

**WBStartup**

**COLLABORATORS**

|               |                             |                 |                  |
|---------------|-----------------------------|-----------------|------------------|
|               | <i>TITLE :</i><br>WBStartup |                 |                  |
| <i>ACTION</i> | <i>NAME</i>                 | <i>DATE</i>     | <i>SIGNATURE</i> |
| WRITTEN BY    |                             | October 9, 2022 |                  |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
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# Chapter 1

## WBStartup

### 1.1 WBStartup V1.02

WBStartup V1.02 General Information:

```
* Blitz Basic II library number      : #199
* Library size when linked to executable: 356 bytes
* Number of commands                 : 1
* Ressources automatically freed at end : Yes
```

NOTE: On the Blitz 2.10+, it locks the dos window and halt the Blitz Basic. Don't use it on this compiler (or only when creating executables).

Command summary:

```
NWBStartup
Command (Long)
```

### 1.2 nwbstartup

SYNTAX

```
StartMode.l = NWBStartup
```

COMMAND

NWBStartup add the needed code to allow your program to be launched from an Workbench icon. It can return a value which indicate if the program is launched from CLI or from the Workbench.

If StartMode <> 0, program is launched from Workbench, else from CLI.

Note for advanced programmers :

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NWbStartup return the pointer to the WBMessage structure. You can use it to get your needed infos...

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