

**Gadget**

<b>COLLABORATORS</b>
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# Chapter 1

## Gadget

### 1.1 Gadget V1.00

Pure Basic Gadget library V1.00

Gadgets in Pure Basic are based on the GadTools library and provide a very easy way to setup the layout. All the gadgets types are supported.

Commands summary:

- AttachGadgetList
- ActivateGadget
- ButtonGadget
- CheckBoxGadget
- CreateGadgetList
- CycleGadget
- DisableGadget
- GetStringText
- FreeGadgetList
- InitGadget
- IntegerGadget
- ListViewGadget
- NumberGadget
- NoGadgetBorder
- OptionGadget
- PaletteGadget
- RefreshGadget
- RefreshGadgetList
- ScrollerGadget
- SetGadgetAttrs
- SetGadgetFlags
- SetGadgetFont
- SetStringText
- SliderGadget
- StringGadget
- UseGadgetList

Examples:

Program 1

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Wild Manager

## 1.2 initgadget

### SYNTAX

```
result = InitGadget(#GadgetLists)
```

### COMMAND

Try to open the gadtools.library and initialize the gadget environments. You must put this command before using any of the gadget set.

## 1.3 buttongadget

### SYNTAX

```
ButtonGadget(#Gadget, x, y, Width, Height, Text$, TagList)
```

### COMMAND

Create a button gadget in the GadgetList. #Gadget will be the number returned by GadgetID() command. This command can return the Intuition gadget pointer for advanced programmers.

Available Tags:

#GA\_Disabled (BOOL) - Set to TRUE to disable gadget, FALSE otherwise (defaults to FALSE). (V36)  
#GA\_Immediate (BOOL) - Hear #IDCMP\_GADGETDOWN events from button gadget (defaults to FALSE). (V39)

## 1.4 checkboxgadget

### SYNTAX

```
CheckBoxGadget(#Gadget, x, y, Width, Height, Text$, TagList)
```

### COMMAND

Create a checkbox gadget in the GadgetList. #Gadget will be the number returned by EventGadgetID() command. This command can return the Intuition gadget pointer for advanced programmers.

Available Tags:

#GA\_Disabled (BOOL) - Set to TRUE to disable gadget, FALSE otherwise (defaults to FALSE).  
#GTCB\_Checked (BOOL) - Initial state of checkbox (defaults to FALSE) (V36)  
#GTCB\_Scaled (BOOL) - If true, then checkbox imagery will be scaled to

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fit the gadget's width & height. Otherwise, a fixed size of CHECKBOXWIDTH by CHECKBOXHEIGHT will be used. (defaults to FALSE) (V39)

## 1.5 integergadget

### SYNTAX

IntegerGadget(#Gadget, x, y, Width, Height, Text\$, TagList)

### COMMAND

Creates an Integer gadget in the GadgetList. #Gadget will be the number returned by EventGadgetID() command. This command can return the Intuition gadget pointer for advanced programmers.

Available Tags:

#GA\_Disabled (BOOL) - Set to TRUE to disable gadget, FALSE otherwise (defaults to FALSE). (V36)

#GA\_Immediate (BOOL) - Hear #IDCMP\_GADGETDOWN events from integer gadget (defaults to FALSE). (V39)

#GA\_TabCycle (BOOL) - Set to TRUE so that pressing <TAB> or <Shift-TAB> will activate the next or previous such gadget. (defaults to TRUE, unlike regular Intuition string gadgets which default to FALSE). (V37)

#GTIN\_Number (LONG) - The initial contents of the integer gadget (defaults to 0). (V36)

#GTIN\_MaxChars (UWORD) - The maximum number of digits that the integer gadget is to hold (defaults to 10). (V36)

#GTIN\_EditHook (struct Hook \*) - Hook to use as a custom integer gadget edit hook (StringExtend->EditHook) for this gadget. GadTools will allocate the StringExtend->WorkBuffer for you. (defaults to NULL). (V37)

#STRINGA\_ExitHelp (BOOL) - Set to TRUE to have the help-key cause an exit from the integer gadget. You will then receive an #IDCMP\_GADGETUP event with Code = 0x5F (rawkey for help). (defaults to FALSE) (V37)

#STRINGA\_Justification - Controls the justification of the contents of an integer gadget. Choose one of STRINGLEFT, STRINGRIGHT, or STRINGCENTER (defaults to STRINGLEFT). (V37)

#STRINGA\_ReplaceMode (BOOL) - If TRUE, this integer gadget is in replace-mode (defaults to FALSE (insert-mode)). (V37)

## 1.6 listviewgadget

### SYNTAX

ListViewGadget(#Gadget, x, y, Width, Height, Text\$, TagList)

### COMMAND

Create a ListView gadget in the GadgetList. #Gadget will be the number returned by EventGadgetID() command. This command can return the Intuition gadget pointer for advanced programmers.

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## Available Tags:

#GA\_Disabled (BOOL) - Set to TRUE to disable gadget, FALSE otherwise (defaults to FALSE). (V39)

#GTLV\_Top (WORD) - Top item visible in the listview. This value will be made reasonable if out-of-range (defaults to 0). (V36)

#GTLV\_MakeVisible (WORD) - Number of an item that should be forced within the visible area of the listview by doing minimal scrolling. This tag overrides #GTLV\_Top. (V39)

#GTLV\_Labels (struct List \*) - List of nodes whose ln\_Name fields are to be displayed in the listview. (V36)

#GTLV\_ReadOnly (BOOL) - If TRUE, then listview is read-only (defaults to FALSE). (V36)

#GTLV\_ScrollWidth (UWORD) - Width of scroll bar for listview. Must be greater than zero (defaults to 16). (V36)

#GTLV\_ShowSelected (struct Gadget \*) - NULL to have the currently selected item displayed beneath the listview under V37 or with a highlight bar in V39. If not NULL, this is a pointer to an already-created GadTools #STRING\_KIND gadget to have an editable display of the currently selected item. If the tag is not present, the currently selected item will not be displayed. (V36)

#GTLV\_Selected (UWORD) - Ordinal number of currently selected item, or ~0 to have no current selection (defaults to ~0). (V36)

#LAYOUTA\_Spacing (UWORD) - Extra space to place between lines of listview (defaults to 0). (V36)

#GTLV\_ItemHeight (UWORD) - The exact height of an item. This is normally useful for listviews that use the #GTLV\_Callback rendering hook (defaults to ng->ng\_TextAttr->ta\_YSize). (V39)

#GTLV\_Callback (struct Hook \*) - Callback hook for various listview operations. As of V39, the only callback supported is for custom rendering of individual items in the listview. The call back hook is called with:

A0 - struct Hook \*

A1 - struct LVDrawMsg \*

A2 - struct Node \*

The callback hook \*must\* check the lvdm\_MethodID field of the message and only do processing if it equals LV\_DRAW. If any other value is passed, the callback hook must return LVCB\_UNKNOWN

#GTLV\_MaxPen (UWORD) - The maximum pen number used by rendering in a custom rendering callback hook. This is used to optimize the rendering and scrolling of the listview display (default is the maximum pen number used by all of TEXTPEN, BACKGROUNDPEN, FILLPEN, TEXTFILLPEN, and BLOCKPEN. (V39)

## 1.7 numbergadget

### SYNTAX

NumberGadget(#Gadget, x, y, Width, Height, Text\$, TagList)

### COMMAND

Create a Number gadget in the GadgetList. #Gadget will be the number returned by EventGadgetID() command. This command can return the

Intuition gadget pointer for advanced programmers.

Available Tags:

```
#GTNM_Number (LONG) - A signed long integer to be displayed as a read-only
                        number (defaults to 0). (V36)
#GTNM_Border (BOOL) - If TRUE, this flag asks for a recessed border to
                        be placed around the gadget. (V36)
#GTNM_FrontPen (UBYTE) - The pen to use when rendering the number
                        (defaults to DrawInfo->dri_Pens[TEXTPEN]). (V39)
#GTNM_BackPen (UBYTE) - The pen to use when rendering the background
                        of the number (defaults to leaving the background untouched).
                        (V39)
#GTNM_Justification (UBYTE) - Determines how the number is rendered
                        within the gadget box. GTJ_LEFT will make the rendering be
                        flush with the left side of the gadget, GTJ_RIGHT will make it
                        flush with the right side, and GTJ_CENTER will center the number
                        within the gadget box. Under V39, using this tag also required
                        using {#GTNM_Clippped, TRUE}, otherwise the text would not show
                        up in the gadget. This has been fixed in V40.
                        (defaults to GTJ_LEFT). (V39)
#GTNM_Format (STRPTR) - C-Style formatting string to apply on the number
                        before display. Be sure to use the 'l' (long) modifier. This string
                        is processed using exec.library/RawDoFmt(), so refer to that
                        function for details. (defaults to "%ld") (V39)
#GTNM_MaxNumberLen (ULONG) - Maximum number of bytes that can be
                        generated by applying the #GTNM_Format formatting string to the
                        number (excluding the NULL terminator). (defaults to 10). (V39)
#GTNM_Clippped (BOOL) - Determine whether text should be clipped to
                        the gadget dimensions (defaults to FALSE for gadgets without
                        borders, TRUE for gadgets with borders). (V39)
```

## 1.8 cyclegadget

SYNTAX

```
CycleGadget(#Gadget, x, y, Width, Height, Text$, TagList)
```

COMMAND

Create a Cycle gadget in the GadgetList. #Gadget will be the number returned by EventGadgetID() command. This command can return the Intuition gadget pointer for advanced programmers.

Available Tags:

```
#GA_Disabled (BOOL) - Set to TRUE to disable gadget, FALSE otherwise
                        (defaults to FALSE). (V37)
#GTCY_Labels (STRPTR *) - Pointer to NULL-terminated array of strings
                        that are the choices offered by the cycle gadget. This tag is
                        required. (V36)
#GTCY_Active (UWORD) - The ordinal number (counting from zero) of
                        the initially active choice of a cycle gadget (defaults to zero).
                        (V36)
```

## 1.9 optiongadget

### SYNTAX

OptionGadget(#Gadget, x, y, Width, Height, Text\$, TagList)

### COMMAND

Creates an exclusive option gadget in the GadgetList. #Gadget will be the number returned by EventGadgetID() command. This command can return the Intuition gadget pointer for advanced programmers.

Available Tags:

#GA\_Disabled (BOOL) - Set to TRUE to disable gadget, FALSE otherwise (defaults to FALSE). (V39)

#GTMX\_Labels (STRPTR \*) - Pointer to a NULL-terminated array of strings which are to be the labels beside each choice in a set of mutually exclusive gadgets. This tag is required. (V36)

#GTMX\_Active (UWORD) - The ordinal number (counting from zero) of the initially active choice of an mx gadget (defaults to 0). (V36)

#GTMX\_Spacing (UWORD) - The amount of space between each choice of a set of mutually exclusive gadgets. This amount is added to the font height to produce the vertical shift between choices (defaults to 1). (V36)

#GTMX\_Scaled (BOOL) - If true, then mx gadget imagery will be scaled to fit the gadget's width & height. Otherwise, a fixed size of MXWIDTH by MXHEIGHT will be used. When setting this tag to TRUE, you should typically set the height of the gadget to be (ng.ng\_TextAttr->ta\_ysize + 1). (defaults to FALSE.) (V39)

#GTMX\_TitlePlace - One of PLACETEXT\_LEFT, PLACETEXT\_RIGHT, PLACETEXT\_ABOVE, or PLACETEXT\_BELOW, indicating where the title of the gadget is to be displayed. Without this tag, the NewGadget.ng\_GadgetText field is ignored for MX\_KIND gadgets. (V39)

## 1.10 palettegadget

### SYNTAX

PaletteGadget(#Gadget, x, y, Width, Height, Text\$, TagList)

### COMMAND

Creates a Palette gadget in the GadgetList. #Gadget will be the number returned by EventGadgetID() command. This command can return the Intuition gadget pointer for advanced programmers.

Available Tags:

#GA\_Disabled (BOOL) - Set to TRUE to disable gadget, FALSE otherwise (defaults to FALSE). (V36)

#GTPA\_Depth (UWORD) - Number of bitplanes in the palette (defaults to 1). (V36)

#GTPA\_Color (UBYTE) - Initially selected color of the palette. This number is a pen number, and not the ordinal colour number within

the palette gadget itself. (defaults to 1). (V36)

#GTPA\_ColorOffset (UBYTE) - First colour to use in palette (defaults to 0). (V36)

#GTPA\_IndicatorWidth (UWORD) - The desired width of the current-colour indicator, if you want one to the left of the palette. (V36)

#GTPA\_IndicatorHeight (UWORD) - The desired height of the current-color indicator, if you want one above the palette. (V36)

#GTPA\_ColorTable (UBYTE \*) - Pointer to a table of pen numbers indicating which colors should be used and edited by the palette gadget. This array must contain as many entries as there are colors displayed in the palette gadget. The array provided with this tag must remain valid for the life of the gadget or until a new table is provided. (default is NULL, which causes a 1-to-1 mapping of pen numbers). (V39)

#GTPA\_NumColors (UWORD) - Number of colors to display in the palette gadget. This override #GTPA\_Depth and allows numbers which aren't powers of 2. (defaults to 2) (V39)

## 1.11 scrollergadget

### SYNTAX

ScrollerGadget(#Gadget, x, y, Width, Height, Text\$, TagList)

### COMMAND

Creates a Scroller gadget in the GadgetList. #Gadget will be the number returned by EventGadgetID() command. This command can return the Intuition gadget pointer for advanced programmers.

Available Tags:

#GA\_Disabled (BOOL) - Set to TRUE to disable gadget, FALSE otherwise (defaults to FALSE). (V36)

#GA\_RelVerify (BOOL) - Hear every #IDCMP\_GADGETUP event from scroller (defaults to FALSE). (V36)

#GA\_Immediate (BOOL) - Hear every #IDCMP\_GADGETDOWN event from scroller (defaults to FALSE). (V36)

#GTSC\_Top (WORD) - Top visible in area scroller represents (defaults to 0). (V36)

#GTSC\_Total (WORD) - Total in area scroller represents (defaults to 0). (V36)

#GTSC\_Visible (WORD) - Number visible in scroller (defaults to 2). (V36)

#GTSC\_Arrows (UWORD) - Asks for arrows to be attached to the scroller. The value supplied will be taken as the width of each arrow button for a horizontal scroller, or the height of each button for a vertical scroller (the other dimension will match the whole scroller). (V36)

#PGA\_Freedom - Whether scroller is horizontal or vertical. Choose LORIENT\_VERT or LORIENT\_HORIZ (defaults to LORIENT\_HORIZ). (V36)

## 1.12 slidergadget

## SYNTAX

SliderGadget(#Gadget, x, y, Width, Height, Text\$, TagList)

## COMMAND

Creates a Slider gadget in the GadgetList. #Gadget will be the number returned by EventGadgetID() command. This command can return the Intuition gadget pointer for advanced programmers.

## Available Tags:

#GA\_Disabled (BOOL) - Set to TRUE to disable gadget, FALSE otherwise (defaults to FALSE). (V36)

#GA\_RelVerify (BOOL) - If you want to hear each slider #IDCMP\_GADGETUP event (defaults to FALSE). (V36)

#GA\_Immediate (BOOL) - If you want to hear each slider #IDCMP\_GADGETDOWN event (defaults to FALSE). (V36)

#GTSL\_Min (WORD) - Minimum level for slider (defaults to 0). (V36)

#GTSL\_Max (WORD) - Maximum level for slider (defaults to 15). (V36)

#GTSL\_Level (WORD) - Current level of slider (defaults to 0). (V36)

#GTSL\_MaxLevelLen (UWORD) - Maximum length in characters of level string when rendered beside slider (defaults to 2). (V36)

#GTSL\_LevelFormat (STRPTR) - C-Style formatting string for slider level. Be sure to use the 'l' (long) modifier. This string is processed using exec.library/RawDoFmt(), so refer to that function for details. (defaults to "%ld"). (V36)

#GTSL\_LevelPlace - One of PLACETEXT\_LEFT, PLACETEXT\_RIGHT, PLACETEXT\_ABOVE, or PLACETEXT\_BELOW, indicating where the level indicator is to go relative to slider (default to PLACETEXT\_LEFT). (V36)

#GTSL\_DispFunc ( LONG (\*function)(struct Gadget \*, WORD) ) - Function to calculate level to be displayed. A number-of-colors slider might want to set the slider up to think depth, and have a (1 << n) function here. Defaults to none. Your function must take a pointer to gadget as the first parameter, the level (a WORD) as the second, and return the result as a LONG. (V36)

#GTSL\_MaxPixelLen (ULONG) - Indicates the maximum pixel size used up by the level display for any value of the slider. This is mostly useful when dealing with proportional fonts. (defaults to FontWidth\*MaxLevelLen). (V39)

#GTSL\_Justification (UBYTE) - Determines how the level display is to be justified within its allotted space. Choose one of GTJ\_LEFT, GTJ\_RIGHT, or GTJ\_CENTER (defaults to GTJ\_LEFT). (V39)

#PGA\_Freedom - Set to LORIENT\_VERT or LORIENT\_HORIZ to have a vertical or horizontal slider (defaults to LORIENT\_HORIZ). (V36)

## 1.13 stringgadget

## SYNTAX

StringGadget(#Gadget, x, y, Width, Height, Text\$, TagList)

## COMMAND

Creates a String gadget in the GadgetList. #Gadget will be the number

---

returned by `EventGadgetID()` command. This command can return the Intuition gadget pointer for advanced programmers.

Available Tags:

```
#GA_Disabled (BOOL) - Set to TRUE to disable gadget, FALSE otherwise
                      (defaults to FALSE). (V36)
#GA_Immediate (BOOL) - Hear #IDCMP_GADGETDOWN events from string
                      gadget (defaults to FALSE). (V39)
#GA_TabCycle (BOOL) - Set to TRUE so that pressing <TAB> or <Shift-TAB>
                      will activate the next or previous such gadget. (defaults to TRUE,
                      unlike regular Intuition string gadgets which default to FALSE).
                      (V37)
#GTST_String (STRPTR) - The initial contents of the string gadget,
                      or NULL (default) if string is to start empty. (V36)
#GTST_MaxChars (UWORD) - The maximum number of characters that the
                      string gadget is to hold. (V36)
#GTST_EditHook (struct Hook *) - Hook to use as a custom string gadget
                      edit hook (StringExtend->EditHook) for this gadget. GadTools will
                      allocate the StringExtend->WorkBuffer for you. (defaults to NULL).
                      (V37)
#STRINGA_ExitHelp (BOOL) - Set to TRUE to have the help-key cause an
                      exit from the string gadget. You will then receive an
                      #IDCMP_GADGETUP event with Code = 0x5F (rawkey for help).
                      (V37)
#STRINGA_Justification - Controls the justification of the contents of
                      a string gadget. Choose one of #STRINGLEFT, #STRINGRIGHT, or
                      #STRINGCENTER (defaults to #STRINGLEFT). (V37)
#STRINGA_ReplaceMode (BOOL) - If TRUE, this string gadget is in
                      replace-mode (defaults to FALSE (insert-mode)). (V37)
```

## 1.14 setgadgetfont

SYNTAX

```
SetGadgetFont(&TextAttr)
```

STATEMENT

Sets the font which will be used by newly created gadgets.  
It must be a `TextAttr` structure, so be careful when using it...

## 1.15 setgadgetflags

SYNTAX

```
SetGadgetFlags(&Text$)
```

STATEMENT

Set the flags that will be used for newly-created gadgets.

## 1.16 usegadgetlist

## SYNTAX

```
UseGadgetList (#GadgetList)
```

## STATEMENT

Make the specified Gadgetlist the currently-used Gadgetlist.

## 1.17 creategadgetlist

## SYNTAX

```
result.l = CreateGadgetList (#GadgetList, ScreenID)
```

## FUNCTION

Try to allocate the resource for a future gadgetlist. The ScreenID is needed, so be sure to pass it !

## 1.18 attachgadgetlist

## SYNTAX

```
AttachGadgetList (#GadgetList, WindowID)
```

## STATEMENT

Attach the specified gadgetlist to an open window specified by the WindowID. Gadgets are automatically refreshed.

## 1.19 disablegadget

## SYNTAX

```
DisableGadget (#Gadget, State)
```

## STATEMENT

Disable or enable a gadget. If State = 1, gadget will be disable, if State = 0 will be enabled.

NOTE: You must use the NRefreshGadget to reflect the changes on the display.

## 1.20 activategadget

## SYNTAX

```
ActivateGadget (#Gadget)
```

## STATEMENT

Cause the specified gadget to be activated. Useful for StringGadget.

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## 1.21 refreshgadget

### SYNTAX

```
RefreshGadget (#Gadget)
```

### STATEMENT

The specified gadget display will be refreshed.

## 1.22 refreshgadgetlist

### SYNTAX

```
RefreshGadgetList ()
```

### STATEMENT

Refresh the current gadgetlist: all the gadgets will be redrawn in the window to which they are attached.

## 1.23 nogadgetborder

### SYNTAX

```
NoGadgetBorder (#Gadget)
```

### STATEMENT

Must be put after a gadget declaration and will remove the border around the specified gadget

```
ie: ButtonGadget 1, 10,10,100,100,"Hello",0  
    NNoGadgetBorder 1
```

## 1.24 freegadgetlist

### SYNTAX

```
FreeGadgetList (#GadgetList)
```

### STATEMENT

Free the memory taken by the specified gadgetlist. Be sure that this gadget list is not referenced again by any windows, or you will have a crash !  
Call it typically after a window close.

## 1.25 setstringtext

### SYNTAX

```
SetStringText (#Gadget, Text$)
```

### STATEMENT

Change the text content of a string gadget.

---

## 1.26 getstringtext

SYNTAX

```
Text$ = GetStringText(#Gadget)
```

STATEMENT

Return the text content of a string gadget.

## 1.27 setgadgetattrs

SYNTAX

```
SetGadgetAttrs(#Gadget, #TAG_ITEM, #TAG_DATA)
```

STATEMENT

Change the attributes of the given gadget.