

palette_req

COLLABORATORS

	TITLE : palette_req		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	palette_req	1
1.1	palette_req.doc	1
1.2	palette.requester/--history--	1
1.3	palette.requester/PREQ_DisposeRequesteralette.requester/PREQ_DisposeRequester	1
1.4	palette.requester/PREQ_NewRequester	1
1.5	Set	2

Chapter 1

palette_req

1.1 palette_req.doc

```
--history-- ()
PREQ_DisposeRequester ()
PREQ_NewRequester ()
Set ()
```

1.2 palette.requester/--history--

```
To Do -
    * Maybe cause requester to notify other object WHILE open?
    * Create pop-up gadget class (similar to GetScreenMode etc.)

44.1 -
    * OM_GET wasn't handled in the dispatcher.
    * Getting PR_Palette now works - requester was kinda useless before.
    * Setting PR_Screen, Window, PubScreenName will center the requester
44.2 -
    * Included version string
44.3 -
    * All source files needed to be recompiled for 44.2, but were not.
```

1.3 palette.requester/PREQ_DisposeRequesteralette.requester/PREQ_DisposeRequest

```
NAME
PREQ_DisposeRequester -- Dispose palette requester.
```

1.4 palette.requester/PREQ_NewRequester

```
NAME
PREQ_NewRequester -- Allocate a new Palette requester.
```

SYNOPSIS

```
Object = PREQ_NewRequester(Tags,...)
```

```
Object *PREQ_NewRequester(Tag, ...);  
a0                                a0
```

```
Object *PREQ_NewRequesterA(struct TagItem *)  
a0                                a0
```

FUNCTION

Allocates a new Palette requester object.
The palette requester is a BOOPSI object.
Further settings can be changed or read
with SetAttrs() or GetAttr().

SEE ALSO

palette.requester/--datasheet--

1.5 Set

```
define NAME "palette.requester"  
har vstring[]=VR_MACRO(NAME);
```