

App

COLLABORATORS

	TITLE : App		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 31, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	App	1
1.1	App V1.00	1
1.2	addappwindow	1
1.3	addappmenu	2
1.4	appevent	2
1.5	appnumfiles	2
1.6	initapp	2
1.7	nextappfile	3
1.8	removeappmenu	3
1.9	removeappwindow	3

Chapter 1

App

1.1 App V1.00

Pure Basic - App library V1.00

'App' is a word which design a set of tool to enhance the AmigaOS via some useful functions based on the Drag'n'Drop. This library support the window and the menu app range of functions. With these, you could add the 'Drag some icons on my window and I can tell you which are they' feature a cool item n the 'Tools' menu entry of the Workbench screen.

Commands summary in alphabetical order:

```
AddAppWindow
AddAppMenu
AppEvent
AppNumFiles
InitApp
NextAppFile
RemoveAppMenu
RemoveAppWindow
```

Example:

```
App window & menu
```

1.2 addappwindow

SYNTAX

```
Result.b = AddAppWindow(#AppID, WindowID())
```

COMMAND

Tries to convert the window into an AppWindow. The #AppID number is the app identifiant which will be returned by AppEvent() when an event occurs in this window. You can get the WindowID with the WindowID() function of the window library.

1.3 addappmenu

SYNTAX

```
Result.b = AddAppMenu(#AppID, &Title$)
```

COMMAND

Tries to add a menu entry in the workbench menu 'Tools'. The #AppID number is the app identifiant which will be returned by AppEvent() if this 'menu entry' is chosen by the user. Title\$ must be a variable that you have declared before you call this function and you must not modify it during the menu's lifetime.

Example:

```
AppMenuTitle$ = "Hehe, I'm an App menu"
AddAppMenu(1, &AppMenuTitle$)
```

1.4 appevent

SYNTAX

```
Event.l = AppEvent
```

FUNCTION

It will return the #AppID number of a menu or window event if an event has occurred since the last call to this function.

1.5 appnumfiles

SYNTAX

```
NumFiles.l = AppNumFiles
```

FUNCTION

This will return the number of icons dropped on the window and allow the programmer to do a little loop to read all the filenames. This function is used in conjunction with NextAppFile.

1.6 initapp

SYNTAX

```
result.l = InitApp
```

FUNCTION

Will attempt to open the workbench.library V36+. If result is NULL, it can't be opened, so test it carefully at the top of your program to prevent a future crash. You need to use this function if you want to use the App commands.

Example:

```
If InitApp(10) = 0
  NPrint("Can't open the workbench.library V36+")
  End                                     ; Quit the program or disable
                                         ; your App calls.
EndIf
```

1.7 nextappfile

SYNTAX

```
File$ = NextAppFile
```

FUNCTION

This function returns the full filepath and filename (correctly-concatenated) of the next (or first if it's the first call) icon dropped on the AppWindow.

1.8 removeappmenu

SYNTAX

```
RemoveAppMenu #AppID
```

STATEMENT

Removes the specified menu entry of the workench/Tools menu.

1.9 removeappwindow

SYNTAX

```
RemoveAppWindow #AppID
```

STATEMENT

Remove the App facility of the specified AppWindow.
