Default

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COLLABORATORS

	TITLE : Default		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Default

1.1 Objects Module

```
MODULE DOCUMENTATION
Name:     OBJECTS
Version:  0.9 Beta
Date:     December 1997
Author:   Paul Manias
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CHANGES VERSION 0.9B
This used to be called the Master module, now it is called the Objects module.

Renamed: ObjectBase to ObjectFile.

        Moved to the Kernel
        FastRandom()
        ReadKey()
        SlowRandom()
        WaitLMB()
        WaitTime()
        WriteDec()
        WriteHex()

Edited:  All functions.
```

1.2 Object Functions

```
 OBJECTS
 ObjectFile

 FUNCTIONS
 GetObject()
 GetObjectList()
```

1.3 Objects: GetObject()

```
FUNCTION
Name:     GetObject()
Short:    Finds an object by Name and returns it.
Synopsis: APTR GetObject(*ObjectFile [a0], BYTE *Name [a1]);
```

DESCRIPTION
This function finds an object by Name, and returns a pointer to that object
inside the ObjectFile. This function does not make copies of the object,
so any changes you make will be affecting the original object data. This
should be fine for the majority of circumstances.

If the object is a code segment, you can execute it in assembler using
these instructions:

```
  CALL    GetObject
  tst.l   d0
  beq.s   .error
  move.l  d0,a0
  jsr     (a0)
```

If the object is an identifiable tag list (eg TAGS_BOB) then this function
will preprocess it into its native structure. This involves some memory
allocation, so you must Free() the object later on.

INPUTS
ObjectFile - An initialised ObjectFile.
Name   - Pointer to the name of the object that you wish to find.

RESULT
Returns a pointer to the Object, or NULL if not found.

SEE ALSO
Objects: GetObjectList()

1.4 Objects: GetObjectList()

```
FUNCTION
Name:     GetObjectList()
Short:    Get more than one object from an object file.
Synopsis: LONG GetObjectList(APTR ObjectFile [a0], struct *ObjectList[] [a1])
```

DESCRIPTION
This function acts the same way as GetObject() but will grab the objects
from a list and process them one by one. This is the fastest and most
convenient way to obtain a large set of objects.

Here is the ObjectList format:

```
  dc.l  OBJECTLIST,0
  dc.l  <Name>,<Object>
  dc.l  ...
  dc.l  LISTEND
```

<Name> points to a character string correctly identifying an object, and

<Object> should be NULL as it will be initialised by this function.

INPUTS
ObjectFile - An initialised ObjectFile
ObjectList - A list of objects to initialise.

RESULT
Returns ERR_OK if successful. The ObjectList will be updated so that each
<Object> field points to the relevant object that was found.

SEE ALSO
Objects: GetObject()