

**gadtoolsbox3**

**COLLABORATORS**

	<i>TITLE :</i> gadtoolsbox3		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## gadtoolsbox3

### 1.1 GadToolsBox3 Help

GadToolsBox v3.0

User's Manual

(c) Copyright 1996-98 by Tomasz Muszynski (Thom/Union)

- ShareWare -

Introduction...

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## 1.2 Concept

Concept

=====

GadToolsBox v3 is a powerful GUI generator for AmigaOS. It uses gadtools.library and some other external gadgets. With GTB v3 You can highly expand your GUI with a lot of features like toolbars, tree listviews, page gadgets, clipboards. GTB v3 is something like resource editor, You can create here almost everything using all of OS features. You can draw pictures, mouse pointers, edit locale strings, create menus, windows, toolbars, version strings and much more, everything with one program.

Generated source code is similiar to very well known source code generated by old GadToolsBox by Jaba Development. So, turning to new GTB is very easy, but programs need to be reworked (there are a new functions and there is other naming convention). Of course GTB v3 can load old resources from GadToolsBox v2 (all #?.gui files), but you cannot load GTB v1 resources.

## 1.3 Usage

Usage

=====

To run GadToolsBox v3 simply double click on it's icon or enter it's name in CLI.

GadToolsBox can also take some CLI arguments:

FILE=<filename> - gadtoolsbox resource file to load

On Workbench to load gadtoolsbox resource file you can drag resource icon on GadToolsBox icon or create project icon with GadToolsBox as default tool.

## 1.4 Requirements

Requirements

=====

GadToolsBox v3 requires to run:

OS:

AmigaOS 3.0+

Processor:

MC680x0

LIBS:

gadgets/listview.gadget (V37)

gadgets/page.gadget (V1)

gadgets/progress.gadget (V37)

gadgets/textfield.gadget (V3)

images/smartbitmap.image (V39)

popupmenu.library (V7)

Recomended

=====

Recomendations for GadToolsBox v3:

---



- font size larger than 8 (GUI with topaz/8 looks very ugly - this will be fixed in next releases)
- big screen size (minimal recommended is 640x480)
- 16 free pens on screen (toolbars need 16 colors)
- faster processor and graphics card

## 1.5 Copyrights

Copyrights

=====

GadToolsBox

GadToolsBox 3 is Copyright (C) 1996-98 by Tomasz Muszynski.

This program is SHAREWARE. Demo version can be freely distributed but only in original archive. Copying a registered version is illegal!

GadToolsBox 3 source code is NOT based on old GadToolsBox v1 and v2. There is no support by me for GTB v1 and v2 - I'm not author of it.

Installer

Installer and Installer project icon

(c) Copyright 1991-93 Commodore-Amiga, Inc. All Rights Reserved.

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INSTALLER SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;

NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY OR RESPONSIBILITY IS ASSUMED.

Other

Localized MagicWB icons by Eric Gerard

GadToolsBox v1 and v2 is Copyright (C) 1991-93 by Jaba Development

PopupMenu is Copyright(C) by Henrik Isaksson

## 1.6 Disclaimer

Disclaimer

=====

GADTOOLSBOX IS A SHAREWARE PRODUCT. TO USE IT YOU SHOULD REGISTER! DON'T GIVE ANYBODY YOUR KEYFILE, IT'S ILLEGAL! USE IT AT YOUR OWN RISK. THERE IS NO WARRANTY FOR RELIABLE FUNCTIONING OF THIS PROGRAM.

## 1.7 History

History

=====

Versions before v3 aren't developed by me.

27.5.98 - v3.0

- initial release.

## 1.8 How to contact

Author

=====

This program was developed and tested on my Amiga 4000/040/28MHz/16MB and SAS/C v6.58.

If you have new ideas, bug reports, catalog translations or something other - write to me:

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## 1.9 Registration

Registration

=====

Unregistered version of GadToolsBox v3 has some limitations. To register you should fill the registration form and send it to me via **e-mail** or by **post**. Of course you must send me the money in form as selected in registration form.

If you don't need to use all of features of GadToolsBox v3 you don't need to register, saving and generating source code is not disabled. Use it for free, but please don't pirate it because I will not release any new versions.

Limitations

=====

- 1 window object
- 1 menu object
- 1 image object
- no GadToolsBox v2 import

## 1.10 Menus

Menus

=====

Project

New

Open

Save

Save As...

Save Source...

Preferences...

About...

Quit

Edit

Undo

Cut

Copy

Paste

Clear

Select All

Grid...

Align

Left

Width center

Right

Top

Height center

Bottom

Clone

Width

Height

Both

Spread

Horizontal

Vertical

Object

Window

New...

Close

Delete

Refresh

Menu

New...

Close

Delete

Image

New...

Close

Delete

Strings

---

Open...

Close

Screen

Open...

Close

Version

Open...

Close

Window

Properties...

Object...

Status...

Hide All

## 1.11 Project/New

New

====

Closes previous opened project and creates new one.

## 1.12 Project/Open...

Open

=====

Closes previous opened project and loads new one in memory.

## 1.13 Project/Save

Save

=====

Saves to disk current project.

## 1.14 Project/Save As...

Save As...

=====

Saves to disk current project under new name.

---

## 1.15 Project/Save Source...

Save Source...

=====

Generates to disk source file using currently selected source generator.

## 1.16 Project/Preferences...

Preferences...

=====

Opens window with preferences.

Gadgets

Auto Backup

When saving project old file will be renamed to '#?.bak'.

Size zoom

Zoom of image object will be adaptive to size of image window.

Fast redraw

Don't render images in BUTTON\_KIND gadgets.

Generators

List of all available generators. Selecting generator causes to run it's preferences.

Screen mode...

Screen mode to use.

Editor font...

Font to use in Edit windows.

Save

Save preferences in ENVARC:GadToolsBox/GadToolsBox3.prefs.

Use

Use current preferences.

Cancel

Cancel all settings to previous.

## 1.17 Project/About...

About...

=====

Opens window with informations about program and **registered** user.

## 1.18 Project/Quit

Quit

====

Closes current project and quits.

---

## 1.19 Edit/Help

Help

====

Opens help file.

## 1.20 Edit/Undo

Undo

====

Undoes last operation (currently only **CUT** can be undone).

## 1.21 Edit/Cut

Cut

===

Copies currently selected objects to clipboard and removes them.

Windows

If there are selected gadgets/frames they will be cutted. Otherwise window will be cutted.

Menus

If items are selected they will be deleted (not cutted). Only whole menu can be cutted.

Images

Whole image is cutted.

Strings

Only selected items are cutted.

Screen

Do nothing.

Version

Do nothing.

## 1.22 Edit/Copy

Copy

====

Copies currently selected objects to clipboard.

Windows

If there are selected gadgets/frames they will be copied. Otherwise window with all objects on it will be copied.

Menus

Only whole menu can be copied.

---

Images

Whole image is copied.

Strings

Only selected items are copied.

Screen

Do nothing.

Version

Do nothing.

## 1.23 Edit/Paste

Paste

=====

If possible inserts objects from clipboard.

Windows

If in clipboard is window it will be pasted as new window. If there are gadgets/frames they will be pasted on current window.

Menus

New menu will be created.

Images

New image will be created. If in clipboard is picture object it will be pasted as new image using datatypes.

Strings

Inserts new string.

Screen

Do nothing.

Version

Do nothing.

## 1.24 Edit/Clear

Clear

=====

Works like **cut** , but not copies objects to clipboard.

Shortcut: Del

## 1.25 Edit/Select All

Select All

=====

Selects all objects (gadgets/frames) on window. Default selected object has filled corners. When you select more than one object all actions will be taken with that object.

---

## 1.26 Edit/Grid...

Grid...

=====

Opens window with grid settings.

Gadgets

X Size

Size of grid in X dimension.

Y Size

Size of grid in Y dimension.

Show grid

Show grid on edit windows (only on Window object and Image object).

Snap to grid

Snap objects to grid (only on Window object).

Ok

Accept changes.

Cancel

Cancel changes.

## 1.27 Edit/Align/Left

Align/Left

=====

Aligns all selected objects to left edge of default selected object.

## 1.28 Edit/Align/Width center

Align/Width center

=====

Centers all selected objects to horizontal centre of default selected object.

## 1.29 Edit/Align/Right

Align/Right

=====

Aligns all selected objects to right edge of default selected object.

## 1.30 Edit/Align/Top

Align/Top

=====

Aligns all selected objects to top edge of default selected object.

---



### 1.31 Edit/Align/Height center

Align/Height center

=====

Centers all selected objects to vertical centre of default selected object.

### 1.32 Edit/Align/Bottom

Align/Bottom

=====

Aligns all selected objects to bottom edge of default selected object.

### 1.33 Edit/Clone/Width

Clone/Width

=====

Makes all selected objects with the same width as default selected gadget.

### 1.34 Edit/Clone/Height

Clone/Height

=====

Makes all selected objects with the same height as default selected gadget.

### 1.35 Edit/Clone/Both

Clone/Both

=====

Makes all selected objects with the same width and height as default selected gadget.

### 1.36 Edit/Spread/Horizontal

Spread/Horizontal

=====

Spreads all selected objects in horizontal line.

### 1.37 Edit/Spread/Vertical

Spread/Vertical

=====

Spreads all selected objects in vertical line.

---

## 1.38 Object/Window/New

Window/New

=====

Creates new window object and opens it.

Objects/Window

=====

On this window you can edit gadgets and frames. Using clipboard they can be copied to other window or to other GadToolsBox, simply do **Copy** and **Paste** . You can edit properties of object under mouse pointer from popup menu (use right mouse button).

To test how all gadgets are working you can click on **TEST** on **window toolbar** . Switching between creating gadgets and frames is done by clicking on **GADGET** or **FRAME** on **window toolbar** .

Gadgets

**General**

**Style**

**Flags1**

**Flags2**

**Flags3**

**Tab Order**

## 1.39 Object/Window/Close

Window/Close

=====

Hides window object.

## 1.40 Object/Window/Delete

Window/Delete

=====

Hides and deletes window object.

## 1.41 Object/Window/Refresh

Window/Refresh

=====

Clears and redraws window contents and frame.

---

## 1.42 Object/Menu/New

Menu/New

=====

Creates new menu object and opens it.

Objects/Menu

=====

Menu object. On this window you can edit menus. To add menu titles click on right position from last menu. To add menu items click one line below last menu item. To create sub menu item you must select menu item to which add sub menu, select **popup** option and click on right position from this menu item. To add sub menu item click one line below last sub menu item.

Gadgets

**General**

**Flags**

## 1.43 Object/Menu/Close

Menu/Close

=====

Hides menu object.

## 1.44 Object/Menu/Delete

Menu/Delete

=====

Hides and deletes menu object.

## 1.45 Object/Image/New

Image/New

=====

Creates new image object and opens it.

Gadgets

**General**

## 1.46 Object/Image/Close

Image/Close

=====

Hides image object.

---

## 1.47 Object/Image/Delete

Image/Delete

=====

Hides and deletes image object.

## 1.48 Object/Strings/Open

Strings/Open

=====

Opens window with strings object. You can edit here a table of all string that will exists in your application. These strings can be localized if source code generator support localization.

Gadgets

Add

Add new string.

Delete

Delete current string.

Edit

Edit current string (opens **Properties** window)

<listview>

List of all strings.

- MSG ID - label of string which will be used in your code
- Type - type of string. Currently only String. In next version you will be able to edit all strings which exists in the project
- String - string text

## 1.49 Object/Strings/Close

Strings/Close

=====

Hides window with strings object.

## 1.50 Object/Screen/Open

Screen/Open

=====

Opens window with screen object. Now you can create screen for your application.

Gadgets

General

Width

Width of the screen.

---

**Height**

Height of the screen.

**Depth**

Depth of screen.

**Title**

Title of screen.

**Use**

Which type of screen to use. You can use Workbench screen, PublicScreen or CustomScreen. When PublicScreen is set please set also the PubName flag to name of PubScreen you create.

**ModeID**

DisplayID of screen.

**ModeID (checkmark)**

Use selected DisplayID or default DisplayID.

**PubName**

Name of PublicScreen to use or to create.

**MakePublic**

Make PublicScreen public for others. PublicScreens can be private.

**Flags****ShowTitle**

See SA\_ShowTitle. Default is TRUE.

**Behind**

See SA\_Behind.

**Quiet**

See SA\_Quiet.

**AutoScroll**

See SA\_AutoScroll.

**FullPalette**

See SA\_FullPalette.

**Draggable**

See SA\_Draggable. Default is TRUE.

**Exclusive**

See SA\_Exclusive.

**SharePens**

See SA\_SharePens. Default is TRUE. Please use this flag always when you can!

**Interleaved**

See SA\_Interleaved.

**Like Workbench**

See SA\_LikeWorkbench. Default is TRUE.

**Minimize ISG**

See SA\_MinimizeISG.

---

## 1.51 Object/Screen/Close

Screen/Close

=====

Hides window with screen object.

## 1.52 Object/Version/Open

Version/Open

=====

Opens window with version object. This is standard version string (\$VER). You can also use these variables in your program (eg. in about window).

Gadgets

ProgramName

Name of the program which uses the resource. This is full name without spaces.

Author

Author of the program.

Version

Version of the program.

Revision

Revision of the program.

Date

Date of compilation. SAS/C ' \_\_AMIGADATE\_\_ ' built-in compiler define is used.

## 1.53 Object/Version/Close

Version/Close

=====

Hides window with version object.

## 1.54 Window/Properties

Properties

=====

Opens object properties window. On this window you can edit settings specific to selected object.

Gadgets

<pages>

Settings for objects.

A

Apply changes to object.

<checkmark>

Lock - Make properties window always open. Otherwise every inactivation of window closes it.

## 1.55 Window/Objects

Objects

=====

Opens objects window and displays tree list of all objects.

Gadgets

<listview>

Tree list of all objects. Double clicking on object name opens that object. You can also select object simply by clicking on it and make some functions with it (eg: **Cut** , **Copy** ).

## 1.56 Window/Status

Status

=====

Opens status window. You can on this window see useful informations. On this window you will find two displays:

<\*>

'\*' character informs you about any changes in project that was made since last save.

<text>

Displays a lot of useful informations about what GadToolsBox is currently doing, shows help tips, and other.

## 1.57 Window/Hide All

Hide All

=====

Hides all opened object windows.

## 1.58 Windows

Windows

=====

Main toolbar

Window toolbar

Image toolbar

Object

Status

Properties

Objects

Preferences

Grid

---

## 1.59 Main Toolbar

Main toolbar

=====

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

-----

1. New
2. Open
3. Save
4. Cut
5. Copy
6. Paste
7. Undo
8. Help
9. New Window
10. New Menu
11. New Image
12. Open Strings
13. Open Screen
14. Open Version
15. Align left
16. Align width center
17. Align right
18. Align top
19. Align height center
20. Align bottom
21. Spread horizontal
22. Spread vertical
23. Clone width
24. Clone height
25. Clone both

## 1.60 Window toolbar

Window toolbar

=====

1 2 3

4 5 6

7 8 9

-----



10 11 12

13 14 15

16 17 18

19 20 21

22

23 24 25

- 
1. **Select**
  2. **Button** GadTools
  3. **CheckBox** GadTools
  4. **Colorwheel** BOOPSI
  5. **Cycle** GadTools
  6. **Datatype** Datatype
  7. **Gradientslider** BOOPSI
  8. **Integer** GadTools
  9. **Listview** GadTools
  10. **MX** GadTools
  11. **Number** GadTools
  12. **Page** BOOPSI
  13. **Palette** GadTools
  14. **PopupMenu** BOOPSI
  15. **Progress** BOOPSI
  16. **Scroller** GadTools
  17. **Slider** GadTools
  18. **String** GadTools
  19. **TapeDeck** BOOPSI
  20. **Text** GadTools
  21. **TextField** BOOPSI
  22. **TreeView** BOOPSI
  23. **Mode Test** BOOPSI
  24. **Mode Gadget** BOOPSI
  25. **Mode Frame** BOOPSI

## 1.61 Window toolbar/Select

Select

=====

Tool for selecting objects. You can do selecting by dragging.

Shortcut: Shift (for multiselecting)

---

## 1.62 Window toolbar/Mode Test

Mode Test

=====

Opens window for testing gadgets. No editing is possible.

## 1.63 Window toolbar/Mode Gadget

Mode Gadget

=====

Changes mode for editing gadgets (frames are transparent).

## 1.64 Window toolbar/Mode Frame

Mode Frame

=====

Changes mode for editing frames (gadgets are transparent).

## 1.65 Image toolbar

Image toolbar

=====

This is palette of current image. Currently you cannot customize your palette.

## 1.66 Objects

Objects

=====

**Window** Intuition

**Frame** GadTools frame

**Button** GadTools

**CheckBox** GadTools

**Colorwheel** BOOPSI

**Cycle** GadTools

**Datatype** Datatype

**Gradientslider** BOOPSI

**Integer** GadTools

**Listview** GadTools

**MX** GadTools

**Number** GadTools

---

**Page** BOOPSI  
**Palette** GadTools  
**PopupMenu** BOOPSI  
**Progress** BOOPSI  
**Scroller** GadTools  
**Slider** GadTools  
**String** GadTools  
**TapeDeck** BOOPSI  
**Text** GadTools  
**TextField** BOOPSI  
**TreeView** BOOPSI  
**Menu** GadTools  
**Image** BOOPSI, BitMap  
**String** Locale  
**Screen** Intuition  
**Version** Version

## 1.67 Window/General

Window/General

=====

**Label**

Label of the window which will be used in your code.

**X Pos**

X position of the window. Can be relative to left edge of screen, right edge of screen or centered on screen.

**Y Pos**

Y position of the window. Can be relative to top edge of screen, bottom edge of screen or centered on screen.

**Width**

Width of the window. Can be also relative to width of screen.

**Height**

Height of the window. Can be also relative to height of screen.

**Inner**

Inner width or inner height. See flags WA\_InnerWidth and WA\_InnerHeight.

## 1.68 Window/Style

Window/Style

=====

**Drag**

---

Type of window drag bar. You can make window without dragbar, with standard dragbar and with tool alike drag bar (it's especially for toolbars). See WFLG\_DRAGBAR.

Zoom

Window has a zoom gadget.

Size

Window has a size gadget See WFLG\_SIZEGADGET.

Close

Window has a close gadget. See WFLG\_CLOSEGADGET.

Depth

Window has a depth gadget See WFLG\_DEPTHGADGET.

Size BRight

Window has a wide right border.

Size BBottom

Window has a wide bottom border.

Borderless

Window is borderless.

Backdrop

Window is backdrop.

## 1.69 Window/Flags1

Window/Flags1

=====

Screen Title

Title of screen when window is active.

Window Title

Title of window.

Menu

Menu which will be assigned to this window.

Font adaptive

Window will be font adaptive.

App window

Window accepts dropping icons.

Project

Window is a project window. This window uses shared IDCMP. You should set UserData field of window structure to check from what window message has arrived.

Paged

Window is only a page on page.gadget. This gadget is automatically checked when you add this window to page.gadget.

---

## 1.70 Window/Flags2

Window/Flags2

=====

Refresh

Refresh type of window. Can be Simple, Smart or SuperBitmap. Default is Simple.

NoCareRefresh

See WFLG\_NOCAREREFRESH.

GimmeZeroZero

See WFLG\_GIMMEZEROZERO.

NewLookMenus

See WFLG\_NEWLOOKMENUS. Default is TRUE.

ReportMouse

See WFLG\_REPORTMOUSE.

RMBTrap

See WFLG\_RMPTRAP.

Activate

See WFLG\_ACTIVATE. Default is TRUE.

AutoAdjust

See WA\_AutoAdjust.

FallBack

See WA\_FallBack.

## 1.71 Window/Flags3

Window/Flags3

=====

PointerDelay

See WA\_PointerDelay.

Menu Help

See WA\_MenuHelp.

Notify Depth

See WA\_NotifyDepth.

Mouse Queue

See WA\_MouseQueue.

Repeat Queue

See WA\_ReportMouse.

IDCMP Flags...

See IDCMP\_#? flags. GadTools gadgets always sets their default IDCMP flags when source code is generated.

## 1.72 Window/Tab Order

Window/Tab Order

=====

Tab Cycle order of gadgets (for STRING and INTEGER gadget kinds). Page.gadget is always last.

<list>

List of all gadgets on window.

Up

Move gadget up in the list.

Down

Move gadget down in the list.

## 1.73 Menu/General

Menu/General

=====

Label

Label of the menu which will be used in your code.

NewLook

Menu has GTMN\_NewLookMenus flag set.

## 1.74 Menu/Flags

Menu/Flags

=====

Label

Label of the menu item which will be used in your code.

Title

Title of the menu item.

Disabled

Menu title or item has MN\_MENUDISABLED or MN\_ITEMDISABLED flag set.

Menu Toggle

Menu item has CHECKIT flag set.

Checked

Menu item has CHECKED flag set.

CommKey

Menu item has a shortcut set to value.

PopUp

Menu title or item has sub menus. You must set it if you want to create sub menus. Menu titles always should have this flag set.

BarLabel

Menu title is set to MN\_BARLABEL.

## 1.75 Image/General

Image/General

=====

Label

Label of the image which will be used in your code.

Type

- Normal image - image is a standard. Custom palette is used. To set palette, paste it from clipboard.
- Toolbar image - image is a toolbar. Only default palette can be used. Width: 20, Height: 20, Depth: 4.
- Pointer image - image is a mouse pointer. Only default palette can be used. Width: 32, Height: 32, Depth: 2.

Set Point

Set mouse pointer click point.

Edit palette...

(doesn't work)

## 1.76 Objects/Window/Frame

Objects/Window/Frame

=====

GadTools.library DrawBevelBox() frame.

Gadgets

**General**

## 1.77 Frame/General

Frame/General

=====

X Pos

X position of the frame.

Y Pos

Y position of the frame.

Width

Width of the frame.

Height

Height of the frame.

Recessed

Frame has GTBB\_Recessed flag set to TRUE.

Frame

Frame has GTBB\_FrameType flag set to value.

## 1.78 Gadtools/General

Gadtools/General

=====

Label

Label of the gadget which will be used in your code.

X Pos

X position of the gadget. Can be relative only to left edge of window.

GadTools gadget doesn't support relativity.

Y Pos

Y position of the gadget. Can be relative only to top edge of window.

GadTools gadget doesn't support relativity.

Width

Width of the gadget.

GadTools gadget doesn't support relativity.

Height

Height of the gadget.

GadTools gadget doesn't support relativity.

Title

Title of gadget.

Placement

Placement of gadgets title. Can be on left side, right side, above, below and inside gadget (inside makes only sense in BUTTON\_KIND).

## 1.79 BOOPSI/General

BOOPSI/General

=====

Label

Label of the gadget which will be used in your code.

X Pos

X position of the gadget. Can be relative to left and right edge of window.

Y Pos

Y position of the gadget. Can be relative to top and bottom edge of window.

Width

Width of the gadget. Can be relative to width of window.

Height

Height of the gadget. Can be relative to height of window.

---



## 1.80 Objects/#?/Lists

Objects/#?/Lists

=====

<list>

List of nodes.

<string>

Edition string of current node.

Add

Add node to the list.

Del

Remove node from the list.

Up

Swap node with upper node in the list.

Down

Swap node with bottom node in the list.

<integer>

Default active node in gadget (eg. GTLV\_Active).

## 1.81 Objects/Window/Button

Objects/Window/Button

=====

GadTools.library BUTTON\_KIND gadget.

Gadgets

**General**

**Flags**

## 1.82 Button/Flags

Button/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget supports underscore. Only '\_' character is acceptable.

Immediate

Gadget has GA\_Immediate flag set.

Toggle

---

Gadget has GA\_Toggle flag set.

Title Type

Type of title. You can use images instead of text titles:

- Text - Gadget uses normal text as a title
- Toolbar - Title of gadget is label of image to use. Toolbars have frame only when selected.
- Image - Title of gadget is label of image to use. Gadget will have no frames.

## 1.83 Objects/Window/Checkbox

Objects/Window/Checkbox

=====

GadTools.library CHECKBOX\_KIND gadget.

Gadgets

**General**

**Flags**

## 1.84 Checkbox/Flags

Checkbox/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget supports underscore. Only '\_' character is acceptable.

Highlabel

Gadget has highlighted label.

Checked

Gadget has GTCB\_Checked flag set.

Scaled

Gadget has GTCB\_Scaled flag set.

- None - Gadget has default dimensions
- Normal - Gadget is scaled
- Adaptive - (doesn't work)

## 1.85 Objects/Window/ColorWheel

Objects/Window/Colorwheel

=====

Colorwheel.gadget BOOPSI object.

Gadgets

**General**

**Flags**

## 1.86 Colorwheel/Flags

Colorwheel/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

FollowMouse

Gadget has GA\_FollowMouse flag set to true.

BevelBox

Gadget has WHEEL\_BevelBox flag set.

MaxPens

Gadget has WHEEL\_MaxPens flag set to value.

Abbrv

Gadget has WHEEL\_Abbrv flag set to value.

Grad-Slider

Gadget has WHEEL\_GradientSlider flag set to value. WARNING: Gradientslider gadget must be before colorwheel in the list!

## 1.87 Objects/Window/Cycle

Objects/Window/Cycle

=====

GadTools.library CYCLE\_KIND gadget.

Gadgets

**General**

**Flags**

**Lists**

## 1.88 Cycle/Flags

Cycle/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget supports underscore. Only '\_' character is acceptable.

Highlabel

Gadget has highlighted label.

## 1.89 Objects/Window/Datatype

Objects/Window/Datatype

=====

Datatype.library BOOPSI object file.

Gadgets

**General**

**Flags**

## 1.90 Datatype/Flags

Datatype/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

File

File name of datatype object to load.

## 1.91 Objects/Window/Gradientslider

Objects/Window/Gradientslider

=====

Gradientslider.gadget BOOPSI object.

Gadgets

**General**

**Flags**

## 1.92 Gradientslider/Flags

Gradientslider/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Freedom

Gadget has PGA\_Freedom flag set to value.

Knob Pixels

Gadget has GRAD\_KnobPixels flag set to value.

MaxVal

Gadget has GRAD\_MaxVal flag set to value.

CurVal

Gadget has GRAD\_CurVal flag set to value.

SkipVal

Gadget has GRAD\_SkipVal flag set to value.

Pens

(doesn't work)

## 1.93 Objects/Window/Integer

Objects/Window/Integer

=====

GadTools.library INTEGER\_KIND gadget.

Gadgets

General

Flags

Var

## 1.94 Integer/Flags

Integer/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget supports underscore. Only '\_' character is acceptable.

Highlabel

Gadget has highlighted label.

TabCycle

Gadget has GA\_TabCycle flag set.

ReplaceMode

Gadget has STRINGA\_ReplaceMode flag set.

ExitHelp

Gadget has STRINGA\_ExitHelp flag set.

## 1.95 Integer/Var

Integer/Var

=====

Justification

Gadget has STRINGA\_Justification flag set to value.

MaxChars

Gadget has GTIN\_MaxChars flag set to value.

Number

Gadget has GTIN\_Number flag set to value.

## 1.96 Objects/Window/Listview

Objects/Window/Listview

=====

GadTools.library LISTVIEW\_KIND gadget.

Gadgets

General

Flags

Lists

## 1.97 Listview/Flags

Listview/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget supports underscore. Only '\_' character is acceptable.

Highlabel

Gadget has highlighted label.

ReadOnly

Gadget has GTLV\_ReadOnly flag set.

ShowSelected

Gadget has GTLV\_ShowSelected flag set to NULL.

Arrows

Gadget has GTLV\_ScrollWidth flag set to value.

- None - Arrows have default dimensions

- Normal - Arrows have dimensions set to value

- Adaptive - (doesn't work)

Spacing

Gadget has LAYOUTA\_Spacing flag set to value.

## 1.98 Objects/Window/MX

Objects/Window/MX

=====

GadTools.library MX\_KIND gadget.

Gadgets

**General**

**Flags**

**Lists**

## 1.99 MX/Flags

MX/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget supports underscore. Only '\_' character is acceptable.

Highlabel

Gadget has highlighted label.

Spacing

Gadget has GTMX\_Spacing flag set to value.

Scaled

Gadget has GTMX\_Scaled flag set.

- None - Gadget has default dimensions

- Normal - Gadget is scaled

- Adaptive - (doesn't work)

Placement

Gadget has GTMX\_TitlePlace flag set to value.

## 1.100 Objects/Window/Number

Objects/Window/Number

=====

GadTools.library NUMBER\_KIND gadget.

Gadgets

**General**

**Flags**

## 1.101 Number/Flags

Number/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Highlabel

Gadget has highlighted label.

Border

Gadget has GTNM\_Border flag set.

Clipped

Gadget has GTNM\_Clipped flag set.

Justification

Gadget has GTNM\_Justification flag set to value.

Format

Gadget has GTNM\_Format flag set to value.

Default

Gadget has GTNM\_Number flag set to value.

MaxNumLen

Gadget has GTNM\_MaxNumberLen flag set to value.

## 1.102 Objects/Window/Page

Objects/Window/Page

=====

Page.gadget BOOPSI object.

Gadgets

**General**

**Flags**

**Lists**

## 1.103 Page/Flags

Page/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget has PAGE\_Underscore flag set and supports underscore. Only '\_' character is acceptable.

---



Layout

Gadget has PAGE\_Layout flag set to value.

Style

Gadget has PAGE\_ActiveStyle flag set to value.

Note:

GA\_RelVerify is always set to TRUE.

PAGE\_ClearBBox has the same dimensions as first window in the list.

## 1.104 Page/Lists

Page/Lists

=====

<left listview)

List of windows that will be used as a pages. Flag PAGE\_Pages is set to list of that windows. Dimensions of page gadgets ore taken from dimensions of first window.

<right listview)

List of all available windows that can be used as a page.

< Add

Add window to left listview

> Del

Remove window from left listview

Up

Swap window with upper window in the list.

Down

Swap window with bottom window in the list.

<integer>

Gadget has PAGE\_Active flag set to value.

## 1.105 Objects/Window/Palette

Objects/Window/Palette

=====

GadTools.library PALETTE\_KIND gadget.

Gadgets

**General**

**Flags**

---

## 1.106 Palette/Flags

Palette/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget supports underscore. Only '\_' character is acceptable.

Highlabel

Gadget has highlighted label.

<upper cycle>

- Depth - Gadget has GTPA\_Depth flag set to value.

- Colors - Gadget has GTPA\_NumColors flag set to value.

- Screen - Gadget has GTPA\_Depth flag set to screen depth.

<bottom cycle>

- None - GTPA\_IndicatorWidth and GTPA\_IndicatorHeight doesn't exists

- Width - Gadget has GTPA\_IndicatorWidth flag set to value.

- Height - Gadget has GTPA\_IndicatorHeight flag set to value.

Offset

Gadget has GTPA\_ColorOffset flag set to value.

## 1.107 Objects/Window/PopupMenu

Objects/Window/PopupMenu

=====

PopupMenu.o BOOPSI object.

Gadgets

**General**

**Flags**

**Lists**

## 1.108 Popupmenu/Flags

PopupMenu/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

NewLook

Gadget has PUMG\_NewLook flag set.

## 1.109 Objects/Window/Progress

Objects/Window/Progress

=====

Progress.gadget BOOPSI object.

Gadgets

General

Flags

## 1.110 Progress/Flags

Progress/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Border

Gadget has PROG\_Border flag set.

Show in %

Gadget has PROG\_ConvertToPercents flag set.

Max

Gadget has PROG\_MaxVal flag set to value.

Current

Gadget has PROG\_CurVal flag set to value.

Placement

Gadget has PROG\_Placement flag set to value.

Format

Gadget has PROG\_Format flag set to value.

## 1.111 Objects/Window/Scroller

Objects/Window/Scroller

=====

GadTools.library SCROLLER\_KIND gadget.

Gadgets

General

Flags

Var

## 1.112 Scroller/Flags

Scroller/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget supports underscore. Only '\_' character is acceptable.

Highlabel

Gadget has highlighted label.

Immediate

Gadget has GA\_Immediate flag set.

RelVerify

Gadget has GA\_RelVerify flag set.

## 1.113 Scroller/Var

Scroller/Var

=====

Freedom

Gadget has PGA\_Freedom flag set to true.

Top

Gadget has GTSC\_Top flag set to value.

Total

Gadget has GTSC\_Total flag set to value.

Visible

Gadget has GTSC\_Visible flag set to value.

Arrows

Gadget has GTSC\_Arrows flag set to value:

- None - GTSC\_Arrows flag doesn't exist
- Normal - GTSC\_Arrows flag is set to value
- Adaptive - GTSC\_Arrows flag is set to gadget height (incorrect if gadget is font adaptive - don't use this)

## 1.114 Objects/Window/Slider

Objects/Window/Slider

=====

GadTools.library SLIDER\_KIND gadget.

Gadgets

**General**

**Flags**

**Var**

## 1.115 Slider/Flags

Slider/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget supports underscore. Only '\_' character is acceptable.

Highlabel

Gadget has highlighted label.

Immediate

Gadget has GA\_Immediate flag set.

RelVerify

Gadget has GA\_RelVerify flag set.

Format

Gadget has GTSL\_LevelFormat flag set to value.

MaxPixelLen

Gadget has GTSL\_MaxPixelLen flag set to value.

## 1.116 Slider/Var

Slider/Var

=====

Justification

Gadget has GTSL\_Justification flag set to value.

Freedom

Gadget has PGA\_Freedom flag set to value.

Level Place

Gadget has GTSL\_LevelPlace flag set to value.

Min

Gadget has GTSL\_Min flag set to value.

Max

Gadget has GTSL\_Max flag set to value.

Level

Gadget has GTSL\_Level flag set to value.

MaxLevLen

Gadget has GTSL\_MaxLevelLen flag set to value.

## 1.117 Objects/Window/String

Objects/Window/String

=====

GadTools.library STRING\_KIND gadget.

Gadgets

General

Flags

Var

## 1.118 String/Flags

String/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Underscore

Gadget supports underscore. Only '\_' character is acceptable.

Highlabel

Gadget has highlighted label.

TabCycle

Gadget has GA\_TabCycle flag set.

ReplaceMode

Gadget has STRINGA\_ReplaceMode flag set.

ExitHelp

Gadget has STRINGA\_ExitHelp flag set.

## 1.119 String/Var

String/Var

=====

Justification

Gadget has STRINGA\_Justification flag set to value.

MaxChars

Gadget has GTST\_MaxChars flag set to value.

String

Gadget has GTST\_String flag set to value.

## 1.120 Objects/Window/Tapedeck

Objects/Window/Tapedeck

=====

Tapedeck.gadget BOOPSI object.

Gadgets

**General**

**Flags**

## 1.121 Tapedeck/Flags

Tapedeck/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

Tape

Gadget has TDECK\_Tape flag set.

Paused

Gadget has TDECK\_Paused flag set.

Frames

Gadget has TDECK\_Frames flag set to value.

Current

Gadget has TDECK\_CurrentFrame flag set to value.

## 1.122 Objects/Window/Text

Objects/Window/Text

=====

GadTools.library TEXT\_KIND gadget.

Gadgets

**General**

**Flags**

## 1.123 Text/Flags

Text/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

---

Highlabel

Gadget has highlighted label.

CopyText

Gadget has GTTX\_CopyText flag set.

Border

Gadget has GTTX\_Border flag set.

Clipped

Gadget has GTTX\_Clipped flag set.

Justification

Gadget has GTTX\_Justification flag set to value.

Default

Gadget has GTTX\_Text flag set to value.

## 1.124 Objects/Window/Textfield

Objects/Window/Textfield

=====

Textfield.gadget BOOPSI object.

Gadgets

**General**

**Flags**

**Flags2**

**Var**

## 1.125 Textfield/Flags

Textfield/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

TabCycle

Gadget has GA\_TabCycle flag set.

Read Only

Gadget has TEXTFIELD\_ReadOnly flag set.

Inverted

Gadget has TEXTFIELD\_Inverted flag set.

Partial

Gadget has TEXTFIELD\_Partial flag set.

BlockCursor

---



Gadget has TEXTFIELD\_BlockCursor flag set.

VCenter

Gadget has TEXTFIELD\_VCenter flag set.

PassCommand

Gadget has TEXTFIELD\_PassCommand flag set.

Clipboard

(doesn't work)

Undo

(doesn't work)

## 1.126 Textfield/Flags2

Textfield/Flags2

=====

UserAlign

Gadget has TEXTFIELD\_UserAlign flag set.

NoGhost

Gadget has TEXTFIELD\_NoGhost flag set.

Modified

Gadget has TEXTFIELD\_Modified flag set.

RuledPaper

Gadget has TEXTFIELD\_RuledPaper flag set.

NonPrintChars

Gadget has TEXTFIELD\_NonPrintChars flag set.

Max Size Beep

Gadget has TEXTFIELD\_MaxSizeBeep flag set.

Border

Gadget has TEXTFIELD\_Border flag set to value.

Align

Gadget has TEXTFIELD\_Alignment flag set to value.

## 1.127 Textfield/Var

Textfield/Var

=====

BlinkRate

Gadget has TEXTFIELD\_BlinkRate flag set to value.

MaxSize

Gadget has TEXTFIELD\_MaxSize flag set to value.

TabSpaces

Gadget has TEXTFIELD\_TabSpaces flag set to value.

Spacing

Gadget has TEXTFIELD\_Spacing flag set to value.

Delimiters

Gadget has TEXTFIELD\_Delimiters flag set to value.

AcceptChars

Gadget has TEXTFIELD\_AcceptChars flag set to value.

RejectChars

Gadget has TEXTFIELD\_RejectChars flag set to value.

## 1.128 Objects/Window/Treeview

Objects/Window/Treeview

=====

Listview.gadget BOOPSI object.

Gadgets

General

Flags

## 1.129 Treeview/Flags

Treeview/Flags

=====

Disabled

Gadget has GA\_Disabled flag set to true.

MultiSelect

Gadget has LIST\_MultiSelect flag set.

Border

Gadget has LIST\_Border flag set.

ReadOnly

Gadget has LIST\_ReadOnly flag set.

ShowSelected

Gadget has LIST\_ShowSelected flag set.

ShowTreeLines

Gadget has LIST\_ShowTreeLines flag set.

Tree

Gadget has LIST\_IsTree flag set.

Columns

Gadget has LIST\_Columns flag set to value.

Format

Gadget has LIST\_Format flag set to value.

---

## 1.130 Generators

Generators

=====

All source generators are designed as external plugins. You can add them simply by copying them to generators directory where you have installed your GadToolsBox v3. If you want to develop new source code generator please contact with [me](#) .

c.generator SAS/C source code generator

[amigae.generator](#) Amiga E source code generator

### 1.131 AmigaE.generator

Amiga E Source code generator

=====

Source code generator for Amiga E is currently under development.

## 1.132 Developer kits

Developer kits

=====

Informations about generated functions and how to use them you will find in [generators](#) section.

AutoDocs for external BOOPSI classes are in directory Developers. You will find there full developer kit for [smartbitmap.image](#) , [progress.gadget](#) and [listview.gadget](#) . All these three BOOPSI classes are developed by [me](#) .

AutoDocs for other objects are available on AmiNet:

- [dev/gui/PageGadget.lha](#)
- [dev/gui/PopUpMenuC\\_1.1.lha](#)
- [dev/gui/textfield.lha](#)

### 1.133 "

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