

**in**

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	<i>TITLE :</i>  in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 28, 2025	

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

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# Chapter 1

## in

### 1.1 ModuleInformation

```
ShowModule v1.10 (c) 1992 $#%!
now showing: "tools/easygui.m"
NOTE: don't use this output in your code, use the module instead.

/* osvers: 37+ */

/* this module contains 11068 bytes of code! */

/* ... and 46 reloc entries */

PROC easygui(windowtitle,gui,info=0,screen=0,textattr=0,newmenus=0)
PROC guiinit(windowtitle,gui,info=0,screen=0,textattr=0,newmenus=0)
PROC setscrollvisible(gh,gad,visible)
PROC setlistvselected(gh,gad,active)
PROC setscrolltotal(gh,gad,total)
PROC guimessage(guihandle)
PROC setinteger(gh,gad,new)
PROC setcycle(gh,gad,active)
PROC disposegui(gui,x=0)
PROC setmx(gh,gad,active)
PROC setstr(gh,gad,new)
PROC cleangui(guihandle)
PROC setslide(gh,gad,new)
PROC setscrolltop(gh,gad,top)
PROC findgadget(gh,list)
PROC setcheck(gh,gad,bool)
PROC setlistvlabels(gh,gad,labs)

/* 1 private global variable(s) in this module */

(----) OBJECT guihandle
( 0)   wnd:PTR TO window
( 4)   sig:LONG
(----) ENDOBJECT      /* SIZEOF=68 */

CONST RENDERFIXED=19,
      NUM=17,
      MX=10,
```

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```
BEVELR=5,  
SCROLL=13,  
LISTV=9,  
MAXGUI=27,  
EQROWS=1,  
ROWS=0,  
SPACE=25,  
SPACEH=24,  
RENDER=18,  
IMAGE=22,  
SPACEV=26,  
BAR=23,  
SLIDE=14,  
TEXT=16,  
CHECK=7,  
STR=15,  
EQCOLS=3,  
COLS=2,  
PALETTE=12,  
IBUTTON=21,  
SBUTTON=20,  
BUTTON=6,  
INTEGER=8,  
CYCLE=11,  
BEVEL=4
```