

**Gadget**

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| <b>COLLABORATORS</b> |
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|               |                          |                 |                  |
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|               | <i>TITLE :</i><br>Gadget |                 |                  |
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# Chapter 1

## Gadget

### 1.1 Gadget

PureBasic 'Gadget' library

Gadgets in PureBasic are based on the AmigaOS '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
- TextGadget
- UseGadgetList

Examples:

Program 1  
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 EventGadget() command.

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 EventGadget() command. The 'Text\$' is an optional description of the checkbox which will be displayed at the right of it:

—  
|\_| Enable automatic saving.

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 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 EventGadget() command.

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\$, Labels(), TagList)

### COMMAND

Create a ListView gadget in the GadgetList. #Gadget will be the number returned by EventGadget() command. 'Labels()' is a linked

linked (created with 'NewList') with a structured type similar to this one:

```
Structure ListViewStructure
    Pad.w      ; Skip this 2 first bytes
    String.s   ; This is the strings which will be displayed in the listview.
EndStructure
```

The 'Text\$' is an optional description which will be displayed above the ListView like that:

List Content:

|        |  |
|--------|--|
| Item 1 |  |
| Item 2 |  |
| Item 3 |  |
|        |  |
|        |  |
|        |  |

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`, `BACKGROUND PEN`, `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 `EventGadget()` command.

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_Clipped, 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_Clipped` (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$, Labels(), TagList)
```

**COMMAND**

Create a Cycle gadget in the GadgetList. #Gadget will be the number returned by EventGadget() command. The 'Labels()' parameter represents an array of 'String' which the content of the CycleGadget:

```
Dim CycleGadgetItems.s(3)
CycleGadgetItems(0) = "Item1"
CycleGadgetItems(1) = "Item2"
CycleGadgetItems(2) = "Item3"
```

The 'Text\$' parameter is an optional description which will be displayed before the cycle gadget like that:

```
-----
Choose your processor: | | 680x0 |
-----
```

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 EventGadget() command. The 'Text\$' is a description which will be displayed above the option gadget:

```
Months:

-
| | January
-

-
| | February
-
```

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\$, Depth, TagList)

### COMMAND

Creates a Palette gadget in the GadgetList. #Gadget will be the number returned by EventGadget() command. The 'Depth' (ie: number of colours) of this gadget can be specified. The 'Text\$' is an optional description above of this gadget:

Choose your colour:

```

-----
|      |      |      |      |
|      |      |      |      |
-----

```

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 EventGadget() command.

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 EventGadget() command.

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$, Content$, TagList)
```

COMMAND

Creates a String gadget in the GadgetList. #Gadget will be the number returned by EventGadget() command. You can specify the initial content of this StringGadget. Later the content can be changed with the commands SetStringText() and GetStringText(). The 'Text\$' is an optional description located at the left of the gadget:

-----

```
Enter your name: | _____|
```

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 textgadget

SYNTAX

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

COMMAND

Creates a Text gadget in the GadgetList. #Gadget will be the number returned by EventGadget() command. 'Text\$' is the text initially displayed in the TextGadget()

Available Tags:

#GTTX\_Text - Pointer to a NULL terminated string to be displayed, as a read-only text-display gadget, or NULL. (defaults to NULL) (V36)

#GTTX\_CopyText (BOOL) - This flag instructs the text-display gadget to copy the supplied text string, instead of using only pointer to the string. This only works for the initial value of GTTX\_Text set at CreateGadget() time. If you subsequently change GTTX\_Text, the new text will be referenced by pointer, not copied. Do not use this tag with a NULL GTTX\_Text. (V37)

#GTTX\_Border (BOOL) - If TRUE, this flag asks for a recessed

border to be placed around the gadget. (V36)

#GTTX\_FrontPen (UBYTE) - The pen to use when rendering the text (defaults to DrawInfo->dri\_Pens[TEXTPEN]). (V39)

#GTTX\_BackPen (UBYTE) - The pen to use when rendering the background of the text (defaults to leaving the background untouched). (V39)

#GTTX\_Justification (UBYTE) - Determines how the text 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 text 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)

#GTTX\_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)

## 1.15 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...

## 1.16 setgadgetflags

### SYNTAX

SetGadgetFlags(&Text\$)

### STATEMENT

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

## 1.17 usegadgetlist

### SYNTAX

UseGadgetList(#GadgetList)

### STATEMENT

Make the specified Gadgetlist the currently-used Gadgetlist.

## 1.18 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 !

## 1.19 attachgadgetlist

## SYNTAX

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

## STATEMENT

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

## 1.20 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.

## 1.21 activategadget

## SYNTAX

```
ActivateGadget (#Gadget)
```

## STATEMENT

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

## 1.22 refreshgadget

## SYNTAX

```
RefreshGadget (#Gadget)
```

## STATEMENT

The specified gadget display will be refreshed.

---

## 1.23 refreshgadgetlist

### SYNTAX

```
RefreshGadgetList()
```

### STATEMENT

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

## 1.24 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
```

## 1.25 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.

## 1.26 setstringtext

### SYNTAX

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

### STATEMENT

Change the text content of a string gadget.

## 1.27 getstringtext

### SYNTAX

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

### STATEMENT

Return the text content of a string gadget.

---



## 1.28 setgadgetattrs

### SYNTAX

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

### STATEMENT

Change the attributes of the given gadget.