

UTILLIB

Conversion program

COLLABORATORS

	<i>TITLE :</i> UTILLIB	
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	UTILLIB	1
1.1	Overview of UTILLIB	1
1.2	UTILLIB	1
1.3	UTILLIB	2
1.4	UTILLIB	2
1.5	UTILLIB	3

Chapter 1

UTILLIB

1.1 Overview of UTILLIB

Overview

An Acid Software Library

Converted to AmigaGuide by

Red When Excited Ltd

Used with the permission of Acid Software

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1.2 UTILLIB

Statement: CreateMsgPort

Modes : AMIGA

Syntax : CreateMsgPort *UserPort.port=CreateMsgPort (PortName\$)

CreateMsgPort is a general Function and not specific to ARExx.

CreateMsgPort opens an intuition PUBLIC message port of the name supplied as the only argument. If all is well the address of the port created will be returned to you as a LONGWORD so the variable that you assign it to should be of type long.

If you do not supply a name then a private MsgPort will be opened for you.

Port.l=CreateMsgPort ("PortName")

It is important that you check you actually succeeded in opening a port in your program. The following code or something similar will suffice.

```
Port.l=CreateMsgPort("Name")
IF Port=0 THEN Error_Routine{}
```

The name you give your port will be the name that Arexx looks for as the HOST address, (and is case sensitive) so take this into consideration when you open your port. NOTE IT MUST BE A UNIQUE NAME AND SHOULD NOT INCLUDE SPACES.

DeleteMsgPort() is used to remove the port later but this is not entirely necessary as Blitz2 will clean up for you on exit if need be.

1.3 UTILLIB

Statement: DeleteMsgPort

Modes : AMIGA
Syntax : DeleteMsgPort *UserPort

DeleteMsgPort deletes a MessagePort previously allocated with CreateMsgPort(). The only argument taken by DeleteMsgPort is the address returned by CreateMsgPort(). If the Port was a public port then it will be removed from the public port list.

```
Port.l=CreateMsgPort("Name")
IF Port=0 Then End
DeleteMsgPort Port
```

Error checking is not critical as if this fails we have SERIOUS PROBLEMS.

YOU MUST WAIT FOR ALL MESSAGES FROM AREXX TO BE RECEIVED BEFORE YOU DELETE THE MSGPORT. IF YOU NEGLECT TO DELETE A MSGPORT BLITZ2 WILL DO IT FOR YOU AUTOMATICALLY ON PROGRAM EXIT.

1.4 UTILLIB

Statement: Wait

Modes : AMIGA
Syntax : Wait

Wait halts all program execution until an event occurs that the program is interested in. Any intuition event such as clicking on a gadget in a window will start program execution again.

A message arriving at a MsgPort will also start program execution again. So you may use Wait to wait for input from any source including messages from ARexx to your program.

Wait should always be paired with EVENT if you need to consider intuition events in your event handler loop.

```
Repeat
  Wait:rmsg.l=REXXEVENT(Port):ev.l=EVENT
  IF IsRexxMsg(Rmsg) Process_Rexx_Messages{}:ENDIF
  ;
  ;
  ;Rest of normal intuition event loop statements case etc
  ;
Until ev =$200
```

1.5 UTILLIB

UTILLIB

Overview

Command Index

CreateMsgPort

DeleteMsgPort

Wait
