

**in**

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# Contents

|          |                            |          |
|----------|----------------------------|----------|
| <b>1</b> | <b>in</b>                  | <b>1</b> |
| 1.1      | RIAppLibrary . . . . .     | 1        |
| 1.2      | Overview . . . . .         | 2        |
| 1.3      | AppEvent . . . . .         | 2        |
| 1.4      | AddAppWindow . . . . .     | 3        |
| 1.5      | AddAppIcon . . . . .       | 3        |
| 1.6      | AddAppMenu . . . . .       | 4        |
| 1.7      | AppEventType . . . . .     | 4        |
| 1.8      | AppEventID . . . . .       | 4        |
| 1.9      | NextAppFile . . . . .      | 5        |
| 1.10     | AppNumFiles . . . . .      | 5        |
| 1.11     | AppFile . . . . .          | 5        |
| 1.12     | DelAppWindow . . . . .     | 6        |
| 1.13     | DelAppIcon . . . . .       | 6        |
| 1.14     | DelAppMenu . . . . .       | 6        |
| 1.15     | AppLock . . . . .          | 7        |
| 1.16     | AppMessage . . . . .       | 7        |
| 1.17     | AppMsgPort . . . . .       | 7        |
| 1.18     | AppEventIDCMP . . . . .    | 7        |
| 1.19     | Example Programs . . . . . | 7        |

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# Chapter 1

## in

### 1.1 RIAppLibrary

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RI App Library V2.5

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Undocumented commands added by Toby Zuijdveld 02/03/1999  
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[Overview](#)

[Command Index](#)

[AppEvent](#)

[DelAppIcon](#)

[AppEventType](#)

[DelAppMenu](#)

[AppEventID](#)

[AppFile](#)

[AddAppWindow](#)

[AppNumFiles](#)

[AddAppIcon](#)

[AppLock](#)

[AddAppMenu](#)

[AppMessage](#)

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DelAppWindow

AppMsgPort

NextAppFile

AppEventIDCMP

Examples

Main Document

Library Index

## 1.2 Overview

### Overview

This small library provides quick and easy to use commands for accessing AppWindows, AppIcons and AppMenus.

An AppWindow is a window on the Workbench screen which will allow you to drag file(s) into it, instead of ploughing through file-requesters.

An AppMenu adds a menu item to the "Tools" menu of the Workbench. It is normally used for when the program is 'sleeping' and the user wishes to wake it up. In addition, if any files are selected and the menu item is selected these are passed to the program.

An AppIcon is just like a normal file icon on the Workbench except it allows you to drop file(s) onto it, or to double-click it to wake up the program.

These features require at Workbench v2.0 or higher.

## 1.3 AppEvent

Function : AppEvent

-----  
Modes : Amiga

Syntax : status=AppEvent

This command checks to see whether or not an 'App' Event (e.g. File dropped onto an AppIcon or Menu Item selected) has occurred.

If you wish to wait for an AppEvent OR another Intuition event (e.g. those from Windows/Menus etc) you can use the AddWaitEvent instead of a Repeat..VWait..Until loop

This function will return 0 if no event has occurred, else \$800000 (#IDCMP\_BOOPSI) if:

---

```

An AppMenu was selected
  An AppIcon was double-clicked
  A File Was Dragged Into An AppWindow
  A File Was Dragged Onto An AppIcon

```

e.g.

```

Repeat
  VWait
  appev.l=AppEvent      ; Has something happened ?
Until appev
If appev=$800000
  NPrint "An AppEvent Occurred! !"
EndIf

or

AddWaitEvent PortSigBit (@"AppMsgPort" link AppMsgPort),#IDCMP_BOOPSI
ev.l=WaitEvent
If ev=#IDCMP_BOOPSI
  appev.l=AppEvent
  If appev Then NPRINT "An AppEvent Occurred! !"
EndIf

```

## 1.4 AddAppWindow

Function : AddAppWindow

---

Modes : Amiga  
Syntax : success=AddAppWindow(windownumber)

This command attempts to make the window specified by 'windownumber' to become an AppWindow. -1 means success, 0 means failure. There is a limit of 16 AppWindows open at any one time.

## 1.5 AddAppIcon

Function : AddAppIcon

---

Modes : Amiga  
Syntax : success=AddAppIcon(id,text\$,iconname\$)

This command attempts to place an AppIcon onto the Workbench desktop. ID is a unique identification number. Text\$ is text to display underneath the AppIcon and Iconname\$ is the name of the file to use the Icon imagery. -1 means success, 0 means failure. There is a limit of 16 AppIcons.

e.g.

```

suc=AddAppIcon(0,"QuickFormat","SYS:System/Format")
If suc=0 Then End

```

---

## 1.6 AddAppMenu

Function : AddAppMenu

---

Modes : Amiga

Syntax : success=AddAppMenu(id,text\$)

This command tries to add 'text\$' to the Tools menu of Workbench.  
ID is a unique identification number. Returns -1 for success, 0 for failure.  
There is a limit of 16 AppMenu items.

e.g.

```
suc=AddAppMenu(0,"Wakey Wakey")
If suc=0 Then End
```

## 1.7 AppEventType

Function : AppEventType

---

Modes : Amiga

Syntax : apptype=AppEventType

This function will return the type of App object which caused the event.

```
0=No Event Occurred
1=AppWindow
2=AppIcon
3=AppMenu
```

e.g.

```
Repeat
  VWait
  appev.l=
      AppEvent
      ; Has something happened ?
Until appev
Select AppEventType
  Case 1
    NPrint "An AppWindow caused this!"
  Case 2
    NPrint "An AppIcon caused this!"
  Case 3
    NPrint "An AppMenu caused this!"
End Select
```

## 1.8 AppEventID

Function : AppEventID

---

Modes : Amiga  
 Syntax : idnumber=AppEventID

This will return the object ID number which caused the AppEvent. This ID number refers to the one which was used in:

AddAppIcon/AddAppWindow/AddAppWindow.

-1 means that no AppEvent occurred.

## 1.9 NextAppFile

Function : NextAppFile

---

Modes : Amiga  
 Syntax : filename\$=NextAppFile

This will return the full path and filename for the file/drawer/volume which was selected when an AppEvent occurred. If a directory was selected then a '/' is appended to the file name. If a volume (e.g. a Disk) was selected then a ":" is appended.

An empty string means nothing was selected.

e.g.

```
; AppStuff initalized
Repeat
  VWait
  appev.l=AppEvent
Until appev=$800000 ; repeat until some files are selected.
numfiles.l=AppNumFiles
For n=1 To numfiles
  NPrint "File number "+str$(n)+" is "+NextAppFile
Next n
```

## 1.10 AppNumFiles

Function : AppNumFiles

---

Modes : Amiga  
 Syntax : numfiles=AppNumFiles

This will return the number of files selected when the AppEvent occurred.

## 1.11 AppFile

Function : AppFile

---

Modes : Amiga

---



Syntax : filename\$=AppFile(file#)

This will return the full path and filename for the file/drawer/volume which was selected when an AppEvent occurred. The file# parameter specifies which file to return. If a directory was selected then a '/' is appended to the file name. If a volume (e.g. a Disk) was selected then a ":" is appended.

An empty string means nothing was selected.

e.g.

```
; AppStuff initalized
Repeat
  VWait
  appev.l=AppEvent
Until appev=$800000      ; repeat until some files are selected.
numfiles.l=AppNumFiles
For n=1 To numfiles
  NPrint "File number "+str$(n)+" is "+AppFile(n)
Next n
```

## 1.12 DelAppWindow

Function: DelAppWindow

---

Modes : Amiga

Syntax : success=DelAppWindow[(number)]

This command will remove the AppWindow from the system and free up the associated message port.

## 1.13 DelAppIcon

Function: DelAppIcon

---

Modes : Amiga

Syntax : success=DelAppIcon[(id)]

This command will remove the AppIcon from the system and free up the associated message port.

## 1.14 DelAppMenu

Function: DelAppMenu

---

Modes : Amiga

Syntax : success=DelAppMenu[(id)]

This command will remove the AppMenu from the system and free up the

---

associated message port.

## 1.15 AppLock

Function: AppLock

---

Modes : Amiga/Blitz  
Syntax : lock.l=AppLock

This function returns the address of the lock associated with the current AppFile.

## 1.16 AppMessage

Function: AppMessage

---

Modes : Amiga/Blitz  
Syntax : msgptr.l=AppMessage

This function returns the address of the current message.

## 1.17 AppMsgPort

Function: AppMsgPort

---

Modes : Amiga/Blitz  
Syntax : msgport.l=AppMsgPort

This function returns the address of the App message port. Useful for doing extra things such as AddWaitEvent and PortSigBit(AppMsgPort), #IDCMP\_BOOPSI

## 1.18 AppEventIDCMP

Function: AppEventIDCMP

---

Modes : Amiga/Blitz  
Syntax : IDCMP\_flag=AppEventIDCMP

This function returns the IDCMP value for AppEvents. For use with AddWaitEvent (see ACIDs windows library)

## 1.19 Example Programs

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### Example Programs

EXAMPLE 1 - an example on how to use AppIcons :

```
Load Example 1  
Compile It!
```

EXAMPLE 2 - an example on how to use AppMenus :

```
Load Example 2  
Compile It!
```

EXAMPLE 3 - an example on how to use AppWindows :

```
Load Example 3  
Compile It!
```

EXAMPLE 4 - an example on how to use ALL the AppLibrary commands :

```
Load Example 4  
Compile It!
```

---