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

#include <exec/types.h>
#include <dos/rdargs.h>
#include <dos/dosextens.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>

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

UBYTE      *vers = "\0$VER: cliptext 36.6";

#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

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

void      MainLoop(void);

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;

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

void
main(int argc, char **argv)
{
    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;

/*
 * 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
 */
if (myrda = ReadArgs("FontName,FontSize/N,FileName,Jam/N,XASP/N,YASP/N\n",
    args, NULL))
{
    /* 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))
                    {
                        /* 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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                            TAG_END))
                        {
                            tagitem[0].ti_Tag = TA_DeviceDPI;
                        }
                    }
                }
            }
        }
        /*
         * 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.
         */
        /* if there is a zero value in one of them... */
        if (((*(ULONG *) args[XASP]) == 0) || (*(ULONG *) args[YASP]) == 0))
        {
            /*
             * ...use the aspect ratio of the current display as a
             * default...
             */
            mymodeid = GetVPMODEID((mywin->WScreen->ViewPort));
            if (GetDisplayInfoData(NULL, (UBYTE *) & mydi,
                sizeof(struct DisplayInfo), DTAG_DISP, mymodeid))
            {
                mydefaultXASP = mydi.Resolution.x;
                mydefaultYASP = mydi.Resolution.y;
            }
            /*
             * 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) & mydefaultXASP;
            args[XASP] = (LONG) & mydefaultYASP;

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    }
    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.tta_Name = (STRPTR) args[FONT_NAME];
    myta.tta_YSize = *((LONG *) args[FONT_SIZE]);
    myta.tta_Style = FSF_TAGGED;
    myta.tta_Flags = 0L;
    myta.tta_Tags = tagitem;

    /* open that font */
    if (myfont = OpenDiskFont(&myta))
    {
        /*
         * 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, &myrectangle));
            {
                InstallClipRegion(mywin->WLayer, new_region);
            }
        }
        /*
         * obtain a pointer to the window's rastport and set up
         * some of the rastport 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->dri_Pens[TEXTPEN]);
            FreeScreenDrawInfo(mywin->WScreen, mydrawinfo);
        }
        SetDrMd(myrp, (BYTE) (*(LONG *) args[JAM_MODE]));
    }

    MainLoop();
    DisposeRegion(new_region);

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    }
    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, waitfornewsz = 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 (!(waitfornewsz))
            {
                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_SIZEVERIFY)
                {
                    /*
                     * 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

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    * sizing gadget and resize the window. The reason for using this
    * here is because the user can resize the window while cliptext.c
    * is rendering text to the window. Cliptext.c has to stop rendering
    * text when it receives an IDCMP_SIZEVERIFY message.
    */

    /*
    * 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 waitfornewsized flag to stop rendering until we get that
    * NEWSIZE message.
    */

    waitfornewsized = TRUE;
    WaitBlit();

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

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    }
}
if (actual < 0)
    VPrintf("Error while reading\n", NULL);
}

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