if COERR_BADFILTER is set. This will fool commodities into thinking the filter is OK. Set another valid filter, or leave the error value alone.

INPUTS

co - the object to affect (may be NULL)

SEE ALSO

CxObjError()

1.6 commodities.library/CreateCxObj

NAME

CreateCxObj -- create a new commodity object. (V36)

SYNOPSIS

```
co = CreateCxObj(type, arg1, arg2);
D0      D0      A0      A1
```

```
CxObj *CreateCxObj(ULONG, LONG, LONG);
```

FUNCTION

This function creates a commodity object of type 'type'. It is not proper to call this function directly. Each object creation routine except CxBroker() is defined as a macro in <libraries/commodities.h> These are independently documented.

All functions which operate on a commodity object are made with a reference to the thirty-two bit value returned by this function (or by CxBroker()).

INPUTS

type - the type of object to create as defined in <libraries/commodities.h>

arg1 - first argument, meaning depends on 'type'

arg2 - second argument, meaning depends on 'type'

RESULTS

co - a pointer to the new object or NULL if it could not be created. A NULL return indicates typically a lack of system memory. Minor problems in creating an object, such as providing a bad filter description to `cx_lib/CxFilter()`, typically don't cause failure, but are recorded in an internal error field in the new object which can be accessed via `CxObjError()`.

SEE ALSO
`CxObjError()`, `cx_lib/CxFilter()`, `cx_lib/CxSender()`,
`cx_lib/CxSignal()`, `cx_lib/CxTranslate()`, `cx_lib/CxDebug()`,
`cx_lib/CxCustom()`, `CxBroker()`

1.7 commodities.library/CxBroker

NAME
`CxBroker` -- create a commodity broker. (V36)

SYNOPSIS
`broker = CxBroker(nb,error);`
D0 A0 D0

`CxObj *CxBroker(struct NewBroker *,LONG *);`

FUNCTION
This function creates a broker from the specification found in the `NewBroker` structure pointed to by 'nb'. The purpose and meaning of the fields of the `NewBroker` structure are described below. Also see `<libraries/commodities.h>` for more info.

```
struct NewBroker
{
    BYTE          nb_Version;
    STRPTR        nb_Name;
    STRPTR        nb_Title;
    STRPTR        nb_Descr;
    WORD          nb_Unique;
    WORD          nb_Flags;
    BYTE          nb_Pri;
    struct MsgPort *nb_Port;
    WORD          nb_ReservedChannel;
};
```

`nb_Version`
This is the way that future versions of `commodities` can identify which version of the `NewBroker` structure you are using. This should be set to `NB_VERSION` as defined in `<libraries/commodities.h>`

`nb_Name`
This is the name of the broker. This name is used to find the broker in `commodities'` object list and is the name shown in the listview gadget of the Exchange program. The name string is copied in the broker object upon creation so it can be discarded right after `CxBroker()` returns. The maximum length of the name string is defined by a constant in `<libraries/commodities.h>`.

`nb_Title, nb_Descr`

These are two strings which appear to the user in the Exchange program and describe the application the broker is representing. Note that these strings are copied into the broker object so they can be discarded right after `CxBroker()` returns. The maximum length of these strings that will be recognized are defined by constants in `<libraries/commodities.h>`.

`nb_Unique`

This field indicates what should happen if a broker of the same name (`nb_Name`) already exists in commodities' object list. Constants in `<libraries/commodities.h>` allow the caller to specify whether another broker is to be created, and whether any existing broker of the same name should be notified that an attempt at creating a duplicate has been made.

`nb_Pri`

This specifies with what priority the new broker is to be inserted within commodities' object list. Higher priority nodes appear earlier in a list. It is strongly recommended that the ToolTypes environment of an application be used to allow the end-user to set the priority of the broker.

INPUTS

`nb` - an initialized `NewBroker` structure

`error` - a pointer to a longword where to store a failure code (may be `NULL`)

RESULTS

`broker` - a pointer to the broker object or `NULL` upon failure. If the 'error' pointer is not `NULL`, a further diagnostic code is placed at that address. Error codes are defined in `<libraries/commodities.h>` and include:

`CBERR_OK`

No problems; broker created OK.

`CBERR_SYSERR`

System problems, not your fault, sign of low memory.

`CBERR_DUP`

The `nb_Unique` field specified that only one broker of 'nb_Name' should be allowed, and one already exists.

`CBERR_VERSION`

The version specified in 'nb_Version' is unknown to the library.

SEE ALSO

`SetCxObjPri()`, `<libraries/commodities.h>`

1.8 commodities.library/CxMsgData

NAME

`CxMsgData` -- obtain a pointer to a commodity message's data area. (V36)

SYNOPSIS

```
data = CxMsgData(cxm);  
D0      A0
```

```
APTR CxMsgData(struct CxMsg *);
```

FUNCTION

Most commodity messages contain meaningful data such as an InputEvent structure. This function returns a pointer to this data.

You may get a commodity message from a synchronous (custom object) or asynchronous (sender object) source. In the second case, 'data' is not valid after you have replied to the message.

INPUTS

cxm - the commodity message to get the data pointer from (may be NULL)

RESULTS

data - a pointer to the message's data, or NULL if 'cxm' is NULL.
The meaning of the data varies depending on which kind of object is being inspected.

BUGS

Until V38, passing a NULL 'cxm' parameter would cause low-memory access and unpredictable results.

Until V40, whenever the data pointer is a (struct InputEvent), the ie_EventAddress field of these structures was not reliable whenever the message was generated by a sender object.

SEE ALSO

cx_lib/CxSender(), cx_lib/CxCustom()

1.9 commodities.library/CxMsgID

NAME

CxMsgID -- obtain the ID of a commodity message. (V36)

SYNOPSIS

```
id = CxMsgID(cxm);  
D0      A0
```

```
LONG CxMsgID(struct CxMsg *);
```

FUNCTION

This function returns the value associated with the cause or source of the commodity message 'cxm'. Values are provided by the application when a sender or custom object is created.

INPUTS

cxm - the commodity message to inquire about (must NOT be NULL)

RESULTS

id - if not specified by the application, the ID value of a

commodity message will be 0. It is suggested that using non-zero values in your program as a rule may identify some possible errors.

SEE ALSO
cx_lib/CxSender(), cx_lib/CxCustom()

1.10 commodities.library/CxMsgType

NAME

CxMsgType -- obtain the type of a commodity message. (V36)

SYNOPSIS

```
type = CxMsgType(cxm);  
D0      A0
```

```
ULONG CxMsgType(struct CxMsg *);
```

FUNCTION

This function returns the type of a commodity message. Possible values of 'type' are defined in <libraries/commodities.h>. Most commodity messages are of type CXM_IEVENT.

INPUTS

cxm - the commodity message to inquire about (must NOT be NULL)

RESULTS

type - the type of the commodity message, possible values are defined in <libraries/commodities.h>

1.11 commodities.library/CxObjError

NAME

CxObjError -- obtain a commodity object's accumulated error. (V36)

SYNOPSIS

```
error = CxObjError(co);  
D0      A0
```

```
LONG CxObjError(CxObj *);
```

FUNCTION

When a function acting on an object fails, it records the failure in the object. This function returns the accumulated error value. The values are represented by flag bits defined in <libraries/commodities.h>. Several errors may be recorded by multiple bits in 'error'.

The currently defined errors are:

COERR_ISNULL

The value of parameter 'co' was in fact NULL. This error

means "the problem with the object you inquire about is that it failed to be created."

COERR_NULLATTACH

Using the commodities' list manipulation functions, an attempt was made to add a NULL object to the list belonging to 'co'. This allows a line of code as follows to exist in an error-tolerant program:

```
AttachCxObj(filter, CxSender(myport, MY_ID));
```

COERR_BADFILTER

The most recent filter specification for a filter object was faulty. This happens if no sense can be made out of a description string, or if an input expression (IX) has an invalid format or version byte. When this bit is set in a filter's error field, the filter will match nothing, but this is not the proper way to "turn off" a filter, use `ActivateCxObj()`.

COERR_BADTYPE

A type specific operation, such as `SetFilterIX()`, was called for object 'co', but 'co' isn't of the proper type.

INPUTS

co - the commodity object to get the accumulated error from (may be NULL)

RESULTS

error - the accumulated error, or 0 if 'co' is NULL

SEE ALSO

`SetFilter()`, `SetFilterIX()`, `AttachCxObj()`, `ActivateCxObj()`, `ClearCxObjError()`

1.12 commodities.library/CxObjType

NAME

`CxObjType` -- obtain the type of a commodity object. (V36)

SYNOPSIS

```
type = CxObjType(co);
```

```
D0      A0
```

```
ULONG CxObjType(CxObj *);
```

FUNCTION

This function should not really be necessary. It returns the type of a commodity object, which you should already know, since you created it in the first place.

INPUTS

co - the commodity object to inquire about (may be NULL)

RESULTS

type - the type of the commodity object, possible values are defined in `<libraries/commodities.h>`. Returns `CX_INVALID`

```
if 'co' is NULL.
```

SEE ALSO
CreateCxObj()

1.13 commodities.library/DeleteCxObj

NAME

DeleteCxObj -- delete a commodity object. (V36)

SYNOPSIS

```
DeleteCxObj(co);  
    A0
```

```
VOID DeleteCxObj(CxObj *);
```

FUNCTION

Deletes a commodity object of any type. If the object is linked into a list, it is first removed. Note that the handle 'co' is invalid after this function is called.

Also note that deleting an object which has other objects attached to it may be undesirable. Use the function DeleteCxObjAll() to delete an entire sub-tree of objects.

INPUTS

co - the commodity object to delete (may be NULL)

SEE ALSO

DeleteCxObjAll()

1.14 commodities.library/DeleteCxObjAll

NAME

DeleteCxObjAll -- recursively delete a tree of commodity objects.
(V36)

SYNOPSIS

```
DeleteCxObjAll(co);  
    A0
```

```
VOID DeleteCxObjAll(CxObj *);
```

FUNCTION

This function deletes the commodity object 'co', and recursively deletes all objects attached to it, and the objects attached to them, etc.

If 'co' is linked into a list, it is first removed. Note that the handle 'co' is invalid after this function is called.

This function is useful when an application exits: most

applications can clean up completely by deleting the entire sub-tree of objects starting at their broker.

INPUTS

co - the first commodity object to delete (may be NULL)

SEE ALSO

DeleteCxObj()

1.15 commodities.library/DisposeCxMsg

NAME

DisposeCxMsg -- delete a commodity message. (V36)

SYNOPSIS

```
DisposeCxMsg(cxm);
    A0
```

```
VOID DisposeCxMsg(struct CxMsg *);
```

FUNCTION

This function eliminates the commodity message pointed to by 'cxm'. Can be used to 'swallow' input events by disposing of every commodity message of type CXM_IEVENT.

This function can only be called from within a custom object running on the input handler's context. It cannot be called from code running on a commodities' context, such as when receiving a CXM_IEVENT message from a sender object. CxMsg sent to a commodity program from a sender object must be sent back using ReplyMsg().

INPUTS

cxm - the commodity message to delete (must NOT be NULL)

1.16 commodities.library/DivertCxMsg

NAME

DivertCxMsg -- send a commodity message down an object list. (V36)

SYNOPSIS

```
DivertCxMsg(cxm, headObj, returnObj);
    A0  A1      A2
```

```
VOID DivertCxMsg(struct CxMsg *, CxObj *, CxObj *);
```

FUNCTION

This function sends the commodity message 'cxm' down the list of objects attached to 'headObj'. The pointer 'returnObj' is first pushed onto the routing stack of 'cxm' so that when the end of the list of 'headObj' is reached the SUCCESSOR of 'returnObj' is the next destination.

For example, when a filter finds a match with a message, the message is diverted down the filter's list like this:

```
DivertCxMsg(cxm,filter,filter);
```

INPUTS

cxm - the commodity message to divert (must NOT be NULL)
headObj - the list of objects to divert the message to
returnObj - the object to use as a place holder

SEE ALSO

RouteCxMsg()

1.17 commodities.library/EnqueueCxObj

NAME

EnqueueCxObj -- insert a commodity object within a list of objects based on object priority. (V36)

SYNOPSIS

```
EnqueueCxObj(headObj,co);  
           A0      A1
```

```
VOID EnqueueCxObj(CxObj *,CxObj *);
```

FUNCTION

This function puts object 'co' into the list of object 'headObj'. The insertion point is determined by the object's priority. The objects are kept in the list from the highest priority to the lowest. New nodes are inserted in front of the first node with a lower priority. Hence a FIFO queue for nodes of equal priority.

The priority of the commodity object can be set using SetCxObjPri().

INPUTS

headObj - pointer to a list of objects. If this value is NULL, then the entire tree of objects pointed to by 'co' is deleted and becomes invalid.
co - the object to add to the list (may be NULL)

RESULTS

If 'co' is NULL, this function will record that fact in the internal accumulated error of 'headObj'. This error record can be retrieved using CxObjError() and cleared using ClearCxObjError().

BUGS

Until V38, passing a NULL 'headObj' parameter would cause low-memory access and unpredictable results.

SEE ALSO

SetCxObjPri(), CxObjError(), ClearCxObjError()

1.18 commodities.library/InsertCxObj

NAME

InsertCxObj -- insert a commodity object in a list after a given object. (V36)

SYNOPSIS

```
InsertCxObj(headObj,co,pred);
      A0      A1 A2
```

```
VOID InsertCxObj(CxObj *,CxObj *,CxObj *);
```

FUNCTION

Adds 'co' to the list of objects pointed to by 'headObj' after object 'pred'.

INPUTS

headObj - pointer to a list of objects. If this value is NULL, then the entire tree of objects pointed to by 'co' is deleted and becomes invalid.
 co - the object to add to the list (may be NULL)
 pred - the object after which 'co' should be inserted. If this is NULL then 'co' is added to the head of the list.

RESULTS

If 'co' is NULL, this function will record that fact in the internal accumulated error of 'headObj'. This error record can be retrieved using CxObjError() and cleared using ClearCxObjError().

BUGS

Until V38, passing a NULL 'headObj' parameter would cause low-memory access and unpredictable results.

SEE ALSO

CxObjError(), ClearCxObjError()

1.19 commodities.library/InvertKeyMap

NAME

InvertKeyMap -- generate an input event from an ANSI code. (V36)

SYNOPSIS

```
success = InvertKeyMap(ansiCode,event,km)
D0      D0      A0      A1
```

```
BOOL InvertKeyMap(ULONG,struct InputEvent *,struct KeyMap *);
```

FUNCTION

This function uses the system call MapANSI() to figure out what InputEvent translates to an ANSI character code 'ansiCode'. The InputEvent pointed to by 'event' is filled in with that information. The KeyMap 'km' is used for the translation, unless it is NULL, in which case the current system default keymap is used.

INPUTS

ansiCode - the ANSI code to convert to an input event
 event - the InputEvent to fill-in
 km - the keymap to use for the translation, or NULL to use the current system default keymap.

RESULTS

success - TRUE if the translation worked, FALSE otherwise.

BUGS

This function currently handles one-deep dead keys (such as <alt f>o). It does not look up the high key map (keystrokes with scan codes greater than 0x40).

Prior to V40, this function was not initializing the ie_SubClass and ie_TimeStamp fields of the InputEvent structure. A simple work around to the problem is to clear these values to 0 before making a call to this function:

```
struct InputEvent ie;

    ie.ie_SubClass          = 0;
    ie.ie_TimeStamp.tv_secs = 0;
    ie.ie_TimeStamp.tv_micro = 0;
    if (InvertKeyMap(ansiCode,&ie,NULL))
        ...
```

SEE ALSO

cx_lib/InvertString()

1.20 commodities.library/MatchIX

NAME

MatchIX -- see if an input event matches an initialized input expression. (V38)

SYNOPSIS

```
match = MatchIX(event,ix);
D0    A0    A1
```

```
BOOL MatchIX(struct InputEvent *,IX *);
```

FUNCTION

This function determines whether an input event matches an initialized input expression. Applications generally do not need to call this function as filter objects will normally provide all the event filtering needed. Nevertheless, MatchIX() can come in handy as it is the same function used to match an event to the various filter objects when an event makes its way through the input network.

INPUTS

event - the input event to match against the input expression
 ix - the input expression for the comparison

RESULTS
match - TRUE if the input event matches the input expression, or
FALSE if not

SEE ALSO
<libraries/commodities.h>, ParseIX()

1.21 commodities.library/ParseIX

NAME
ParseIX -- initialize an input expression given a description string.
(V36)

SYNOPSIS
failureCode = ParseIX(description,ix);
D0 A0 A1

LONG ParseIX(STRPTR,IX *);

FUNCTION
Given an input description string and an allocated input
expression, sets the fields of the input expression to
correspond to the description string.

INPUTS
description - the string to parse
ix - the input expression to hold the result of the parse

RESULTS
failureCode - 0 if all went well,
 -1 if tokens after end (code spec)
 -2 if 'description' was NULL

SEE ALSO
<libraries/commodities.h>, MatchIX()

1.22 commodities.library/RemoveCxObj

NAME
RemoveCxObj -- remove a commodity object from a list. (V36)

SYNOPSIS
RemoveCxObj(co);
 A0

VOID RemoveCxObj(CxObj *);

FUNCTION
This function removes 'co' from any list it may be a part of.
Will not crash if 'co' is NULL, or if it has not been inserted
in a list.

INPUTS

co - the object to remove (may be NULL)

SEE ALSO

AttachCxObj(), EnqueueCxObj(), InsertCxObj()

1.23 commodities.library/RouteCxMsg

NAME

RouteCxMsg -- set the next destination of a commodity message. (V36)

SYNOPSIS

```
RouteCxMsg(cxm,co);
    A0  A1
```

```
VOID RouteCxMsg(struct CxMsg *,CxObj *);
```

FUNCTION

Establishes the next destination of a commodity message to be 'co', which must be a valid commodity object, and must be linked in ultimately to commodities' object list.

Routing of an object is analogous to a 'goto' in a program. There is no effect on the message's routing stack.

INPUTS

cxm - the commodity message to route (must NOT be NULL)
co - the commodity object to route the message to (must NOT be NULL)

SEE ALSO

DivertCxMsg()

1.24 commodities.library/SetCxObjPri

NAME

SetCxObjPri -- set the priority of a commodity object. (V36)

SYNOPSIS

```
oldPri = SetCxObjPri(co,pri)
D0                      A0 D0
```

```
LONG SetCxObjPri(CxObj *,LONG);
```

FUNCTION

This function sets the priority of a commodity object for the purposes of EnqueueCxObj().

It is strongly recommended that the ToolTypes environment be utilized to provide end-user control over the priority of brokers, but application specific ordering of other objects within their lists is not dictated.

INPUTS

co - the commodity object to affect (may be NULL)
pri - the object's new priority in the range -128 to +127. A value of 0 is normal.

RESULTS

oldPri - the previous priority of the object or 0 if 'co' was NULL.
This value is only returned in V38 and beyond.

BUGS

This function will not reposition an object within its list when its priority changes. To attain the same effect, first remove the object from its list using `RemoveCxObj()`, set its priority using `SetCxObjPri()`, and reinsert it in the list using `EnqueueCxObj()`.

SEE ALSO

`EnqueueCxObj()`

1.25 commodities.library/SetFilter

NAME

`SetFilter` -- change the matching condition of a commodity filter.
(V36)

SYNOPSIS

```
SetFilter(filter, text);  
    A0      A1
```

```
VOID SetFilter(CxObj *, STRPTR);
```

FUNCTION

This function changes the matching condition of a commodity input filter to that described by the input description string 'text'.

INPUTS

filter - the filter object to affect (may be NULL)
text - the new matching conditions for the filter

RESULTS

The internal error of 'filter' will have the `COERR_BADFILTER` bit set or cleared depending on the failure or success of this function.

SEE ALSO

`SetFilterIX()`, `CxObjError()`

1.26 commodities.library/SetFilterIX

NAME

`SetFilterIX` -- change the matching condition of a commodity filter.
(V36)

SYNOPSIS

```
SetFilterIX(filter, ix);
           A0      A1
```

```
VOID SetFilterIX(CxObj *, IX *);
```

FUNCTION

This function changes the matching condition of a commodity input filter to that described by the binary input expression pointed by 'ix'.

Input expressions are defined in <libraries/commodities.h>. It is important to remember that the first field of the input expression structure must indicate which version of the input expression structure is being used.

INPUTS

filter - the filter object to affect (may be NULL)
ix - the new matching conditions for the filter

RESULTS

The internal error of 'filter' will have the COERR_BADFILTER bit set or cleared depending on the failure or success of this function.

SEE ALSO

SetFilter(), CxObjError()

1.27 commodities.library/SetTranslate

NAME

SetTranslate -- replace a translator object's translation list. (V36)

SYNOPSIS

```
SetTranslate(translator, events);
           A0              A1
```

```
VOID SetTranslate(CxObj *, struct InputEvent *);
```

FUNCTION

This function replaces the translation list of a commodity translator object with the linked list starting at 'events'.

A NULL value for 'events' indicates that the object 'translator' should swallow all commodity messages that are sent its way.

Note that the input events are not copied into commodities' private memory, but the value of 'events' is used -- asynchronously to the application program -- to find a chain of InputEvents in the application's data space. At the time of translation, each input event is copied into its own new commodity message.

The above means that no other commodities' user, nor commodities.library itself will be modifying your list of InputEvents.

On the other hand, your program must not corrupt the input event chain that has been presented to a translator.

INPUTS

translator - the translator object to affect (may be NULL)
events - the new input event translation list

BUGS

The list of input events manipulated by a translator object is inserted in reverse order in the commodities network, and come out of the network in reverse order as well. The `cx_lib/InvertString()` function creates lists of input events that are in reverse order so they can be used directly with translator objects.

SEE ALSO

`<devices/inputevent.h>`, `cx_lib/CxTranslate()`
