

App

COLLABORATORS

	<i>TITLE :</i> App		
<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

App

1.1 App V1.30

App V1.00 General Information:

- * Blitz Basic II library number : #155
- * Library size when linked to executable: 792 bytes
- * Number of commands : 8
- * Ressources automatically freed at end : No

NInitApp must be put before any other App functions or you will enjoy BIG crashes.

Warning all resources are freed automatically, always use NRemoveAppWindow and NRemoveAppMenu before close a window or quit the program.

Commands summary:

NAddAppWindow
Function (String)

NAddAppMenu
Function (String)

NAppEvent
Function (Long)

NAppNumFiles
Function (Word)

NInitApp
Command (Boolean)

NNextAppFile
Function (String)

NRemoveAppMenu
Function (String)

```
NRemoveAppWindow  
Function (String)
```

1.2 naddappwindow

SYNTAX

```
Result.b = NAddAppWindow(#AppID, NWindowID)
```

COMMAND

Try to transform the window into AppWindow. The #AppID number is the app identifiant which will be returned by NAppEvent() when an event occurs in this window. NWindowID can be get with the NWindowID() function of the window library.

1.3 naddappmenu

SYNTAX

```
Result.b = NAddAppMenu(#AppID, &Title$)
```

COMMAND

Try to add a menu entry in the workbench menu 'Tools'. The #AppID number is the app identifiant which will be returned by NAppEvent() when if the menu is hitted. Title\$ must be a variable you have declared before call this function and you must not modify it during the menu is using.

Example:

```
AppMenuTitle$ = "Hehe, I'm an App menu"  
NAddAppMenu(1, &AppMenuTitle$)
```

1.4 nappevent

SYNTAX

```
Event.l = NAppEvent
```

FUNCTION

It will return the #AppID number of a menu or window event if an event as occured since the last call of this function.

1.5 nappnumfiles

SYNTAX

```
NumFiles.l = NAppNumFiles
```

FUNCTION

This will return the number of icons dropped on the window and allow the programmer to do a little loop to read all the filenames. This functions is used in conjunction with NNextAppFile.

1.6 ninitapp

SYNTAX

```
result.l = NInitApp
```

FUNCTION

It will try to open the workbench.library V36+. If result is NULL, it can't be opened so test it carefully at top of your program to prevent futur crash. You need to use this function if you want to use the NApp commands.

Example:

```
If NInitApp(10) = 0
  NPrint "Can't open the workbench.library V36+"
  End                               ; Quit the program or disable your ↔
  App calls.
Endif
```

1.7 nnextappfile

SYNTAX

```
File$ = NNextAppFile
```

FUNCTION

This function return the full filepath and filename correctly concatenate of the next (or first if it's the first call) icon dropped on the AppWindow.

1.8 naslfontrequest

SYNTAX

```
*ptr.NFontInfo = NASLFontRequest(Tag)
```

FUNCTION

A standard ASL Fontrequester will be opened according to the specified Tag list. This function return a pointer to a memory area which contain all the needed information about the selected font. You can easely access the data with the NFontInfo structure, which is declared in the 'NLibs.res' (resident) file.

NFontInfo structure:

```
NEWTYPED .NFontInfo
  *Name.b
  YSize.w
  Style.b
  Flags.b
```

```
    FrontPen.b
    BackPen.b
    DrawMode.b
End NEWTYPE
```

Example:

```
*ptr.NFontInfo = NASLFontRequester(0)

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

1.9 nremoveappmenu

SYNTAX

```
NRemoveAppMenu #AppID
```

STATEMENT

Remove the specified menu entry of the workench/Tools menu.

1.10 nremoveappwindow

SYNTAX

```
NRemoveAppWindow #AppID
```

STATEMENT

Remove the App faculty of the specified AppWindow.
