

1dda2330-0

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| | <i>TITLE :</i> 1dda2330-0 | | |
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Chapter 1

1dda2330-0

1.1 GUIToolKit V1.5

```

                                GUIToolKit
                                V1.5
                                By Tony Docker.

This program is FREEWARE

all comments welcome
docker@enterprise.net
2:2500/702.3

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Introduction
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~ToolBar
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~ToDoList
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1.2 Introduction

Although there are many other programs that do the same as this program, I felt that they were lacking somewhat (with the exception of GadToolBox which is very good) and wanted to take it little further. This v1.0 is just the begining and I intend developing it much further as I have many ideas to try. It

was of course a great way to develop my programming skills and I have enjoyed doing it which in my opinion is a good enough reason on its own!

Ok, so what is GUIToolKit I hear you ask? well if you haven't already guessed its a programming tool, similar to GadToolBox which will assist you in creating the code for graphical user interfaces in Blitz Basic.

I welcome any constructive criticism's by e-mail.

1.3 Requirements

You will need at least a Workbench V2 Amiga and the third party library ReqTools V1.70b and of course a copy of Blitz Basic2.

1.4 Instalation

Simply copy the whole GUIToolKit directly to where you want it on your hard drive. Then copy ReqTools to your Libs: directory.

1.5 Features

1. Create Screens of all available resolutions.
 2. Create a window of any dimensions to fit on your screen, give it size and close gadgets etc. and assign its IDCMP~flags.
 3. Create all types of gadgets ie. Button, Checkbox, Cycle, Integer String, Number, Text, Listview, Palette, MX, Scroller, Slider and Shape Gadgets, to fit on your window.
 4. Draw two types of borders around your gadgets to group them together.
 5. Draw Text.
 6. Load and save your project for latter editing.
 7. Generate the Blitz2 code for the interface you have created.
-

8. Make

```
Arexx
  scripts to do other functions.
```

1.6 ToolBar

```
Gadgets
```

```
Edit
```

```
Move
```

```
Copy
```

```
Size
```

```
Del
```

```
  Borders
```

```
Add
```

```
Edit
```

```
  Text
```

```
Add
```

```
Edit
```

1.7 TodoList

For the next version -

1. Add more arexx commands.
2. Add a proper screen and font requester.
3. Allow text to be added on different fonts and colours.
4. Generate code in different languages ie. C, asm.
5. Move/delete more than one gadget at a time.
6. Allow more control over the gadget ID's in the generated source.
7. Extend the config file.

1.8 New

This will clear the current display and reset to the default values.

1.9 Load

Will call a file requester for you to choose a previously saved project with the .gt extension.

1.10 Save

Saves a project in a format to enable it to be reloaded in the future for further editing.

1.11 Save as

Calls a file requester to enable you to choose a path and ↔
file
to
save
the project to.

1.12 Menus

Project

New

Load

Save

Save~as

About

GenCode

Prefs

Quit
 Screen

Palette

Type
 Window

Name


```

        Attrib
        IDCMP
        DriPens
        Font
        Gadgets
            Button
CheckBox
Cycle
Integer
String
Number
Text
ListView
Palette
Mx
Scroller
Slider

        Arexx
            Macrol

    \/

Macro9
Setup
ExecuteScript

```

1.13 About

Displays authors name, version number and arexx port name.

1.14 GenCode

This will generate the Blitz Basic2 code needed to generate the GUI display in your own programs.

1.15 Prefs

This menu item enables you to change various items concerning the generated~code and also how GUIToolkit looks and works (general).

1.16 generated code

Here you can enter the following settings that effect the final code that is generated. This information is saved with the project.

1. Screen id
2. Window id
3. Gadget list id
4. Project title.

1.17 general

Sorry this item isn't finished yet.

1.18 Quit

Quits the program of course!

1.19 Palette

Sorry this option is not available yet.

1.20 Type

Here you can choose a low or high resolution screen, interlaced or not interlaced. The number of bit-planes, the title for the screen and a choise of

- Workbench - open the window on the workbench screen.
- Custom - set up your own screen for your own use.
- Current - open on the currently used screen.
- Public - not yet available.

1.21 Name

Here you can alter the Windows title.

1.22 Attrib

This controls what system gadgets and properties the window will have. They are -

1. Sizing gadget.
2. Drag bar.
3. Depth gadget.
4. Close gadget.
5. Size right.
6. Size bottom.
7. Backdrop.
8. Gimmezerozero.
9. Borderless.
10. Active.

Just check mark the one's you want.

1.23 IDCMP

This configures what events your window wants to know about. See the Blitz manual or ROM Kernal Libraries book for more details.

1.24 Arexx

GUIToolkit has an arexx port called "GUITLREXX" you can write ←
 scripts
 and execute them directly from this program via the menu item
 "Arexx/ExecuteScript". You can also set up 10 menu items to execute
 scripts directly with "Arexx/SetUp".

Here is a list of the arexx commands so far, I hope to extend this
 in the future -

Gadgets

NoOfGadgets returns the value in RESULT

GadgetX

GadgetY

GadgetType

MoveGadget <Index>,<XOffset>,<YOffset>

SizeGadget <Index>,<AddToWidth>,<AddToHeight>

Borders

NoOfBorders returns the value in RESULT

AddBorder <X>,<Y>,<Width>,<Height>

MoveBorder <Index>,<X>,<Y>

Text

LinesOfText returns the value in RESULT

AddText <Text>,<X>,<Y>

Misc

Quit

Version

UpdateDisplay

1.25 DriPens

1.26 Font

1.27 Copy

Click on this gadget or press 'C' and then click on any gadget in your window (number and text gadgets cannot normally be selected however you may select them in GUIToolkit by clicking the upper left hand corner of the gadget) a floating outline of that gadget will appear under the mouse pointer, move to the required position and click LMB. the edit requester for that gadget will appear with identical values already filled in (only the x & y values will be different)

1.28 Gadgets

To add a gadget to your window simply select the type of gadget you want from this menu list. Then press the LMB at the start position of the gadget and holding the LMB down, drag a box out to the final size you want.

Then a window will pop up enabling you to alter various settings of the gadget you have created.

1.29 UpdateDisplay

When your script has finished running you will need to add this command at the end of your script in order to see the result.

1.30 Edit

Click on this gadget or press 'E' and then click on any gadget in your window (number and text gadgets cannot normally be selected however you may select them in GUIToolkit by clicking the upper left hand corner of the gadget) this will bring up the same requester window as when you created the gadget originally.

1.31 Move

Click on this gadget or press 'M' and then click on any gadget in your window (number and text gadgets cannot normally be selected however you may select them in GUIToolkit by clicking the upper left hand corner of the gadget) a 'floating box' will appear under the mouse pointer, simply move to the required position then click LMB.

1.32 Size

Click on this gadget or press 'S' and then click on any gadget in your window (number and text gadgets cannot normally be selected however you may select them in GUIToolkit by clicking the upper left hand corner of the gadget) and hold, a 'rubber band' will appear under the mouse pointer simply stretch to the desired size then release LMB.

1.33 Del

Click on this gadget or press 'D' and then click on any gadget in your window (number and text gadgets cannot normally be selected however you may select them in GUIToolkit by clicking the upper left hand corner of the gadget) a confirmation requester will appear then the gadget will be removed.

1.34 Add

To add borders around groups of gadgets click on this gadget on the tool-bar. Then click LMB once and hold for the starting position and drag out to the desired size.

1.35 Edit

Click this gadget and a second toolbar will appear at the bottom of the screen. This will enable you to manipulate the highlighted border in your window. Select the border to work on using the next button.

1.36 Add

You can add text directly onto your window by selecting this button from the 'Tool-bar'.

1.37 Edit

This button will bring up a second window which will enable your to alter, add, move and delete lines of text. Select the line to work on from the list.

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