message

COLLABORATORS			
	TITLE : message		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 24, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

message

1.1 GUIEnvironment/Message Guide

GUIEnvironment

Message Handling

==========

© 1994 Carsten Ziegeler
Augustin-Wibbelt-Str.7
D-33106 Paderborn
Germany

==========

1.2 GUIEnvironment Message Handling

Because GUIEnvironment is based on intuition and gadtools it is necessary
to use own message handling and parsing !
So GUIEnvironment offers some own message handling functions which have
to be called instead of the exec or gadtools message handling functions !

GUIEnvironment uses the window's user port for all message handling as

default message port. This can be changed using the GUI_MsgPort tag.

You can use WaitGUIMsg to wait for a message concerning the GUI or if
you have to wait for different signals, use the GetGUIMsg function.

If one of these functions is called and a message arrives, the message
entry fields of the GUIInfo structure are filled in with the appropriate
values.
If you have specified a hook function, now this hook is called. You
can examine this message and handle it.
If you don't want GUIEnv to handle this message any more, return TRUE.
If you return FALSE, GUIEnvironment now will also handle this message.
When the message was handled by your hook function, the application
will never hear of this message ! This is also the case if the message
could be handled internal by GUIEnvironment.

For more information about the message handling see the chapters about
the different message classes.

The intuiMsg entry of the GUIInfo structure points to a copy of the
message. This could be a "real" IntuiMessage or if running under
OS3.0+ a extended IntuiMessage !
The msgClass and the msgCode fields contain the belonging message
information. It might be that they differ from the entries in the intuiMsg
copy ! This happens every time GUIEnvironment converts message,
for example for the key equivalents !

SEE ALSO
     The GUIInfo structure
     The message hook

1.3 Resizing GUI message

Every time a IDCMP_NEWSIZE message arrives, GUIEnvironment tries to
resize the GUI. This is only possible if you have used the gadget
description flags !
If the GUI can't be resized, the application will get this message,
otherwise it won't hear of any resizing message !
Actually, if the application really should get this message, it has
to free the GUI first and then to recreate it or to exit ! Because
the first time an error occurs concerning the GUI, GUIEnvironment
refuses to handle this GUI !

1.4 Refreshing GUI message

GUIEnvironment does all the refreshing for the application. The refresh
must be done by GUIEnvironment, so your hook function should NOT handle
this message class.
You can specify a hook function which is called with every refreshing
message. It is called after GUIEnvironment has done it's refreshing and
between the calls to gadtools GTBeginRefresh and GTEndRefresh !

```
SEE ALSO
     The refreshing hook
```

1.5 Other message classes

```
All other message classes must be handled by the application. If a
IDCMP_VANILLAKEY message arrives you can use the msgCharCode entry
of the GUIInfo structure to ask for the message character code !
But use this entry ONLY WITH IDCMP_VANILLAKEY messages !
```

1.6 rcs

```
$RCSfile: Message.guide $

$Revision: 1.5 $
    $Date: 1994/11/03 15:52:27 $

  GUIEnvironment Message Handling Guide

  Copyright © 1994, Carsten Ziegeler
                    Augustin-Wibbelt-Str.7, 33106 Paderborn, Germany
```