

**gegen**

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# Chapter 1

## gegen

### 1.1 GUIEnvironment Code Generator Guide

GUIEnvironment

Code Generator

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© 1994 Carsten Ziegeler  
Augustin-Wibbelt-Str.7  
D-33106 Paderborn  
Germany

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Introduction

Getting started

The Main GUI

The Output

### 1.2 GEGen Introduction

GEGen is a code generator for M2Amiga and OberonA which reads the .gui files created by the GadToolsBox (© Jaba Development) and writes a new module.

Using both, the GadToolsBox and GEGen, it is very easy to implement GUI's into your application.

First draw you GUI with the GadToolsBox and then run GEGen. Finally, implement all the actions and functions for your application.

## 1.3 Getting started

Copy GEGen to a place you want. It is the best way to put in a drawer which is in your path, e.g. C: or sys:utilities.  
If you want to have the online documentation available, you have to install also the GEGen.guide. You can copy this guide either in your current working directory or into the HELP: drawer ! (Using the HELP: drawer is of course much easier, because GEGen always looks there first.)  
And that's all.

GEGen can be started from the Workbench and the CLI, but it ignores all parameters given neither by the CLI or the Workbench.

## 1.4 The Main GUI

GUIFile : The file name for the GUI. This file has first to be created with the GadToolsBox.

Module : The name and path of the output module.

Language: You can choose between M2Amiga and OberonA. For M2Amiga two files will be created (.def and .mod), and of course for OberonA only one.  
If you want to create the GUI for both, M2Amiga and OberonA, you will have to do two creation runs, one for each language.

Write Gadget IDs: If this flag is turned on, GEGen will create for each gadget a constant which identifies the gadget which the appropriate ID.

Export Gadget IDs: The gadget IDs are visible outside the module. This flag requires Write Gadget IDs to be turned on.

Begin : Start the code generator

Quit : End GEGen

The status field displays a possible error or the succesfull creation.

You can also reach some information about GEGen using the menu strip:

About : Some information about GEGen

Help : Displays this guide (if available)

Quit : End GEGen

## 1.5 GEGen Output

As I totally wrote a new code generator for the GadToolsBox there will be some differences between the existing code generators !

First of all here are some VERY BIG differences:

- It is currently not possible to reach a public screen with a definite name. Always the current public screen will be used.
- Intuitexts are not supported
- The window size is calculated for inner width and inner height. This

- code is not always correct. To avoid any problems, it is the easiest way to use the inner width and inner height flags of the GadToolsBox.
- The module created open's always a font ! This is either the font used to display the GUI or if the GUI is font adaptiv, the font the GUI was created with ! (Font styles and flags are not supported !)

For each project the module exports the following "things" :

```
<projectname>GUI : GUIInfoPtr;  
  
PROCEDURE Open<projectname>GUI() : BOOLEAN;  
  
PROCEDURE Close<projectname>GUI;
```

Call Open<projectname>GUI to open your GUI, this includes opening the screen, font and window ! Now you can handle your GUI using the GUIInfoPtr. And, of course, Close<projectname>GUI will close your GUI (and window, font and screen).

If Open<>GUI returns FALSE, the GUI (or the window, screen...) couldn't be created ! So you can't use the GUI by now !

If you have more than one project, the screen and font will be opened with the first GUI opened and closed with the last one to be closed !

Please notice, that GUIEnvironment creates code for the GetFile gadget, but this module can't be translated, because GUIEnvironment doesn't include the GetFile class by now ! (But I am working on it...) If you need this, please use the classes which are available for the M2Amiga code generators for the GadToolsBox !

GEGen is a very quick (and dirty) implementation, so there probably will be a lot of errors and bugs, because I couldn't test everything !

Sorry, but it did work with all of the 5 test GUIs I created with the GadToolsBox. So, please, if you find any problems/bugs/errors or if you have any suggestions, please contact me !

## 1.6 rcs

\$RCSfile: GEGen.guide \$

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GUIEnvironment Code Generator Guide

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Augustin-Wibbelt-Str.7, 33106 Paderborn, Germany