

ToolType

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Chapter 1

ToolType

1.1 ToolType V1.00

Pure Basic - ToolType V1.00

The 'Tooltypes' are located in a workbench icon. It's some strings you can easely write and read to store, for example, your program configuration. This is very useful because you don't need to create a separate file and the user can modify it himslef via the menu 'Icon/Information' of the Workbench screen.

Commands summary:

```
FreeToolType
GetNextToolTypeString
GetNumberOfToolTypes
GetToolTypeValue
InitToolType
MatchToolType
MatchToolTypeString
ReadToolTypeDiskInfo
WriteToolTypeDiskInfo
```

ToolType Demo

1.2 freetooltype

SYNTAX

```
FreeToolType (#Obj.w)
```

STATEMENT

This statement frees a ToolType Object that was initialized with ReadToolTypeDiskInfo(), but it doesn't care if the Object to free isn't initialized.

#Obj

The Object to free.

1.3 getnexttooltypestring

SYNTAX

```
String$ = GetNextToolTypeString(#Obj.w)
```

FUNCTION

This function returns the next ToolType and all associated values as a string.

After the last ToolType is reached the next ToolType that will be returned is the first one. To find out how many ToolType strings exist, use the Returnvalue from the function GetNumberOfToolTypes().

A ToolType is in length restricted to 128 bytes by the OS.

#Obj

Object to use.

String

The returned string holds the ToolType and all associated values like this "AMIGA=1200|4000".

1.4 getnumberoftooltypes

SYNTAX

```
Result.w = GetNumberOfToolTypes(#Obj.w)
```

FUNCTION

This function returns the number of ToolTypes that are present in the icon's .info file, this should be used to easily fetch the right number of ToolType strings.

#Obj

Object to use.

Result

Any positive value is the number of ToolTypes there is in the icon's .info file, but if it's instead -1 this indicate that no ToolType at all is present in icon's .info file.

1.5 gettooltypevalue

SYNTAX

```
String$ = GetToolTypeValue(#Obj.w, ToolName$)
```

FUNCTION

This function returns the associated values, to the specified ToolType, as a string.

#Obj

Object to use.

String

The returned string holds the Tool value like this "1200|4000", but if the ToolType was not present in icon's .info file the string will be empty.

1.6 inittooltype

SYNTAX

```
Result.l = InitToolType(Objects.l,*WBStartup)
```

FUNCTION

This function set up some basic stuff to handle ToolTypes.

This is the Init routine and should always be called before any other ToolType function. At the moment it could only be called once, so if there is a failure with this call the program should always quit.

Objects

This parameter specifies how many ToolType Objects are needed. Each Object can hold data about one .info file.

Maximum number of Objects is 2046.

*WBStartup

This is a pointer to a WBStartupMessage, this Message is passed to the program from WorkBench, *WBStartup is the Returnvalue from the function WBStartup() that catches the Message.

With this approach Object 0 is always automatically initialized from the .info file of the double clicked icon and the current directory is also set to the directory of this icon.

If this parameter isn't a pointer, but instead zero, none of the above actions have taken place.

Result

If some error has occurred then result is FALSE and there is no point in calling any other ToolType functions. Should Always Be Ckecked.

1.7 matchtooltype

SYNTAX

```
Result.w = MatchToolType(#Obj.w,ToolName$,Value$)
```

FUNCTION

This function checks if ToolType is present and if it's set to the specified value.

None of the ToolTypes need to be read into Pure Basic strings for this function, it's convenient when ToolTypes only need to be examined.

ToolName

This is the ToolType to look out for.

Value

This is the value to look out for, could be a zerostring.

Result

If this is -1 the ToolType is not present in icon's .info file, if it's instead 0 the ToolType is found but it's not set to the specified value and finally if it's 1 then the ToolType is found and have one value that is the same as third parameter.

1.8 matchtooltypestring

SYNTAX

```
Result.w = MatchToolTypeString(String$,ToolName$,Value$)
```

FUNCTION

This function checks if a Pure Basic string holds a specific ToolType and a matching value.

String

This is the string to examine.

ToolName

This is the ToolType to check for.

Value

This is the value to check for, could be a zerostring.

Result

If this is -1 the ToolType is not present in Pure Basic string, if it's instead 0 the ToolType is found but it's not set to the specified value and finally if it's 1 then the ToolType is found and have one value that is the same as third parameter.

1.9 readtooltypediskinfo

SYNTAX

```
Result.l = ReadToolTypeDiskInfo(#Obj.w,IconName$)
```

FUNCTION

This function reads the icon's .info file that is specified by name and initializes the ToolType Object.

If the Object is already initialized this function doesn't care and just creates a new Object without deleting the old one - then there is no possible way to preform any actions on the old Object.

Maximum number of ToolTypes that could be handled is 32767, restricted by this Pure Basic Lib.

#Obj

Object to use.

IconName

The icon's name: ".info" is automatically added to the end of name.

Result

If this is set to FALSE the icon's .info file couldn't be read.

1.10 writetooltypediskinfo

SYNTAX

Result.w = WriteToolTypeDiskInfo(#Obj.w,Array(),IconName\$)

FUNCTION

This function writes the icon's .info file back to disk.

#Obj

Object to use.

Array()

This array hold the strings that contain the new ToolTypes to be written.

The new ToolTypes have priority over old ToolTypes, so if only one ToolType is added then all ToolTypes must first be read into Pure Basic strings with the function GetNextToolTypeString().

Maximum number of ToolTypes that could be handled is 32767, restricted by this Pure Basic Lib.

IconName

The icon's name: ".info" is automatically added to the end of name.

Result

If this is TRUE then the writing was succesful.
