

Requester

COLLABORATORS

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| | TITLE : Requester | | |
| ACTION | NAME | DATE | SIGNATURE |
| WRITTEN BY | | January 23, 2025 | |

REVISION HISTORY

| | | | |
|--------|------|-------------|------|
| NUMBER | DATE | DESCRIPTION | NAME |
| | | | |

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Chapter 1

Requester

1.1 Requester

PureBasic Requester library

Les 'Requesters' en PureBasic utilisent la bibliothèque standard de l'Amiga, l'asl.library. Les 4 types de 'Requesters' sont supportés et permettent de choisir des fichiers, des polices de caractères, des modes d'écrans ou simplement d'afficher une fenêtre permettant à l'utilisateur de choisir une option.

Commande disponibles:

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

Exemple:

```
Some Requesters
```

1.2 easyrequester

SYNTAX

```
Resultat = EasyRequester(Title$, Text$, Button$)
```

FUNCTION

Affiche une fenêtre contenant 1 ou plusieurs boutons permettant à l'utilisateur de faire un choix. Le déroulement du programme est stoppé jusqu'à ce que l'utilisateur ait pressé un bouton. Le texte contenu dans cette fenêtre (Text\$) peut être composé de plusieurs lignes, il faut alors ajouter la commande Chr(10)

à chaque fin de ligne. Le paramètre 'Button\$' est une chaîne de caractère où chaque bouton est séparé par un '|'.

Le 'Résultat' est le numéro du bouton sur lequel l'utilisateur a appuyé. La valeur '0' correspond toujours au bouton situé le plus à droite (connotation négative en principe). Puis les valeurs vont de 1 à x en fonction du nombre de boutons, en partant du bouton de gauche (qui est donc égal à 1)

Note: Cette commande n'a pas besoin de 'InitRequester()' pour fonctionner.

Exemple:

```
Title$ = "Test"
Text$ = "Première ligne"+Chr(10)+"Deuxième ligne"+Chr(10)+"3ème ligne, etc ↵
..."
Button$ = "Ok | Ha bon | Non"

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

Print("Vous appuyé sur le bouton n\textdegree{}: " : PrintNumberN(Resultat)
End
```

1.3 requesterposx

Syntaxe
posx.w = RequesterPosX()

Résumé
Retourne la position en X du dernier 'Requester' ouvert.

1.4 requesterposy

Syntaxe
posy.w = RequesterPosY()

Résumé
Retourne la position en Y du dernier 'Requester' ouvert

1.5 requesterwidth

Syntaxe
width.w = RequesterWidth()

Résumé
Retourne la largeur du dernier 'Requester' ouvert.

1.6 requesterheight

Syntaxe

```
height.w = RequesterHeight()
```

Résumé

Retourne la hauteur du dernier 'Requester' ouvert.

1.7 initrequester

Syntaxe

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

Résumé

Initialise l'environnement nécessaire à la gestion des 'Requesters'.

En outre, l'asl.library sera ouverte par cette fonction, donc si

le resultat est NULL, l'asl.library n'a pas pu être ouverte et

vous ne devez pas utiliser les fonctions de cette bibliothèque !

Exemple:

```
If InitRequester() = 0
```

```
    PrintN("Impossible d'ouvrir l'asl.library V36+") ;
```

```
End
```

```
    ; Quittez le programme ou
```

```
    ; désactivez les appels
```

```
Endif
```

```
    ; de cette bibliothèque.
```

1.8 filerequester

Syntaxe

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

Résumé

Un 'Requester' de fichier standard sera ouvert en accord avec les

tags spécifiés. Il vous permettra de choisir un fichier très simplement.

Cette fonction retourne le chemin et le nom du fichier choisi, correctement

concaténés. Si une chaîne de caractères NULLE est retournée, alors

aucun fichier n'a été choisi.

Tags disponibles:

```
#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 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 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

Syntaxe

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

Résumé

Un 'Requester' de police de caractères standard sera ouvert en accord avec les tags spécifiés. Il vous permettra de choisir une police très simplement. Cette fonction retourne un pointeur vers une structure PBFontRequester, à partir de laquelle vous trouverez toutes les informations sur la police de caractères sélectionnée. Si la valeur retournée est NULLE, alors

l'utilisateur n'a pas choisi de police de caractères.

PBFontRequester structure:

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

Exemple:

```
*ptr.PBFontRequester = FontRequester(0)

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

Tags disponibles:

#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)

#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

Syntaxe

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

Résumé

Un 'Requester' de modes d'écran standard sera ouvert en accord avec les tags spécifiés. Il vous permettra de choisir un type d'écran très simplement. Cette fonction retourne un pointeur vers une structure PBScreenRequester, à partir de laquelle vous trouverez toutes les informations sur le mode d'écran choisi. Si la valeur retournée est NULL, alors l'utilisateur n'a pas sélectionné de mode d'écran.

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

Tags disponibles:

#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 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)
```

```
#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)
```