

Amiga_Lib

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COLLABORATORS

	<i>TITLE :</i> Amiga_Lib		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Amiga_Lib

1.1 main

AMIGA_LIB ADD-ON FOR BLITZ BASIC 2

Written by Roger Beausoleil - vision_fx@citenet.net

Disclaimer

Responsibility & Legal stuff

Introduction

Amiga_lib - Boopsi support functions always missing since...

Requirements

What do you need to use this lib?

Installation

How can I install this lib?

Author

Your honest servitor!

Commands/Functions Index

InitHook

Write a hook Setup

**** NEVER USE THOSE COMMANDS IN A FUNCTION OR STATEMENT ****
***** ONLY IN THE HOOK DISPATCHER *****

GetHookMsg

Get an important pointer

GetHookObj

Get an important pointer

INST_DATA
Get the Instance data

For the Method Functions as DoSuperMethod, CoerceMethodA... Please
look for the autodocs.

As you can see... everything can be done with BLITZ!

Some Examples will coming soon on Aminet!

1.2 disclaimer

Disclaimer

~~~~~

This New Library is a GIFTWARE from  
Roger Beausoleil  
for every Blitz Users  
around the world! I believe that Blitz is the best Amiga Programming Language  
for Amiga... Everthing can be done with it!

You should use

AMIGA\_LIB  
Add-on at your own risk! I,  
Roger Beausoleil  
won't

accepts any responsability for any damage caused to the hardware of your Miggy ↔  
or  
softwares written with this library.

You can use and distribute this gift as long as you do not modify the package ↔  
and  
you don't earn money with it. You can use this library for any kind of 'ware. ↔  
But,  
if you want to send me any kind of reward, like Card, Shareware's key written ↔  
with  
the help of this lib... I'll appreciate it! :)

AMIGA\_LIB - Introduction

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## 1.3 introduction

Introduction

~~~~~

Boopsi support commands were always missing since the first release of
Blitz by Acid Software, surely because they were written for C, not for

High Level Language like Blitz. But, as all Blitzers already know... BLITZ is a very powerful language and everything can be done with it! ...if you have the commands for it too! :)))

Now, BlitzBasic can use the Boopsi functions as in C!

What that mean? The addition of those commands will allow users to make Objects Oriented Programming (OOP). Blitz users can now use BOOPSI gadgets and DataTypes in their own programs!

You can look in the autodocs for further informations. Everything was written as the Autodocs specifications.

Enjoy this New Library... It's a GiftWare from
Roger Beausoleil

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Requirements

Disclaimer

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1.4 requirements

Requirements

~~~~~

- The Best Computer... An Amiga, of course!
- Blitz Basic 2 ( Any version )
- And, do not forget to create a new DefLibs!:) To activate this new set of commands.

NB. If you are looking to use Datatypes, you will need OS3.x+

Installation

Introduction

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## 1.5 installation

Installation

~~~~~

```
_Copy the file named "Amiga_Lib.obj" ( XXX Bytes ) in the BlitzLibs:UserLibs/  
_Re-make your DefLibs  
_Re-Start your BlitzBasic
```

That's it! All done! Now can enjoy this new lib!

Functions

Requirements

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1.6 author

Author

~~~~~

```
Name      : Roger Beausoleil  
Email     : vision_fx@citenet.net  
Country   : Quebec - Canada  
Language  : French, English, C, ASM and Blitz!  
Age       : 35 years old in 1999
```

```
Occupation : ex-comic books illustrator( vison_fx )  
            Now, since 3 years... work as an Auto Parts Specialist  
            for a CarQuest Center.
```

```
Futur Plans : Re-write again the AmigaLibs( The last one I forget some Macro  
            because my knowledge was so poor )  
            Write a software for 3D applications in Blitz.
```

Feel free to contact me.

Roger Beausoleil

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## 1.7 inithook

InitHook

```
NAME  
InitHook -- Hook Setup  
SYNOPSIS  
BOOLEAN InitHook( *ClassPtr.IClass, DispatcherAdr.1 )
```

---

```

RESULT
result - Hook setup result ( True or False )
EXAMPLE
    Note: Your class has to be been opened first!
    You could write:

InitHook *Class, ?Dispatcher or if ...
....( Program routine suite )
    ....
    ....
End

    Note: Your dispatcher should always goes after everything
          NEVER IN A FUNCTION OR STATEMENT

Dispatcher
    ...
    ...
RTS

```

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## 1.8 gethookmsg

GetHookMsg/GetHookObj

```

NAME
GetHookMsg/GetHookObj -- Get important Hook Pointers
SYNOPSIS
*Ptr.(Msg/_Object) = GetHookXXX
RESULT
result - Information from the Hook/Dispatcher
EXAMPLE
    Note: Those commands should always go in the Dispatcher.

Dispatcher
    *MsgPtr.Msg = GetHookMsg
    *ObjPtr.l   = GetHookObj

    Select *Msg\Method
        Case #OM_NEW
            *o = DoSuperMethodA( *ClassPtr, *ObjPtr, &MsgPtr )
        ....
    end Select

    ....
    ....
RTS

```

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## 1.9 inst\_data

INST\_DATA

Note:

This is missing macro from the Includes( intuition/classes.h )  
This function add offset for instance data to an objet handle.

NAME

```
*Ptr Newtype.( Boopsi Gadget info ) = INST_DATA( *Class.Iclass, *o )  
    Note: *o = object handle from DoSuperMethodA...
```

SYNOPSIS

```
*Ptr.Struct = INST_DATA( *Class, *o )
```

RESULT

result - Address of the TagsList

EXAMPLE

Note: Those commands should always go in the Dispatcher.

Dispatcher

```
*MsgPtr.Msg = GetHookMsg  
*ObjPtr.l   = GetHookObj
```

```
Select *Msg\Method
```

```
    Case #OM_NEW
```

```
        *o = DoSuperMethodA( *ClassPtr, *ObjPtr, &MsgPtr )
```

```
        if *o
```

```
            *DT.Struct = INST_DATA( *Class, *o )
```

```
            ....
```

```
            Note: very useful for the GetTagData_
```

```
    end Select
```

```
    ....
```

```
    ....
```

```
RTS
```

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