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/* cliptext.c - Execute me to compile me with Lattice 5.10a
LC -cfistq -v -y -j73 cliptext.c
Blink FROM LIB:c.o,cliptext.o TO cliptext LIBRARY LIB:LC.lib,LIB:Amiga.lib
quit

```

```

Sept. 17 1991 by John Orr
*/

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```

#include <exec/types.h>
#include <dos/rdargs.h>
#include <dos/dosextns.h>
#include <intuition/intuition.h>
#include <graphics/text.h>
#include <graphics/displayinfo.h>
#include <graphics/regions.h>
#include <graphics/gfx.h>
#include <libraries/diskfont.h>
#include <utility/tagitem.h>
#include <clib/exec_protos.h>
#include <clib/dos_protos.h>
#include <clib/layers_protos.h>
#include <clib/alib_stdio_protos.h>
#include <clib/intuition_protos.h>
#include <clib/graphics_protos.h>
#include <clib/diskfont_protos.h>

```

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#ifdef LATTICE
int CXBRK(void) { return(0); } /* Disable Lattice CTRL/C handling */
int chkabort(void) { return(0); }
#endif

```

```

UBYTE      *vers = "\0$VER: cliptext 36.5";

```

```

#define BUFSIZE      4096
#define FONT_NAME    0
#define FONT_SIZE    1
#define FILE_NAME    2
#define JAM_MODE     3
#define XASP         4
#define YASP         5
#define NUM_ARGS     6

```

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#define DEFAULTFONTSIZE 11L
#define DEFAULTJAMMODE  0L
#define DEFAULTXASP     0L
#define DEFAULTYASP     0L

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void      MainLoop(void);

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LONG      args[NUM_ARGS];
struct TagItem tagitem[2];

```

```

UBYTE      buffer[BUFSIZE];
BPTR      myfile;

```

```

struct Window *mywin;
struct RastPort *myrp;

```

```

struct TTextAttr myta;
struct TextFont *myfont;
struct Rectangle myrectangle;

```

```

struct Region *new_region;

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```

struct Library *DiskfontBase, *IntuitionBase, *LayersBase, *GfxBase;
struct IntuiMessage *mymsg;
struct DrawInfo *mydrawinfo;

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void
main(int argc, char **argv)

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```

{
    struct RDArgs *myrda;
    struct DisplayInfo mydi;
    ULONG      mymodeid;

```

```

    LONG      mydefaultfontsize = DEFAULTFONTSIZE;
    LONG      mydefaultJAMMode = DEFAULTJAMMODE;

```

```

LONG      mydefaultXASP = 0L;
LONG      mydefaultYASP = 0L;

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```

args[FONT_NAME] = (LONG) "topaz.font";
args[FONT_SIZE] = (LONG) &mydefaultfontsize;
args[FILE_NAME] = (LONG) "s:startup-sequence";
args[JAM_MODE] = (LONG) &mydefaultJAMMode;
args[XASP] = (LONG) &mydefaultXASP;
args[YASP] = (LONG) &mydefaultYASP;

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/*
 * dos.library standard command line parsing - see the article "Standard
 * Command Line Parsing" from the May/June 1991 issue of Amiga Mail, or see
 * the AmigaDOS Manual for more details
 */

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if (myrda = ReadArgs("FontName,FontSize/N,FileName,Jam/N,XASP/N,YASP/N\n",
    args, NULL))

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{
    /* open the file to display */
    if (myfile = Open((UBYTE *) args[FILE_NAME], MODE_OLDFILE))

```

```

    {
        /* open the libraries */
        if (DiskfontBase = OpenLibrary("diskfont.library", 36L))

```

```

            {
                if (IntuitionBase = OpenLibrary("intuition.library", 36L))

```

```

                    {
                        if (GfxBase = OpenLibrary("graphics.library", 36L))

```

```

                            {
                                if (LayersBase = OpenLibrary("layers.library", 36L))

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```

                                    {
                                        /* Open that window */
                                        if (mywin = OpenWindowTags(NULL,
                                            WA_MinWidth, 100,
                                            WA_MinHeight, 100,
                                            WA_SmartRefresh, TRUE,
                                            WA_SizeGadget, TRUE,
                                            WA_CloseGadget, TRUE,

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                                        /*
                                         * This application wants to hear about three things: When the
                                         * user clicks the window's close gadget, when the user starts to
                                         * resize the window, and when the user has finished resizing the
                                         * window.
                                         */

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                                        WA_IDCMP, IDCMP_CLOSEWINDOW | IDCMP_NEWSIZE | IDCMP_SIZEVERIFY,
                                        WA_DragBar, TRUE,
                                        WA_DepthGadget, TRUE,
                                        WA_Title, (ULONG) args[FILE_NAME],
                                        TAG_END))

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```

                                        {
                                            tagitem[0].ti_Tag = TA_DeviceDPI;

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                                        /*
                                         * see if there is a non-zero value in the XASP or YASP fields.
                                         * Diskfont.library will get very upset (divide by zero GURU)
                                         * if you give it a zero XDPI or YDPI value.
                                         */

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                                        /* if there is a zero value in one of them... */
                                        if (((*(ULONG *) args[XASP]) == 0) || ((*(ULONG *) args[YASP]) == 0))
                                        {

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                                            /*
                                             * ...use the aspect ratio of the current display as a
                                             * default...
                                             */

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                                            mymodeid = GetVPMODEID(&(mywin->WScreen->ViewPort));
                                            if (GetDisplayInfoData(NULL, (UBYTE *) &mydi,
                                                sizeof(struct DisplayInfo), DTAG_DISP, mymodeid))

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                                            {
                                                mydefaultXASP = mydi.Resolution.x;
                                                mydefaultYASP = mydi.Resolution.y;

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                                            /*
                                             * notice that the X and Y get _swapped_ to keep the look
                                             * of the font glyphs the same using screens with different
                                             * aspect ratios.

```

```

/*
 * args[YASP] = (LONG) & mydefaultYASP;
 * args[XASP] = (LONG) & mydefaultYASP;
}
else
    /* ... unless something is preventing us from
     * getting the screens resolution. In that
     * case, forget about the DPI tag. */
    tagitem[0].ti_Tag = TAG_END;
}

/*
 * Here we have to put the X and y DPI into the TA_DeviceDPI
 * tag's data field. THESE ARE NOT REAL X AND Y DPI VALUES FOR
 * THIS FONT OR THE DISPLAY. They only serve to supply the
 * diskfont.library with values to calculate the aspect ratio.
 * The X value gets stored in the upper word of the tag value
 * and the Y DPI gets stored in the lower word. Because
 * ReadArgs() stores the _address_ of integers it gets from the
 * command line, you have to dereference the pointer it puts
 * into the argument array, which results in some ugly casting.
 */
tagitem[0].ti_Data =
    (ULONG) (((UWORD) * ((ULONG *) args[XASP]) << 16) |
    (UWORD) * ((ULONG *) args[YASP]));
tagitem[1].ti_Tag = TAG_END;

/*
 * set up the TTextAttr structure to match the font the user
 * requested.
 */
myta.ta_Name = (STRPTR) args[FONT_NAME];
myta.ta_Ysize = *((LONG *) args[FONT_SIZE]);
myta.ta_Style = FSP_TAGGED;
myta.ta_Plugs = 0L;
myta.ta_Tags = tagitem;

/* open that font */
if (myfont = OpenDiskFont(kmyta))

/*
 * This is for the layers library clipping region that gets
 * attached to the window. This prevents the application
 * from unnecessarily rendering beyond the bounds of the
 * inner part of the window. For now, you can ignore the
 * layers stuff if you are just interested in learning about
 * using text. For more information on clipping regions and
 * layers, see the Layers chapter of the RKM:libraries
 * manual.
 */
myrectangle.MinX = mywin->BorderLeft;
myrectangle.MinY = mywin->BorderTop;
myrectangle.MaxX = mywin->Width - (mywin->BorderRight + 1);
myrectangle.MaxY = mywin->Height - (mywin->BorderBottom + 1);

/* more layers stuff */
if (new_region = NewRegion())
{
    /* Even more layers stuff */
    if (OrRectRegion(new_region, kmyrectangle));
    InstallClipRegion(mywin->WLayer, new_region);
}

/*
 * Obtain a pointer to the window's rasterp and set up
 * some of the rasterp attributes. This example obtains
 * the text pen for the window's screen using the
 * GetScreenDrawInfo() function.
 */
myRP = mywin->RPort;
SetFont(myRP, myfont);
if (mydrawinfo = GetScreenDrawInfo(mywin->WScreen))
{
    SetApEn(myRP, mydrawinfo->dr_i_Pen[TEXTPEN]);
    FreeScreenDrawInfo(mywin->WScreen, mydrawinfo);
}
SetDmD(myRP, (BYTE) (*((LONG *) args[AM_MODE])));

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        MainLoop();
    }
    DisposeRegion(new_region);
}
CloseFont(myfont);
CloseWindow(mywin);
CloseLibrary(LayersBase);
CloseLibrary(GfxBase);
CloseLibrary(IntuitionBase);
CloseLibrary(DiskfontBase);
Close(myfile);
FreeArgs(myrda);
}
else
    VPrintf("Error parsing arguments\n", NULL);
}

void
MainLoop(void)
{
    LONG count, actual, position;
    BOOL aok = TRUE, waitfornewsize = FALSE;
    struct Task *mytask;

    mytask = FindTask(NULL);
    Move(myRP, mywin->BorderLeft + 1, mywin->BorderTop + myfont->tf_Ysize + 1);

    /* while there's something to read, fill the buffer */
    while (((actual = Read(myfile, buffer, BUFSIZE)) > 0) && aok)
    {
        position = 0;
        count = 0;

        while (position <= actual)
        {
            if (!(waitfornewsize))
            {
                while ( ( (buffer[count] >= myfont->tf_LoChar) &&
                (buffer[count] <= myfont->tf_HiChar) ) &&
                (count <= actual) ) &&
                count++;

                Text(myRP, &(buffer[position]), (count) - position);

                while ( ( (buffer[count] < myfont->tf_LoChar) ||
                (buffer[count] > myfont->tf_HiChar) ) &&
                (count <= actual) )
                {
                    if (buffer[count] == 0x0A)
                        Move(myRP, mywin->BorderLeft, myRP->cp_y + myfont->tf_Ysize + 1);
                    count++;
                }
                position = count;
            }
            else
                WaitPort(mywin->UserPort);

            while (mymsg = (struct IntuiMessage *) GetMsg(mywin->UserPort))
            {
                /* The user clicked the close gadget */
                if (mymsg->Class == IDCMP_CLOSEWINDOW)
                {
                    aok = FALSE;
                    position = actual + 1;
                    ReplyMsg((struct Message *) mymsg);
                }
                /* The user picked up the window's sizing gadget */
                else if (mymsg->Class == IDCMP_SIZEVERIPY)
            }

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/*
 * When the user has picked up the window's sizing gadget when the
 * IDCMP_SIZEVERIFY flag is set, the application has to reply to this
 * message to tell Intuition to allow the user to move the gadget and
 * resize the window. The reason for using this here is because of
 * the nature of the Text() routine (and most other functions that
 * use the blitter). The Text() function only asks the blitter to
 * perform some rendering, it does not wait for the blitter to finish
 * the rendering. Some time can lapse between the finish of the
 * Text() call and the finish of the corresponding blitter operation.
 * In this period, the user can resize the window so that the display
 * area is smaller than it was when the blitter request was made. The
 * blitter will do its rendering according to the original size of
 * the window, which can cause the blitter to write into the window's
 * borders. To prevent this, when the user attempts to resize the
 * window, we have to wait for the blitter to finish any outstanding
 * blitter operations before we allow the window to be resized.
 */

/*
 * if this example had instead asked to hear about IDCMP events that
 * could take place between SIZEVERIFY and NEWSIZE events (especially
 * INTUITICKS), it should turn off those events here using
 * ModifyIDCMP().
 */

/*
 * After we allow the user to resize the window, we cannot write into
 * the window until the user has finished resizing it because we need
 * the window's new size to adjust the clipping area. Specifically,
 * we have to wait for an IDCMP_NEWSIZE message which Intuition will
 * send when the user lets go of the resize gadget. For now, we set
 * the waitfornewsize flag to stop rendering until we get that
 * NEWSIZE message.
 */

waitfornewsize = TRUE;
WaitBlit();

/* The blitter is done, let the user resize the window */
ReplyMsg((struct Message *) mymsg);
}
else
{
    ReplyMsg((struct Message *) mymsg);
    waitfornewsize = FALSE;

    /*
     * the user has resized the window, so get the new window dimensions
     * and readjust the layers clipping region accordingly.
     */
    myrectangle.MinX = mywin->BorderLeft;
    myrectangle.MinY = mywin->BorderTop;
    myrectangle.MaxX = mywin->Width - (mywin->BorderRight + 1);
    myrectangle.MaxY = mywin->Height - (mywin->BorderBottom + 1);
    InstallClipRegion(mywin->WLayer, NULL);
    ClearRegion(new_region);
    if (OrRectRegion(new_region, &myrectangle))
        InstallClipRegion(mywin->WLayer, new_region);
    else
    {
        aok = FALSE;
        position = actual + 1;
    }
}
/* check for user break */
if (mytask->tc_SigRecvd & SIGBREAKF_CTRL_C)
{
    aok = FALSE;
    position = actual + 1;
}

/*
 * if we reached the bottom of the page, clear the rastport and move back
 * to the top

```

```

*/
if (myrp->cp_y > (mywin->Height - (mywin->BorderBottom + 2)))
{
    Delay(25);

    /*
     * Set the entire rastport to color zero. This will not overwrite the
     * window borders because of the layers clipping.
     */
    SetRast(myrp, 0);
    Move(myrp,
        mywin->BorderLeft + 1,
        mywin->BorderTop + myfont->tf_YSize + 1);
}
}
if (actual < 0)
    VPrintf("Error while reading\n", NULL);
}
}

```