

003aca90-0

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

003aca90-0

1.1 RunBar.library

General~Info~

RB_AddTask~~~

RB_RemoveTask

RB_Edit~~~~~

1.2 RB_AddTask

NAME

RB_AddTask -- Add new RunBar menu entry.

SYNOPSIS

```
error = RB_AddTask(task, menu, image, info, port);
```

```
D0          A0    A1    A2    A3    A4
```

```
ULONG      RB_AddTask(struct Task *, struct SBItem *, struct Image *,
                      struct RBInfo *, struct MsgPort **);
```

FUNCTION

This function creates a new RunBar menu entry.

task - Current program task pointer.

(Use exec.library function task = FindTask(NULL);)

menu - Menu structure.

```
struct SBItem
{
    ULONG sbi_Type; /* 0-Normal      */
                  /* 1-Disabled   */
                  /* 2-Bar        */
                  /* F-END       */
    char *sbi_Name;
};
```

sbi_Type - Menu item type.
sbi_Name - Items text.

Example

```
struct SBItem menu[]=
{
    {0,"Open"},          /* 0 - Normal, 1 - Disabled */
    {0,"Save As..."},    /* 2 - Bar      ,15 - Menu End */
    {2,NULL},
    {0,"Exit"},
    {15,NULL}
};
```

image - Image pointer.
(Image must be 13x13 points and 8 colors depth.Please use
MagicWB palette.)

info - Entry info.

```
struct RBInfo
{
    BYTE          rb_Version;
    char          *rb_Name;
    ULONG         rb_Flags;
};
```

rb_Version - RunBar.library version.Always set it to RB_VERSION.
rb_Name - Entry name.
rb_Flags - Flags.

Flags

RB_F_DUPLICATE - Allow duplicates.
RB_F_UNIQUE - Will not allow duplicates.

port - Pointer to port structure pointer.Message port.

INPUTS

task - Task pointer.
menu - Menu structure pointer.
image - Image pointer.
info - Info structure pointer.
port - Pointer to port structure pointer.

RESULTS

error - Error number.NULL if no errors.
RB_NORUNBAR - RunBar is not running.
RB_MAXITEM - Cannot add more that 15 items.
RB_UNIQUE - Program already exists.
RB_TASK - Task pointer error.
RB_PORT - Cannot create message port.

Port pointer set to real Message Port structure.

NOTE

In this RunBar version you never get RB_NORUNBAR error.

1.3 RB_RemoveTask

NAME

RB_RemoveTask -- Remove RunBar menu entry.

SYNOPSIS

```
error = RB_RemoveTask(task);
D0                                     A0
```

```
ULONG    RB_AddTask(struct Task *);
```

FUNCTION

This function remove RunBar menu entry.

task - Current program task pointer.
(Use exec.library function task = FindTask(NULL);)

INPUTS

task - Task pointer.

RESULTS

```
error - If non NULL then entry list is locked.Wait some time and
try remove again.
```

1.4 RB_Edit

NAME

RB_Edit -- Edit RunBar menu entry.

SYNOPSIS

```
RB_Edit(task, menu, image);
```

```
void RB_Edit(struct Task *,struct SBItem *,struct Image *);
```

FUNCTION

This function Edit RunBar menu entry.

```
task - Current program task pointer.  
      (Use exec.library function task = FindTask(NULL);)
```

```
menu - Menu structure.
```

```
struct SBItem
{
    ULONG sbi_Type; /* 0-Normal */
                  /* 1-Disabled */
                  /* 2-Bar */
                  /* F-END */
    char *sbi_Name;
```

```

};

sbi_Type - Menu item type.
sbi_Name - Items text.

*Example*

struct SBItem menu[]=
{
    {0,"Open"},          /* 0 - Normal, 1 - Disabled */
    {0,"Save As..."},    /* 2 - Bar    ,15 - Menu End */
    {2,NULL},
    {0,"Exit"},
    {15,NULL}
};

image - Image pointer.
        (Image must be 13x13 points and 8 colors depth.Please use
        MagicWB palette.)

INPUTS
    task - Task pointer.
    menu - Menu structure.
    Image - Image pointer.

RESULTS
    none.

```

1.5 General

With RunBar you can easy create program control menu.

```

/*-----Simple interface algorithm-----*/

struct Task *task;
ULONG error;
struct MsgPort *port;

!!!!!!! Here you must specify menu,image and info structures!!!!!!!

task = FindTask(NULL);

error = RB_AddTask(task,menu,image,info,&port);

!!!!!!!Process port messages here!!!!!!!
(See Examples)

/* Message classes.

IDCMP_RUNBARCMD - RunBar command.

    message->code - Selected menu item number.

IDCMP_RUNBARMSG - RunBar message.

```

```
message->code - Message number.  
    RB_REMOVE - remove message.  */  
  
while(RB_RemoveTask(task)) Delay(10);
```