Amiga_Lib

Roger Beausoleil

COLLABORATORS

	TITLE : Amiga_Lib		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Roger Beausoleil	August 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Amiga_Lib

1.1   main

```
        AMIGA_LIB ADD-ON FOR BLITZ BASIC 2
Written by Roger Beausoleil - vision_fx@citenet.net

Disclaimer        Responsbility & Legal stuff
Introduction      Amiga_lib - Boopsi support functions always missing since...
Requirements      What do you need to use this lib?
Installation      How can I install this lib?
Author            Your honest servitor!


                    Commands/Functions Index

 InitHook          Write a hook Setup


      **** NEVER USE THOSE COMMANDS IN A FUNCTION OR STATEMENT ****
      ***************** ONLY IN THE HOOK DISPATCHER ***************

GetHookMsg        Get an important pointer
GetHookObj        Get an important pointer

INST_DATA         Get the Instance data

  For the Method Functions as DoSuperMethod, CoerceMethodA... Please
                    look for the autodocs.
     As you can see... everything can be done with BLITZ!

          Some Examples will coming soon on Aminet!
```

1.2   disclaimer

```
Disclaimer
~~~~~~~~~~
```

This New Library is a GIFTWARE from Roger Beausoleil for every Blitz Users
around the world! I believe that Blitz is the best Amiga Programming Language
for Amiga... Everthing can be done with it!

You should use AMIGA_LIB Add-on at your own risk! I, Roger Beausoleil won't
accepts any responsability for any damage caused to the hardware of your Miggy ←
    or
softwares written with this library.

You can use and distribute this gift as long as you do not modify the package ←
    and
you don't earn money with it. You can use this library for any kind of 'ware. ←
    But,
if you want to send me any kind of reward, like Card, Shareware's key written ←
    with
the help of this lib... I'll appreciate it! :)

AMIGA_LIB - Introduction
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1.3 introduction

Introduction
~~~~~~~~~~~~

  Boopsi support commands were always missing since the first release of
  Blitz by Acid Software, surely because they were written for C, not for
  High Level Language like Blitz. But, as all Blitzer already know... BLITZ
  is a very powerful language and everything can can be done with it!
  ...if you have the commands for it too! :)))

  Now, BlitzBasic can use the Boopsi functions as in C!

  What that mean? The addition of those commands will allow users to make Objets
  Oriented Programming (OOP). Blitz users can now use BOOPSI gadgets and DataTypes
  in their own programs!

  You can look in the autodocs for further informations. Everything was written
  as the Autodocs specifications.

  Enjoy this New Library... It's a GiftWare from Roger Beausoleil .

Requirements
Disclaimer
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1.4 requirements

```
Requirements
~~~~~~~~~~~~
```

```
  - The Best Computer... An Amiga, of course!
  - Blitz Basic 2 ( Any version )
  - And, do not forget to create a new DefLibs!:) To activate this new set
    of commands.

  NB. If you are looking to use Datatypes, you will need OS3.x+
```

```
 Installation
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```

1.5 installation

```
Installation
~~~~~~~~~~~~
```

```
 _Copy the file named "Amiga_Lib.obj" ( XXX Bytes ) in the BlitzLibs:UserLibs/
 _Re-make your DefLibs
 _Re-Start your BlitzBasic

 That's it! All done! Now can enjoy this new lib!
```

```
 Functions
 Requirements
 Back to Main
```

1.6 author

```
Author
~~~~~~
```

```
  Name        : Roger Beausoleil
  Email       : vision_fx@citenet.net
  Country     : Quebec - Canada
  Language    : French, English, C, ASM and Blitz!
  Age         : 35 years old in 1999

  Occupation  : ex-comic books illustrator( vison_fx )
                Now, since 3 years... work as an Auto Parts Specialist
                for a CarQuest Center.

  Futur Plans : Re-write again the AmigaLibs( The last one I forget some Macro
```

```
              because my knowledge was so poor )
              Write a software for 3D applications in Blitz.
```

  Feel free to contact me.

  Roger Beausoleil

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1.7 inithook

```
InitHook

   NAME
 InitHook -- Hook Setup
   SYNOPSIS
 BOOLEAN InitHook( *ClassPtr.IClass, DispatcherAdr.l )
   RESULT
 result - Hook setup result ( True or False )
   EXAMPLE
       Note: Your class has to be been opened first!
       You could write:

 InitHook *Class, ?Dispatcher or if ...
 ....( Program routine suite )
       ....
       ....
       End

       Note: Your dispatcher should always goes after everything
             NEVER IN A FUNCTION OR STATEMENT

       Dispatcher
           ...
           ...
       RTS
```


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1.8 gethookmsg

```
GetHookMsg/GetHookObj

   NAME
 GetHookMsg/GetHookObj -- Get important Hook Pointers
   SYNOPSIS
 *Ptr.(Msg/_Object) = GetHookXXX
   RESULT
 result - Information from the Hook/Dispatcher
```

```
    EXAMPLE
        Note: Those commands should always go in the Dispatcher.

        Dispatcher
            *MsgPtr.Msg = GetHookMsg
            *ObjPtr.l   = GetHookObj

            Select *Msg\Method
                 Case #OM_NEW
                 *o = DoSuperMethodA( *ClassPtr, *ObjPtr, &MsgPtr )
            ....
            end Select

        ....
        ....
        RTS
```

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1.9 inst_data

```
INST_DATA

        Note:
        This is missing macro from the Includes( intuition/classes.h )
        This function add offset for instance data to an objet handle.

  NAME
 *Ptr Newtype.( Boopsi Gadget info ) = INST_DATA( *Class.Iclass, *o )
        Note: *o = object handle from DoSuperMethodA...

  SYNOPSIS
 *Ptr.Struct = INST_DATA( *Class, *o )
  RESULT
 result – Address of the TagsList
  EXAMPLE
    Note: Those commands should always go in the Dispatcher.

        Dispatcher
            *MsgPtr.Msg = GetHookMsg
            *ObjPtr.l   = GetHookObj

            Select *Msg\Method
                 Case #OM_NEW
                      *o = DoSuperMethodA( *ClassPtr, *ObjPtr, &MsgPtr )
                       if *o
                          *DT.Struct = INST_DATA( *Class, *o )
                          ....
                          Note: very useful for the GetTagData_

            end Select

        ....
        ....
```

```
        RTS
```

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