

**Requester**

COLLABORATORS

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## Chapter 1

# Requester

### 1.1 Requester

PureBasic Requester library

Requester in Pure Basic use Amiga standard ASL library to provide full access to the 4 basis requesters.

Commands summary:

```
EasyRequester
FileRequester
FontRequester
InitRequester
RequesterHeight
RequesterPosX
RequesterPosY
RequesterWidth
ScreenRequester
```

Example:

Some Requesters

### 1.2 easyrequester

SYNTAX

```
PushedButton.w = EasyRequester(Title$, Text$, Button$)
```

FUNCTION

Display a requester with several buttons and stop the program execution until the user press one of the buttons. The 'Text\$' part can be splitted in several lines by using the 'Chr(10)' command at the end of each line. The 'Button\$' is a standard string where the character '|' is the separator for each button.

The Result return the pushed button, but it's a bit special: 0 is always for the right most button (the NEGATIVE one) and

after it's from left to right starting from '1'.

Note: This function doesn't need 'InitRequester()' to work.

Example:

```
Title$ = "Test"
Text$ = "First Line"+Chr(10)+"Second Line"+Chr(10)+"Third Line..."
Button$ = "Ok | May Be | No"

Result = EasyRequester(Title$, Text$, Button$)

Print("You have push the button: " : PrintNumberN(Result)
End
```

### 1.3 requesterposx

SYNTAX  
posx.w = RequesterPosX()

FUNCTION  
This will return the X co-ordinate of the last closed ASL requester (File, Screen or Font).

### 1.4 requesterposy

SYNTAX  
posy.w = RequesterPosY()

FUNCTION  
This will return the Y co-ordinate of the last closed ASL requester (File, Screen or Font).

### 1.5 requesterwidth

SYNTAX  
width.w = RequesterWidth()

FUNCTION  
This will return the width of the last closed ASL requester (File, Screen or Font).

### 1.6 requesterheight

SYNTAX  
height.w = RequesterHeight()

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## FUNCTION

This will return the height of the last closed ASL requester (File, Screen or Font).

## 1.7 initrequester

## SYNTAX

```
result.l = InitRequester()
```

## FUNCTION

Will try to open the ASL library V36+. If result is NULL, the ASL.library 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 Requester commands.

Example:

```
If InitRequester() = 0
    NPrint("Can't open the ASL.library V36+")
    End                                ; Quit the program or disable
                                      ; your ASL calls.
Endif
```

## 1.8 filerequester

## SYNTAX

```
selectedfile.s = FileRequester(TagListID())
```

## FUNCTION

A standard ASL Filerequester will be opened according to the specified Tag list. This function returns the full filepath and filename (correctly-concatenated). If you've used the ASL library, you will see that it's not very easy to combine them both. This function does it for you. Enjoy. If the selectedfile\$ is NULL, then the user has cancelled the filerequester.

Available Tags:

#ASLFR\_Window (struct Window \*) - Parent window of requester. If no #ASLFR\_Screen tag is specified, the window structure is used to determine which screen to open the requester window on. (V36)

#ASLFR\_PubScreenName (STRPTR) - Name of a public screen to open on. This overrides the screen used by #ASLFR\_Window. (V38)

#ASLFR\_Screen (struct Screen \*) - Screen on which to open the requester. This overrides the screen used by #ASLFR\_Window or by #ASLFR\_PubScreenName. (V38)

#ASLFR\_PrivateIDCMP (BOOL) - When set to TRUE, this tells ASL to allocate a new IDCMP port for the requesting window. If not specified or set to FALSE, and if #ASLFR\_Window is provided, the requesting window will share #ASLFR\_Window's IDCMP port. (V38)

#ASLFR\_IntuiMsgFunc (struct Hook \*) - A function to call whenever an unknown Intuition message arrives at the message port being used by the requesting window. The function receives the following parameters:  
A0 - (struct Hook \*)  
A1 - (struct IntuiMessage \*)  
A2 - (struct FileRequester \*)  
(V38)

#ASLFR\_SleepWindow (BOOL) - When set to TRUE, this tag will cause the window specified by #ASLFR\_Window to be "put to sleep". That is, a busy pointer will be displayed in the parent window, and no gadget or menu activity will be allowed. This is done by opening an invisible Intuition Requester in the parent window. (V38)

#ASLFR\_UserData (APTR) - A 32-bit value that is simply copied in the fr\_UserData field of the requester structure. (V38)

#ASLFR\_TextAttr (struct TextAttr \*) - Font to be used for the requester window's gadgets and menus. If this tag is not provided or its value is NULL, the default font of the screen on which the requesting window opens will be used. This font must already be in memory as ASL calls OpenFont() and not OpenDiskFont(). As of V38, the font used in the file requester's file list must be monospaced. If the font provided with this tag is not monospaced, then the file list will use the current system default font as chosen in preferences. (V38)

#ASLFR\_Locale (struct Locale \*) - Locale to use for the requester window. This determines the language used for the requester's gadgets and menus. If this tag is not provided or its value is NULL, the system's current default locale will be used. As of V38, items such as the date format always uses the system default locale. (V38)

#ASLFR\_TitleText (STRPTR) - Title to use for the requesting window. Default is no title. (V36)

#ASLFR\_PositiveText (STRPTR) - Label of the positive gadget in the requester. English default is "OK". Prior to V38, this string could not be longer than 6 characters. (V36)

#ASLFR\_NegativeText (STRPTR) - Label of the negative gadget in the requester. English default is "Cancel". Prior to V38, this string could not be longer than 6 characters. (V36)

#ASLFR\_InitialLeftEdge (WORD) - Suggested left edge of requester

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window. (V36)

#ASLFR\_InitialTopEdge (WORD) - Suggested top edge of requester window. (V36)

#ASLFR\_InitialWidth (WORD) - Suggested width of requester window. (V36)

#ASLFR\_InitialHeight (WORD) - Suggested height of requester window. (V36)

#ASLFR\_InitialFile (STRPTR) - Initial contents of the file-requester's File text gadget. Default is empty. (V36)

#ASLFR\_InitialDrawer (STRPTR) - Initial contents of the file requester's Drawer text gadget. Default is empty. (V36)

#ASLFR\_InitialPattern (STRPTR) - Initial contents of the file requester's Pattern text gadget. Default is #?. (V36)

#ASLFR\_Flags1 (ULONG) - Bulk initialization of many of the requester's options. See <libraries/asl.h> for the possible flag values. Default is 0. (V36)

#ASLFR\_Flags2 (ULONG) - Bulk initialization of many of the requester's options. See <libraries/asl.h> for the possible flag values. Default is 0. (V36)

#ASLFR\_DoSaveMode (BOOL) - Set this tag to TRUE when the file requester is being used for saving. Default is FALSE. (V38)

#ASLFR\_DoMultiSelect (BOOL) - Set this tag to TRUE to let the user select multiple files at once. This tag excludes save mode. Default is FALSE. (V38)

#ASLFR\_DoPatterns (BOOL) - Set this tag to TRUE to cause a pattern gadget to be displayed. Default is FALSE. (V38)

#ASLFR\_DrawersOnly (BOOL) - Set this tag to TRUE to cause the requester to only display drawers, and have no File gadget. This is useful to let the user choose a destination directory. Default is FALSE. (V38)

#ASLFR\_FilterFunc (struct Hook \*) - A function to call for each file encountered. If the function returns TRUE, the file is included in the file list, otherwise it is rejected and not displayed. The function receives the following parameters:

- A0 - (struct Hook \*)
- A1 - (struct AnchorPath \*)
- A2 - (struct FileRequester \*)

(V38)

#ASLFR\_RejectIcons (BOOL) - Set this tag to TRUE to stop the requester from displaying Workbench icons (.info files). This flag should normally be set. Default is FALSE. (V38)

#ASLFR\_RejectPattern (UBYTE \*) - Specifies an AmigaDOS pattern that is

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used to reject files. That is, any files with names matching this pattern are not included in the file list. Note that the pattern must have been parsed by `dos.library/ParsePatternNoCase()`. Default is `~(#?)` which matches nothing. (V38)

`#ASLFR_AcceptPattern (UBYTE *)` - Specifies an AmigaDOS pattern that is used to accept files. That is, only files with names matching this pattern are included in the file list. Note that the pattern must have been parsed by `dos.library/ParsePatternNoCase()`. Default is `#?` which matches everything. (V38)

`#ASLFR_FilterDrawers (BOOL)` - Set this tag to `TRUE` if you want the `#ASLFR_RejectPattern`, `#ASLFR_AcceptPattern`, and the Pattern text gadget to also apply to drawer names. Normally, drawers are always displayed. Default is `FALSE`. (V38)

`#ASLFR_HookFunc (APTR)` - A function that is called if the `#FRF_FILTERFUNC` or `#FRF_INTUIFUNC` flags are specified in the `#ASLFR_Flags1` tag. The function will be called like so, with the arguments on the stack using the standard C pushing order:

```
ULONG function(ULONG mask, APTR object,
               struct FileRequester *fr)
```

The Mask value is a copy of the specific `#ASLFR_Flags1` value the callback is for, either `#FRF_FILTERFUNC` or `#FRF_INTUIFUNC`; object is a pointer to a data object (a `(struct IntuiMessage *)` for `#FRF_INTUIFUNC`, and a `(struct AnchorPath *)` for `#FRF_FILTERFUNC`).

For `#FRF_FILTERFUNC`, the function should return 0 if the file should be added to the list, non-zero if it shouldn't. For `#FRF_INTUIFUNC`, the function should return the original `(struct IntuiMessage *)` it was passed.

## 1.9 fontrequester

### SYNTAX

```
*ptr.PBFontRequester = FontRequester(TagListID())
```

### FUNCTION

A standard ASL Fontrequester will be opened according to the specified Tag list. This function returns a pointer to a memory area which contains all the required information about the selected font. You can easily access the data with the `PBFontRequester` structure, which is declared in the `'AmigaLibs.res'` (resident) file.

`PBFontRequester` structure:

```

Structure PBFonRequester
    *Name.b
    YSize.w
    Style.b
    Flags.b
    FrontPen.b
    BackPen.b
    DrawMode.b
EndStructure

```

Example:

```

*ptr.PBFonRequester = RequesterFontRequester(0)

If *ptr
    NPrint("Font Name :", PeekS(*ptr\Name))
    YSize.w = *ptr\YSize
    Style.b = *ptr\Style
Else
    NPrint("Cancelled")
Endif

```

Available Tags:

#ASLFO\_Window (struct Window \*) - Parent window of requester. If no #ASLFO\_Screen tag is specified, the window structure is used to determine on which screen to open the requester window. (V36)

#ASLFO\_PubScreenName (STRPTR) - Name of a public screen to open on. This overrides the screen used by #ASLFO\_Window. (V38)

#ASLFO\_Screen (struct Screen \*) - Screen on which to open the requester. This overrides the screen used by #ASLFO\_Window or by #ASLFO\_PubScreenName. (V38)

#ASLFO\_PrivateIDCMP (BOOL) - When set to TRUE, this tells ASL to allocate a new IDCMP port for the requester window. If not specified or set to FALSE, and if #ASLFO\_Window is provided, the requester window will share #ASLFO\_Window's IDCMP port. (V38)

#ASLFO\_IntuiMsgFunc (struct Hook \*) - A function to call whenever an unknown Intuition message arrives at the message port being used by the requester window. The function receives the following parameters:

- A0 - (struct Hook \*)
- A1 - (struct IntuiMessage \*)
- A2 - (struct FontRequester \*)

(V38)

#ASLFO\_SleepWindow (BOOL) - When set to TRUE, this tag will cause the window specified by #ASLFO\_Window to be "put to sleep". That is, a busy pointer will be displayed in the parent window, and no gadget or menu activity will

be allowed. This is done by opening an invisible Intuition Requester in the parent window. (V38)

#ASLFO\_UserData (APTR) - A 32-bit value that is simply copied in the fo\_UserData field of the requester structure. (V38)

#ASLFO\_TextAttr (struct TextAttr \*) - Font to be used for the requesting window's gadgets and menus. If this tag is not provided or its value is NULL, the default font of the screen on which the requester window opens will be used. This font must already be in memory as ASL calls OpenFont() and not OpenDiskFont(). (V38)

#ASLFO\_Locale (struct Locale \*) - Locale to use for the requesting window. This determines the language used for the requester's gadgets and menus. If this tag is not provided or its value is NULL, the system's current default locale will be used. (V38)

#ASLFO\_TitleText (STRPTR) - Title to use for the requester window. Default is no title. (V36)

#ASLFO\_PositiveText (STRPTR) - Label of the positive gadget in the requester. English default is "OK". Prior to V38, this string could not be longer than 6 characters. (V36)

#ASLFO\_NegativeText (STRPTR) - Label of the negative gadget in the requester. English default is "Cancel". Prior to V38, this string could not be longer than 6 characters. (V36)

#ASLFO\_InitialLeftEdge (WORD) - Suggested left edge of requester window. (V36)

#ASLFO\_InitialTopEdge (WORD) - Suggested top edge of requester window. (V36)

#ASLFO\_InitialWidth (WORD) - Suggested width of requester window. (V38)

#ASLFO\_InitialHeight (WORD) - Suggested height of requester window. (V38)

#ASLFO\_InitialName (STRPTR) - Initial contents of the font requester's Name text gadget. Default is none. (V36)

#ASLFO\_InitialSize (UWORD) - Initial contents of the font requester's Size numeric gadget (fo\_Attr.ta\_YSize). Default is 8. (V36)

#ASLFO\_InitialStyle (UBYTE) - Initial setting of the font requester's Style gadget (fo\_Attr.ta\_Style). Default is FS\_NORMAL. (V36)

#ASLFO\_InitialFlags (UBYTE) - Initial setting of the font requester's fo\_Flags field (fo\_Attr.ta\_Flags). Default is FPF\_ROMFONT. (V36)

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#ASLFO\_InitialFrontPen (UBYTE) - Initial setting of the font requester's Front Color gadget (fo\_FrontPen). This value also determines the color used to render the text in the sample font area. Default is 1. (V36)

#ASLFO\_InitialBackPen (UBYTE) - Initial setting of the font requester's Back Color gadget (fo\_BackPen). This value also determines the color used to render the background of the sample font area. Default is 0. (V36)

#ASLFO\_InitialDrawMode (UBYTE) - Initial setting of the font requester's Mode gadget (fo\_DrawMode). Default is JAM1. (V38)

#ASLFO\_Flags (ULONG) - Bulk initialization of many of the requester's options. See <libraries/asl.h> for the possible flag values. Default is 0. (V36)

#ASLFO\_DoFrontPen (BOOL) - Set this tag to TRUE to cause the requester to display the Front Color selection gadget. Default is FALSE. (V38)

#ASLFO\_DoBackPen (BOOL) - Set this tag to TRUE to cause the requester to display the Back Color selection gadget. Default is FALSE. (V38)

#ASLFO\_DoStyle (BOOL) - Set this tag to TRUE to cause the requester to display the Style checkboxes. Default is FALSE. (V38)

#ASLFO\_DoDrawMode (BOOL) - Set this tag to TRUE to cause the requester to display the Mode cycle gadget. Default is FALSE. (V38)

#ASLFO\_FixedWidthOnly (BOOL) - Set this tag to TRUE to cause the requester to only display fixed-width fonts. Default is FALSE. (V38)

#ASLFO\_MinHeight (UWORD) - The minimum font height to let the user select. Default is 5. (V36)

#ASLFO\_MaxHeight (UWORD) - The maximum font height to let the user select. Default is 24. (V36)

#ASLFO\_FilterFunc (struct Hook \*) - A function to call for each font encountered. If the function returns TRUE, the font is included in the font list, otherwise it is rejected and not displayed. The function receives the following parameters:

- A0 - (struct Hook \*)
- A1 - (struct TextAttr \*)
- A2 - (struct FontRequester \*)

(V38)

#ASLFO\_HookFunc (APTR) - A function that is called if the FOF\_FILTERFUNC or FOF\_INTUIFUNC flags are specified in

---

the #ASLFO\_Flags tag. The function will be called like so, with the arguments on the stack using the standard C pushing order:

```
ULONG function(ULONG mask, APTR object,  
               struct FontRequester *fr)
```

The Mask value is a copy of the specific #ASLFO\_Flags value the callback is for, either FOF\_FILTERFUNC or FOF\_INTUIFUNC; object is a pointer to a data object (a (struct IntuiMessage \*) for FOF\_INTUIFUNC, and a (struct TextAttr \*) for FOF\_FILTERFUNC).

For FOF\_FILTERFUNC, the function should return 1 if the font should be added to the list, 0 if it shouldn't. For FOF\_INTUIFUNC, the function should return the original (struct IntuiMessage \*) that it was passed.

#ASLFO\_MaxFrontPen (UBYTE) - The maximum number of pens that are offered to the user when the #ASLFO\_DoFrontPen tag is specified. Default is 255. (V40)

#ASLFO\_MaxBackPen (UBYTE) - The maximum number of pens that are offered to the user when the #ASLFO\_DoBackPen tag is specified. Default is 255. (V40)

#ASLFO\_ModeList (STRPTR \*) - Replacement list of modes to display in Mode cycle gadget. The first string pointer is used as the name of the gadgets, and following strings are used as the different labels of the cycle gadget, until a NULL string pointer which denotes the end of the string pointer array. The first string in this array corresponds to JAM1, the second is JAM2, the third to COMPLEMENT. The array can be terminated early by not providing all entries. English default for the array is "Text" "Text+Field" and "Complement". (V36)

#ASLFO\_FrontPens (UBYTE \*) - Pointer to a table of pen numbers indicating which colors should be used and edited by the palette gadget when the #ASLFO\_DoFrontPen tag is specified. This array must contain as many entries as there are colours displayed in the palette gadget. The Default is NULL, which causes a 1-to-1 mapping of pen numbers. (V40)

#ASLFO\_BackPens (UBYTE \*) - Pointer to a table of pen numbers indicating which colors should be used and edited by the palette gadget when the #ASLFO\_DoBackPen tag is specified. This array must contain as many entries as there are colours displayed in the palette gadget. The Default is NULL, which causes a 1-to-1 mapping of pen numbers. (V40)

---

## 1.10 screenrequester

### SYNTAX

```
*ptr.PBScreenRequester = RequesterScreenRequester(TagListID())
```

### FUNCTION

A standard ASL Screenrequester will be opened according to the specified Tag list. This function returns a pointer to a memory area which contains all the required information about the selected screen. You can easily access the data with the PBScreenRequester structure, which is declared in the 'AmigaLibs.res' (resident) file.

PBScreenRequester structure:

Structure PBScreenRequester

```
DisplayID.l      ; Display mode ID
Width.l          ; Width of display in pixels
Height.l         ; Height of display in pixels
Depth.w          ; Number of bit-planes of display
OverscanType.w   ; Type of overscan of display
AutoScroll.b     ; Display should auto-scroll?
EndStructure
```

Available Tags:

#ASLSM\_Window (struct Window \*) - Parent window of requester. If no #ASLSM\_Screen tag is specified, the window structure is used to determine which screen to open the requester window on. (V38)

#ASLSM\_PubScreenName (STRPTR) - Name of a public screen to open on. This overrides the screen used by #ASLSM\_Window. (V38)

#ASLSM\_Screen (struct Screen \*) - Screen on which to open the requester. This overrides the screen used by #ASLSM\_Window or by #ASLSM\_PubScreenName. (V38)

#ASLSM\_PrivateIDCMP (BOOL) - When set to TRUE, this tells ASL to allocate a new IDCMP port for the requesting window. If not specified or set to FALSE, and if #ASLSM\_Window is provided, the requesting window will share #ASLSM\_Window's IDCMP port. (V38)

#ASLSM\_IntuiMsgFunc (struct Hook \*) - A function to call whenever an unknown Intuition message arrives at the message port being used by the requesting window. The function receives the following parameters:  
 A0 - (struct Hook \*)  
 A1 - (struct IntuiMessage \*)  
 A2 - (struct ScreenModeRequester \*)  
 (V38)

#ASLSM\_SleepWindow (BOOL) - When set to TRUE, this tag will cause the window specified by #ASLSM\_Window to be "put to sleep". That is, a busy pointer will be displayed in

the parent window, and no gadget or menu activity will be allowed. This is done by opening an invisible Intuition Requester in the parent window. (V38)

#ASLSM\_UserData (APTR) - A 32-bit value that is simply copied in the sm\_UserData field of the requester structure. (V38)

#ASLSM\_TextAttr (struct TextAttr \*) - Font to be used for the requester window's gadgets and menus. If this tag is not provided or its value is NULL, the default font of the screen on which the requester window opens will be used. This font must already be in memory as ASL calls OpenFont() and not OpenDiskFont(). (V38)

#ASLSM\_Locale (struct Locale \*) - Locale to use for the requester window. This determines the language used for the requester's gadgets and menus. If this tag is not provided or its value is NULL, the system's current default locale will be used. (V38)

#ASLSM\_TitleText (STRPTR) - Title to use for the requester window. Default is no title. (V38)

#ASLSM\_PositiveText (STRPTR) - Label of the positive gadget in the requester. English default is "OK". Prior to V38, this string could not be longer than 6 characters. (V36)

#ASLSM\_NegativeText (STRPTR) - Label of the negative gadget in the requester. English default is "Cancel". Prior to V38, this string could not be longer than 6 characters. (V36)

#ASLSM\_InitialLeftEdge (WORD) - Suggested left edge of requester window. (V38)

#ASLSM\_InitialTopEdge (WORD) - Suggested top edge of requester window. (V38)

#ASLSM\_InitialWidth (WORD) - Suggested width of requester window. (V38)

#ASLSM\_InitialHeight (WORD) - Suggested height of requester window. (V38)

#ASLSM\_InitialDisplayID (ULONG) - Initial setting of the Mode list view gadget (sm\_DisplayID). Default is 0 (LORES\_KEY). (V38)

#ASLSM\_InitialDisplayWidth (ULONG) - Initial setting of the Width gadget (sm\_DisplayWidth). Default is 640. (V38)

#ASLSM\_InitialDisplayHeight (ULONG) - Initial setting of the Height gadget (sm\_DisplayHeight). Default is 200. (V38)

#ASLSM\_InitialDisplayDepth (UWORD) - Initial setting of the Colors gadget (sm\_DisplayDepth). Default is 2. (V38)

#ASLSM\_InitialOverscanType (UWORD) - Initial setting of the

Overscan Type cycle gadget (sm\_OverscanType).  
These values are the OSCAN\_#? values from  
<intuition/screens.h>.

User-space naming of overscan types is different than  
programmer-space:

Under V38:

0	-->	"Regular Size"
OSCAN_TEXT	-->	"Text Size"
OSCAN_STANDARD	-->	"Graphics Size"
OSCAN_MAXIMUM	-->	"Maximum Size"

Under V39 and above:

OSCAN_TEXT	-->	"Text Size"
OSCAN_STANDARD	-->	"Graphics Size"
OSCAN_MAXIMUM	-->	"Extreme Size"
OSCAN_VIDEO	-->	"Maximum Size"

OSCAN\_VIDEO is not supported prior to V39. The value  
0 corresponds to "Regular Size" under V38. Since this  
value isn't supported by Intuition's SA\_Overscan  
tag, it was removed from ASL in V39. Asking for 0  
under V39 will yield OSCAN\_TEXT.

Default is OSCAN\_TEXT. (V38)

#ASLSM\_InitialAutoScroll (BOOL) - Initial setting of the AutoScroll  
cycle gadget (sm\_AutoScroll). Default is TRUE. (V38)

#ASLSM\_InitialInfoOpened (BOOL) - Whether to open the property  
information window automatically. Default is FALSE.  
(V38)

#ASLSM\_InitialInfoLeftEdge (WORD) - Initial left edge of information  
window. (V38)

#ASLSM\_InitialInfoTopEdge (WORD) - Initial top edge of information  
window. (V38)

#ASLSM\_DoWidth (BOOL) - Set this tag to TRUE to cause the requester  
to display the Width numeric gadget. Default is FALSE.  
(V38)

#ASLSM\_DoHeight (BOOL) - Set this tag to TRUE to cause the requester  
to display the Height numeric gadget. Default is FALSE.  
(V38)

#ASLSM\_DoDepth (BOOL) - Set this tag to TRUE to cause the requester to  
display the Colours slider gadget. Default is FALSE.  
(V38)

#ASLSM\_DoOverscanType (BOOL) - Set this tag to TRUE to cause the  
requester to display the Overscan Type cycle gadget.  
Default is FALSE. (V38)

#ASLSM\_DoAutoScroll (BOOL) - Set this tag to TRUE to cause the requester

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to display the AutoScroll checkbox gadget. Default is FALSE. (V38)

#ASLSM\_PropertyFlags (ULONG) - A mode must have these property flags to appear in the list of modes. Only the bits set in #ASLSM\_PropertyMask are considered. See the description of #ASLSM\_PropertyMask for more info. Default is DIPF\_IS\_WB. (V38)

#ASLSM\_PropertyMask (ULONG) - A mask to apply to #ASLSM\_PropertyFlags to determine which bits to consider. The use of these two values is identical in concept to how Exec uses the two flag parameters in exec.library/SetSignal(). Default is DIPF\_IS\_WB. This is how this tag and the #ASLSM\_PropertyFlags tag interact:

```
if ((displayInfo.PropertyFlags & propertyMask) ==
    (propertyFlags & propertyMask))
{
    /* Mode accepted */
}
else
{
    /* Mode rejected */
}
```

where "displayInfo" is a filled in DisplayInfo structure for a given mode. (V38)

#ASLSM\_MinWidth (ULONG) - The minimum display width to let the user choose. Default is 16. (V38)

#ASLSM\_MaxWidth (ULONG) - The maximum display width to let the user choose. Default is 16368. (V38)

#ASLSM\_MinHeight (ULONG) - The minimum display height to let the user choose. Default is 16. (V38)

#ASLSM\_MaxHeight (ULONG) - The maximum display height to let the user choose. Default is 16384. (V38)

#ASLSM\_MinDepth (UWORD) - The minimum display depth to let the user choose. Default is 1. (V38)

#ASLSM\_MaxDepth (UWORD) - The maximum display depth to let the user choose. Default is 24. (V38)

#ASLSM\_FilterFunc (struct Hook \*) - A function to call for each mode encountered. If the function returns TRUE, the mode is included in the file list, otherwise it is rejected and not displayed. The function receives the following parameters:

- A0 - (struct Hook \*)
- A1 - (ULONG) mode id
- A2 - (struct ScreenModeRequester \*)

(V38)

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```
#ASLSM_CustomSMList (struct List *) - Custom list of modes to let  
the user choose from. This is a list of DisplayNode  
nodes, see <libraries/asl.h> for the definition. (V38)
```