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

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/* This program demonstrates optimal window refreshing using a scrolling text
 * display as a sample.
 *
 * Copyright 1992 Martin Taillefer
 * All Rights Reserved
 */

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#include <exec/types.h>
#include <exec/libraries.h>
#include <exec/memory.h>
#include <utility/hooks.h>
#include <utility/tagitem.h>
#include <graphics/gfxmacros.h>
#include <intuition/intuition.h>
#include <intuition/screens.h>
#include <intuition/gadgetclass.h>
#include <dos.h>

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#include <clib/exec_protos.h>
#include <clib/intuition_protos.h>
#include <clib/graphics_protos.h>
#include <clib/layers_protos.h>
#include <clib/alib_protos.h>
#include <clib/dos_protos.h>

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/* There is one Line structure for every line of text in our fictional
 * document.
 */

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struct Line
{
    struct MinNode ln_Link; /* to link the lines together */
    STRPTR ln_Text; /* pointer to the text for this line */
    ULONG ln_TextLen; /* the length of the text for this line */
};

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/* system libraries */
struct Library *IntuitionBase;
struct Library *GfxBase;
struct Library *LayersBase;

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/* global display handles */
struct Screen *screen;
struct Window *window;
struct Gadget *scroller;
struct Hook refreshHook;

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struct RastPort render;
struct RastPort clear;

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/* our document along with associated view information */
struct MinList document;
ULONG numLines;
ULONG topLine;
ULONG oldTopLine;
ULONG linesVisible;
ULONG columnsVisible;
ULONG fontHeight;
ULONG fontWidth;
ULONG viewHeight;
ULONG viewWidth;
ULONG usefulWidth;
ULONG usefulHeight;

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/* a state flag indicating whether the main application is busy */
BOOL taskBusy;

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/*****

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VOID InitDocument(VOID);
VOID FreeDocument(VOID);
VOID EventLoop(VOID);
VOID __asm BackFillHook(register __a2 struct RastPort *rp,
                        register __a1 struct BackFillMsg *bfm);

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/*****

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/* This is where it all begins.
 */

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ULONG main(void)
{
    /* open the system libraries we need.
    */
    IntuitionBase = OpenLibrary("intuition.library",37);
    GfxBase = OpenLibrary("graphics.library",37);
    LayersBase = OpenLibrary("layers.library",37);

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    if (IntuitionBase && GfxBase && LayersBase)
    {

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        /* get a pointer to the default public screen */
        if (screen = LockPubScreen(NULL))
        {

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            /* allocate and initialize a scroller as a BOOPSI object */
            if (scroller = NewObject(NULL,"propgclass",

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                GA_RelRight, -13,
                GA_Top, 1+screen->WBorTop+screen->Font->ta_YSize+1,
                GA_Width, 10,
                GA_RelHeight, -12-(screen->WBorTop+screen->Font->ta_YSize+1),
                GA_RelVerify, TRUE,
                GA_Immediate, TRUE,
                GA_FollowMouse, TRUE,
                GA_RightBorder, TRUE,
                PGA_Borderless, TRUE,
                PGA_Freedom, FREEVERT,
                PGA_Total, 1,
                PGA_Visible, 1,
                PGA_Top, 0,
                PGA_NewLook, TRUE,
                TAG_DONE))
            {

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                /* initialize data used by the backfill hook */
                refreshHook.h_Entry = ( ULONG (*)() )BackFillHook; /* point the */
                taskBusy = TRUE; /* hook to our routine. */
            }

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            /* open the window */
            if (window = OpenWindowTags(NULL,

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                WA_Left, 0,
                WA_Top, 0,
                WA_PubScreen, screen,
                WA_AutoAdjust, TRUE,
                WA_CloseGadget, TRUE,
                WA_DepthGadget, TRUE,
                WA_DragBar, TRUE,
                WA_SizeGadget, TRUE,
                WA_SizeBRight, TRUE,
                WA_Title, "Optimized Refresh Sample",
                WA_SimpleRefresh, TRUE,
                WA_Activate, TRUE,
                WA_Gadgets, scroller,
                WA_MinWidth, 32,
                WA_MinHeight, 10+12+(screen->Font->ta_YSize+1),
                WA_MaxWidth, -1,
                WA_MaxHeight, -1,
                WA_IDCMP,
                IDCMP_CLOSEWINDOW | IDCMP_NEWSIZE
                | IDCMP_REFRESHWINDOW | IDCMP_GADGETUP
                | IDCMP_GADGETDOWN | IDCMP_MOUSEMOVE
                | IDCMP_VANILLAKEY,
                WA_BackFill, &refreshHook,
                TAG_DONE))
            {

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                /* initialize our document structure */
                InitDocument();
            }

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        /* process user events in the window */
        EventLoop();

        /* free our document structure */
        FreeDocument();

        /* close up shop */
        CloseWindow(window);
    }
    /* free the scroller BOOPSI object */
    DisposeObject(scroller);
}
/* unlock the default public screen */
UnlockPubScreen(NULL,screen);
}

/* close the libraries we opened */
CloseLibrary(LayersBase);
CloseLibrary(GfxBase);
CloseLibrary(IntuitionBase);

/* tell the shell everything is all right */
return(0);
}

/*****

/* This function initializes our document. That means allocating 100
 * Line structures and linking them together in an Exec list. The lines
 * are filled with a pattern of text so we have something to display
 * in our window
 */
VOID InitDocument(VOID)
{
    struct Line *line;
    UWORD i,j;

    NewList((struct List *)&document);
    numLines = 0;
    i = 100;
    while (i--)
    {
        if (line = AllocVec(sizeof(struct Line)+91, MEMF_CLEAR|MEMF_PUBLIC))
        {
            line->ln_Text = (STRPTR)((ULONG)line + sizeof(struct Line));
            line->ln_TextLen = 40;
            AddTail((struct List *)&document, (struct Node *)line);
            numLines++;

            j = 0;
            while (j < 90)
            {
                line->ln_Text[j] = (numLines % 96) + 32;
                j++;
            }
        }
    }
}

/*****

/* This function frees all the memory allocated by InitDocument() */
VOID FreeDocument(VOID)
{
    struct Line *line;

    while (line = (struct Line *)RemHead((struct List *)&document))
        FreeVec(line);
}

/*****

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/* This is the message packet passed by layers.library to a backfill hook.
 * It contains a pointer to the layer that has been damaged, a Rectangle
 * structure that defines the bounds of the damage. No rendering can occur
 * outside of these coordinates.
 *
 * The backfill hook is also passed a RastPort in which the rendering
 * should be performed.
 */
struct BackFillMsg
{
    struct Layer *bf_Layer;
    struct Rectangle bf_Bounds;
    LONG bf_OffsetX;
    LONG bf_OffsetY;
};

VOID __asm BackFillHook(register __a2 struct RastPort *rp,
                       register __a1 struct BackFillMsg *bfm)
{
    struct RastPort crp;

    crp = *rp; /* copy the rastport */
    crp.Layer = NULL; /* eliminate bogus clipping from our copy */

    if (taskBusy)
    {
        SetWrMsk(&crp, 0xff); /* if the main task is busy, clear all planes */
    }
    else
    {
        SetWrMsk(&crp, 0xfe); /* otherwise, clear all planes except plane 0 */
    }

    SetAPen(&crp, 0); /* set the pen to color 0 */
    SetDrMd(&crp, JAM2); /* set the rendering mode we need */
    RectFill(&crp, bfm->bf_Bounds.MinX, /* clear the whole area */
             bfm->bf_Bounds.MinY,
             bfm->bf_Bounds.MaxX,
             bfm->bf_Bounds.MaxY);
}

/*****

/* Adjust the scroller object to reflect the current window size and
 * scroll offset within our document
 */
VOID SetScroller(struct Window *window, struct Gadget *scroller,
                 ULONG linesVisible, ULONG numLines, ULONG topLines)
{
    SetGadgetAttrs(scroller, window, NULL, PGA_Visible, linesVisible,
                  PGA_Total, numLines,
                  PGA_Top, topLine,
                  TAG_DONE);
}

/*****

/* Render a single line of text at a given position */
VOID RenderLine(UWORD x, UWORD y, UWORD w, STRPTR text, ULONG len)
{
    Move(&render, x, y); /* move the cursor to the position */

    if (len > columnsVisible) /* is line is longer than allowed? */
        len = columnsVisible; /* yes, so reduce its length */

    Text(&render, text, len); /* write to the window */

    if (len < columnsVisible)
        RectFill(&clear, render.cp_x, y-render.TxBaseline,
                x+w-1, y-render.TxBaseline+fontHeight-1);
}

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/*****
/* This function performs most of the rendering work needed by our sample.
/* It first locks the window's layer to insure it doesn't get sized during
/* the rendering process. It then looks at the current window size and
/* adjusts its rendering variables in consequence. If the damage parameter
/* is set to TRUE, the routine then proceeds to explicitly erase any area
/* of the display to which we will not be rendering in the rendering loop.
/* This erases any left over characters that could be left if the user sizes
/* the window smaller. Finally, the routine determines which lines of the
/* display need to be updated and goes on to do it.
*/
VOID RefreshView(BOOL damage)
{
    ULONG        i;
    struct Line *line;
    UWORD        x,y;

    /* lock the window's layer so its size will not change */
    LockLayer(NULL,window->WLayer);

    /* determine various values based on the current size of the window */
    viewWidth     = window->Width - window->BorderLeft - window->BorderRight;
    fontWidth     = window->RPort->Font->tf_XSize;
    columnsVisible = viewWidth / fontWidth;

    viewHeight    = window->Height - window->BorderTop - window->BorderBottom;
    fontHeight    = window->RPort->Font->tf_YSize;
    linesVisible  = viewHeight / fontHeight;

    usefulWidth = columnsVisible * fontWidth;

    if (linesVisible > numLines)
    {
        usefulHeight = numLines * fontHeight;
        topLine = 0;
    }
    else if (topLine + linesVisible > numLines)
    {
        topLine = (numLines - linesVisible);
        usefulHeight = (numLines - topLine) * fontHeight;
    }
    else
    {
        usefulHeight = linesVisible * fontHeight;
    }

    /* if we were called because of damage, we must erase any left over
    * garbage
    */
    if (damage)
    {
        /* erase anything left over on the right side of the window */
        if ((window->BorderLeft + usefulWidth < window->Width - window->BorderRight)
            && usefulHeight)
        {
            RectFill(&clear,window->BorderLeft + usefulWidth,
                    window->BorderTop,
                    window->Width - window->BorderRight - 1,
                    window->BorderTop + usefulHeight - 1);
        }

        /* erase anything left over on the bottom of the window */
        if ((window->BorderLeft < window->Width - window->BorderRight)
            && (window->BorderTop + usefulHeight < window->Height - window->BorderBottom))
        {
            RectFill(&clear,window->BorderLeft,
                    window->BorderTop + usefulHeight,
                    window->Width - window->BorderRight - 1,
                    window->Height - window->BorderBottom - 1);
        }
    }

    /* if we have at least one line and one column to render... */
    if (usefulHeight && usefulWidth)
    {
        /* get a pointer to the first line currently visible */

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line = (struct Line *)document.mlh_Head;
i = topLine;
while (line->ln_Link.mln_Succ && i--)
    line = (struct Line *)line->ln_Link.mln_Succ;

if (damage
    || (topLine >= oldTopLine + linesVisible - 1)
    || ((oldTopLine > linesVisible)
    && (topLine <= oldTopLine - linesVisible + 1)))
{
    /* the whole display must be redrawn */
    x = window->BorderLeft;
    y = window->BorderTop + window->RPort->Font->tf_Baseline;
    i = linesVisible;
}
else if (topLine < oldTopLine)
{
    /* we just need to scroll the text */
    ScrollRaster(&render,0,-(LONG)((oldTopLine - topLine) * fontHeight),
                window->BorderLeft,
                window->BorderTop,
                window->BorderLeft+usefulWidth-1,
                window->BorderTop+usefulHeight-1);

    /* indicates what section needs to be redrawn */
    x = window->BorderLeft;
    y = window->BorderTop + window->RPort->Font->tf_Baseline;
    i = oldTopLine - topLine;
}
else if (topLine > oldTopLine)
{
    /* we just need to scroll the text */
    ScrollRaster(&render,0,(topLine - oldTopLine) * fontHeight,
                window->BorderLeft,
                window->BorderTop,
                window->BorderLeft+usefulWidth-1,
                window->BorderTop+usefulHeight-1);

    /* indicates what section needs to be redrawn */
    i = linesVisible - (topLine - oldTopLine);
    while (line->ln_Link.mln_Succ && i--)
        line = (struct Line *)line->ln_Link.mln_Succ;

    x = window->BorderLeft;
    y = window->BorderTop + window->RPort->Font->tf_Baseline
        + (fontHeight * (linesVisible - (topLine - oldTopLine)));
    i = topLine - oldTopLine;
}
else
{
    /* we don't need to render anything */
    i = 0;
}

/* render all the lines we need */
while (i-- && line->ln_Link.mln_Succ)
{
    RenderLine(x,y,usefulWidth,line->ln_Text,line->ln_TextLen);
    y += fontHeight;
    line = (struct Line *)line->ln_Link.mln_Succ;
}

/* unlock the layer so normal operations can resume */
UnlockLayer(window->WLayer);

/* keep track of what the current top line is. That way, when we
* come back in this routine later, and "topLine" has changed, we
* can tell how many lines we need to scroll in order to sync up the
* display
*/
oldTopLine = topLine;
}

/*****

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/* Whenever the application is busy, this function is called. It will
 * change the behavior of the backfill hook in order to improve the
 * appearance of the display until the application completes its lengthy
 * task.
 *
 * You could also set a busy pointer in the document window in this routine
 * to tell the user you are not listening to him for awhile.
 */
VOID BusyState(BOOL makeBusy)
{
    taskBusy = makeBusy;

    if (LAYERREFRESH & window->WLayer->Flags)
    {
        BeginRefresh(window);
        RefreshView(TRUE);
        EndRefresh(window,TRUE);
    }
}

/*****

/* This routine is a typical event processor. It looks and acts on all events
 * arriving at the window's port.
 */
VOID EventLoop(VOID)
{
    struct IntuiMessage *intuiMsg;
    ULONG                class;

    topLine    = 0;
    oldTopLine = 0;

    /* initialize rendering attributes we are going to use */
    render = *window->RPort;
    SetDrMd(&render,JAM2);
    SetWrMsk(&render,1);          /* we only want to render in the first plane */
    SetAPen(&render,1);

    /* initialize clearing attributes we are going to use */
    clear = *window->RPort;
    SetDrMd(&clear,JAM2);
    SetWrMsk(&clear,1);          /* we only want to clear the first plane */
    SetAPen(&clear,0);

    /* render the initial display */
    RefreshView(TRUE);

    /* set the initial scroller position and size */
    SetScroller(window,scroller,linesVisible,numLines,topLine);

    /* we aren't busy, so register that fact */
    BusyState(FALSE);

    while (TRUE)
    {
        /* if the LAYERREFRESH flag is set in the window's layer, it
         * means the layer has some damage we should repair.
         */
        if (LAYERREFRESH & window->WLayer->Flags)
        {
            /* enter optimized repair state */
            BeginRefresh(window);

            /* redraw the whole display through the optimized repair
             * region
             */
            RefreshView(TRUE);

            /* tell the system we are done repairing the window
             */
            EndRefresh(window,TRUE);
        }
    }
}

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/* nothing left to do but wait for user input */
WaitPort(window->UserPort);
intuiMsg = (struct IntuiMessage *)GetMsg(window->UserPort);
class    = intuiMsg->Class;
ReplyMsg(intuiMsg);

/* we got a message, so act on it */
switch (class)
{
    /* user clicked on the close gadget, exit the program */
    case IDCMP_CLOSEWINDOW : return;

    /* user sized the window. We need to redraw the whole
     * display in order to eliminate any garbage. Start by
     * calling BeginRefresh() and EndRefresh() to eliminate
     * the window's damage regions then completely redraw
     * the window contents.
     */
    case IDCMP_NEWSIZE      : BeginRefresh(window);
                             EndRefresh(window,TRUE);
                             RefreshView(TRUE);
                             SetScroller(window,
                                         scroller,
                                         linesVisible,
                                         numLines,
                                         topLine);

                             break;

    /* Intuition is telling us damage occurred to our layer.
     * Don't bother doing anything, the check at the top of the
     * loop will catch this fact and refresh the display
     */
    /* Even though we don't do anything with these events, we
     * still need them to be sent to us so we will wake up and
     * look at the LAYERREFRESH bit.
     */
    case IDCMP_REFRESHWINDOW: break;

    /* user is playing with the scroller. Get the scroller's current
     * top line and synchronize the display to match it
     */
    case IDCMP_GADGETUP      :
    case IDCMP_GADGETDOWN   :
    case IDCMP_MOUSEMOVE     : GetAttr(PGA_Top,scroller,&topLine);
                             RefreshView(FALSE);
                             break;

    /* whenever a key is hit, we fake becoming busy for 4
     * seconds. During that time, try to size and depth arrange
     * the window to see what happens to its contents
     */
    case IDCMP_VANILLAKEY    : BusyState(TRUE);
                             Delay(200);
                             BusyState(FALSE);
                             break;

}
}
}

```

