

fromSPlugs

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Contents

1	frumSPlugs	1
1.1	frumSPlugs - Contents	1
1.2	frumSPlugs - Introduction	1
1.3	frumSPlugs - Requirements	2
1.4	frumSPlugs - Usage	2
1.5	frumSPlugs - BitMapPlugin	2
1.6	frumSPlugs - BackDropPlugin	3
1.7	frumSPlugs - BusyBoxPlugin	3
1.8	frumSPlugs - GaugePlugin	4
1.9	frumSPlugs - ImagePlugin	5
1.10	frumSPlugs - ImageButtonPlugin	5
1.11	frumSPlugs - Credits	6
1.12	frumSPlugs - Contact	6
1.13	frumSPlugs - History	6
1.14	frumSPlugs - Bugs	6
1.15	frumSPlugs - Examples	6
1.16	frumSPlugs - Future	7
1.17	frumSPlugs - Copyright	7

Chapter 1

frumSPlugs

1.1 frumSPlugs - Contents

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[Introduction](#)

[Requirements](#)

[Usage](#)

[Examples](#)

[Credits](#)

[Contact](#)

[History](#)

[Bugs](#)

[To do](#)

[Copyright](#)

1.2 frumSPlugs - Introduction

Introduction

Welcome to frumSPlugs! You can now add even more power to Wouter van Oortmerssen's famous E language. If you use the EasyGUI interface to design your GUI's, then this is for you.

What is it?

frumSPlugs is a collection of Plugins for the EasyGUI environment. They are all simple to implement and can make powerful additions to your GUI's. Here's what's in the package:

- BitMapPlugin: Inserts a bitmap structure anywhere in the GUI.
- BackDropPlugin: Puts a bitmap in the background of the GUI.
- BusyBoxPlugin: Puts a busy waiting box with a little scroll routine anywhere in

the GUI.

- GaugePlugin: Creates a gauge with a bevel box of your choosing.

The range can be set - does not have to be 0 to 100.

The colours can also be set - is not restricted to the regular fill and background pens.

- ImagePlugin: Puts a simple intuition image in the gui. Non resizable.

- ImageButtonPlugin: Puts a simple intuition image into the gui as a boolean gadget.

Buy the way, if you use frumSPlugs in your application, please **tell me** and put me in your greetings.

1.3 frumSPlugs - Requirements

Requirements

- Version 3.2e of Amiga E & Version 3.2e of EasyGUI (for PLUGIN support)
- OS2.04+
- For certain plugins, knowledge of bitmaps in the graphics.library.

1.4 frumSPlugs - Usage

Usage

All plugins are interfaced in the same way:

```
[PLUGIN,{plugaction},NEW mp.myplugin()]
```

In the case of my plugins, there are additional arguments to the constructor:

BitMapPlugin

BackDropPlugin

BusyBoxPlugin

GaugePlugin

ImagePlugin

ImageButtonPlugin

I suggest playing around with the **examples** and trying out different backdrops with the iff loader. (BTW, this program doesn't seem to work correctly with the backdrops that come with MagicWB. If you load them into Multiview and then re-save them, they work just fine. I recommend trying this, as the MagicWB backdrops look really nice in a window! I believe the source of this problem is in the iff.library, not in my code.)

Of course, all plugins contain the standard EasyGUI methods.

1.5 frumSPlugs - BitMapPlugin

BitMapPlugin

```
MODULE 'Plugins/BitMap'
```

```
<...>
```

DEF bm:PTR TO bitmapplugin

<...>

[PLUGIN,0,NEW bm.bitmapplugin(bmp,left,top,width,height,minterm)],

<...>

INPUTS:

bmp : Pointer to bitmap structure from graphics/gfx to be added to GUI. Required

left,top : Top left corner of piece of bitmap to blit. Required

width,height : Width and height of piece of bitmap to blit. Required

minterm : Minterm to use when blitting. Default: \$C0 (Vanilla copy) Not required

1.6 frumSPlugs - BackDropPlugin

BackDropPlugin

MODULE 'Plugins/BackDrop'

<...>

DEF bd:PTR TO backdropplugin

<...>

[PLUGIN,0,NEW bd.backdropplugin(bmp,left,top,width,height)],

<...>

INPUTS:

bmp : Pointer to bitmap structure from graphics/gfx to be used in backdrop. Required

left,top : Top left corner of piece of bitmap to blit. Required

width,height : Width and height of piece of bitmap to blit. Required

1.7 frumSPlugs - BusyBoxPlugin

BusyBoxPlugin

MODULE 'Plugins/BusyBox'

<...>

DEF bb:PTR TO busyboxplugin

<...>

[PLUGIN,0,NEW bb.busyboxplugin(colorlist,box,resize,pri)]

<...>

END bb

<...>

INPUTS:

colorlist : LIST of INTs specifying which color pens to use. Pens may be repeated and specified in any order you wish. Required

box : Type of box around busybox. One of BEVEL, BEVELR, or 0 for no box.

Not Required

resize : Value specifying the resize flags for EasyGUI. Can be any combination of RESIZEX and RESIZEY. Defaults to both directions. Not required

pri : Priority of the task for the busybox. Defaults to -15. Not Required

METHODS:

.on(bool) : Turn the BusyBox on or off. Defaults to off.

Inputs are bool=FALSE for off and bool=TRUE for on.

EXCEPTIONS:

BBPL : Could not create busybox.

NOTES:

Always END the object.

1.8 frumSPlugs - GaugePlugin

GaugePlugin

MODULE 'Plugins/Gauge'

<...>

DEF gp:PTR TO gaugeplugin

<...>

[PLUGIN,0,NEW gp.gaugeplugin(top,start,dir,box,fillpen,backpen)

<...>

INPUTS:

top : Range of the gauge will be [0,top]. Required

start : Starting value for gauge. Required

dir : Direction of gauge. Must be either RESIZEX or RESIZEY. Defaults to RESIZEX. Not Required

box : Box around gauge. Must be either 0, BEVEL, or BEVELR, for none, beveled box, or recessed box respectively. Defaults to a recessed

box. Not Required

fillpen, backpen : Pens to use for drawing in the gauge. Can be any of the pen specifications in 'intuition/screens.m'. Defaults

to FILLPEN and BACKGROUND PEN respectively. Not Required

METHODS:

.addgauge(num) : Add value num onto the current value for the gauge.

May be positive or negative.

.setgauge(num) : Set the value for the gauge to num.

1.9 frumSPlugs - ImagePlugin

ImagePlugin

MODULE 'Plugins/Image'

<...>

DEF imgp:PTR TO imageplugin

<...>

[PLUGIN,0,NEW imgp.imageplugin(image)

<...>

INPUTS:

image : The image to be displayed. Required

NOTES:

If you want to but a box around the image, use the BEVEL and BEVELR features in EasyGUI.

1.10 frumSPlugs - ImageButtonPlugin

ImageButtonPlugin

MODULE 'Plugins/ImageButton'

<...>

DEF ibp:PTR TO imagebuttonplugin

<...>

[PLUGIN,{actionvalue},NEW ibp.imagebuttonplugin(image,simage,id,toggleselect)

<...>

END ibp

<...>

INPUTS:

image : The image to be used in the button. Required

simage : The image to be shown when button is clicked. If not specified then it uses the first image. Not Required

id : ID to give to the button. Defaults to 0. Not Required

toggleselect : Boolean value determining whether this button should be a toggle gadget or not. Default to FALSE. {i}Not Required

EXCEPTIONS:

IBCL : Could not create the BOOPSI custom class.

NOTES:

Always END the object.

To use this plugin, the utility.library should be open, and its base address should be stored in utilitybase.

The toggleselect option is not yet available. For now, it has no effect.

1.11 frumSPlugs - Credits

Credits

All plugins in these modules were programmed by **Stephen Sinclair**, AKA frumS and Psycho. Amiga E and EasyGUI were created by Wouter van Oortmerssen. Idea for BusyBoxPlugin was from Busy.mcc, a custom class for MUI written by Klaus Melchior.

1.12 frumSPlugs - Contact

Contacting The Author

Please send me any bug reports, comments, ideas, generous donations, etc...

You can contact me via Snail Mail at:

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or via e-mail at:

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Stephen.Sinclair@Digital.MagicNet.Com

1.13 frumSPlugs - History

History

It's version 1, there is no history yet!

1.14 frumSPlugs - Bugs

Bugs

There are currently no known bugs.

If you find one, please **tell me** about it.

1.15 frumSPlugs - Examples

Examples

I suggest taking a look at the examples. I have included both source and executables for them. They are just general examples of how to use these plugins. Feel free to cut, copy, and paste them as much as you want.

More Info

TestPlugins

ImageTest

ImageButtonTest

IffBackDrop

IffBitMap

GaugeTest

BusyBoxExample

1.16 frumSPlugs - Future

Future

- Allow for BusyBox to scroll in the y-axis.
- PopUp Gadgets for any requester, such as file or directory, font...
- Interface for the ColorWheel.gadget and the GradientSlider.gadget and have them communicate.
- Circular Knob gadget.
- Level Meter gadget. (Just a different kind of number display that involves a needle.)
- A drawn scale on the gauge.
- Implement the imagebutton's toggleselect feature.
- Create a delay feature for the busybox. It's slightly too fast when it's the only task doing anything.

That's all I can think of. If you get any even mildly good ideas, please don't hesitate to **tell me!**

I'm sure I'll do my part and think of more ideas, and I hope that this package will continue to grow until my brain leaks. (Which may not be too long from now...)

1.17 frumSPlugs - Copyright

Copyright Information

This software is subject to the "Standard Amiga FD-Software Copyright Note"

It is MAILWARE as defined in paragraph 4b. (I like to know if it's being used or not.)

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