

**in**

<b>COLLABORATORS</b>
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	TITLE :  in		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 31, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## in

### 1.1 aslreqclass.guide

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### 1.2 aslreqclass/--background--

NAME

Class: aslreqclass

Superclass: rootclass

Include File: <bgui/bgui\_asl.h>

FUNCTION

To provide a BOOPSI interface class to all ASL requesters. This class is the superclass of the filereqclass, fontreqclass and screenreqclass. All ASL attributes are tracked by this class.

This class is probably only directly useful to class implementors.

NOTE

All the ASL requester attributes as defined in <libraries/asl.h> are usable with this class. Applicability for these ASL attributes is (ISGU).

SEE ALSO

<libraries/asl.h>

### 1.3 aslreqclass/ASLM\_ALLOCREQUEST

#### NAME

ASLM\_ALLOCREQUEST -- Allocate the requester structure.

#### FUNCTION

A low-level method, mainly useful to class implementors. Allocates and initializes the ASL requester, and returns a pointer to it, or NULL if it fails to allocate the memory.

#### SEE ALSO

ASLM\_DOREQUEST, ASLM\_REQUEST, ASLM\_FREEREQUEST

### 1.4 aslreqclass/ASLM\_DOREQUEST

#### NAME

ASLM\_DOREQUEST -- Pop up the requester.

#### SYNOPSIS

```
rc = DoMethod( obj, ASLM_DOREQUEST );
```

```
ULONG    rc;
```

#### FUNCTION

Sending this method to the object will open the requester.

#### INPUTS

None.

#### RESULT

rc - Any of the following return codes:

ASLREQ\_OK -- Ok. No problems.

ASLREQ\_CANCEL -- The requester was cancelled by the user.

ASLREQ\_ERROR\_NO\_MEM -- Out of memory.

ASLREQ\_ERROR\_NO\_REQ -- It was not possible for the object to allocate a requester structure.

#### EXAMPLE

```
Object    *req;
ULONG     rc;
```

```
/*
 * Open up a requester.
 */
rc = DoMethod( req, ASLM_DOREQUEST );

switch ( rc ) {
    ...
}
```

## 1.5 aslreqclass/ASLM\_FREEREQUEST

### NAME

ASLM\_FREEREQUEST -- Allocate the requester structure.

### FUNCTION

A low-level method, mainly useful to class implementors. Frees the ASL requester if it was previously allocated. No return value defined.

### SEE ALSO

ASLM\_DOREQUEST, ASLM\_ALLOCREQUEST, ASLM\_REQUEST

## 1.6 aslreqclass/ASLM\_REQUEST

### NAME

ASLM\_REQUEST -- Open the requester.

### FUNCTION

A low-level method, mainly useful to class implementors. Pops up the ASL requester that was initialized by the ASLM\_ALLOCREQUEST method. Does not free the requester.

This method will return FALSE on failure or cancellation, non-zero if successful.

A typical ASLM\_DOREQUEST method looks like this:

```
struct FileRequester *req;

req = (struct FileRequester *)DoMethodA(obj, ASLM_ALLOCREQUEST);

SetAttrsA(obj, myAslTags); // Any tags you want to set
DoMethodA(obj, ASLM_REQUEST);

strcpy(FileBuffer, req->fr_File); // Get what you need

DoMethodA(obj, ASLM_FREEREQUEST); // Free it
```

### SEE ALSO

ASLM\_DOREQUEST, ASLM\_ALLOCREQUEST, ASLM\_FREEREQUEST

## 1.7 aslreqclass/OM\_SET

### NAME

OM\_SET -- Set attributes.

### FUNCTION

Set attributes of the filerequester. This method will return 0 if the attributes were set OK. On failure it will return ASLREQ\_ERROR\_NO\_MEM indicating that the change could not be made.

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## 1.8 aslreqclass/ASLREQ\_[Left,Top,Width,Height]

### NAME

ASLREQ\_Left, ASLREQ\_Top, ASLREQ\_Width, ASLREQ\_Height -- ( ULONG )

### FUNCTION

To obtain the current position and size of the filerequester.

### APPLICABILITY

(ISG).

## 1.9 aslreqclass/ASLREQ\_Type

### NAME

ASLREQ\_Type -- ( ULONG ) \*\* V40 \*\*

### FUNCTION

To specify the type of ASL requester. See <libraries/asl.h> for the types available.

### DEFAULT

ASL\_FileRequester.

### APPLICABILITY

(ISG).

### SEE ALSO

<libraries/asl.h>@endnode