

datatypes

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Chapter 1

datatypes

1.1 datatypes.doc

```
--background--
--rexxhost--
AddDTObject ()
DisposeDTObject ()
DoAsyncLayout ()
DoDTMethodA ()
GetDTAttrsA ()
GetDTMethods ()
GetDTString ()
GetDTTriggerMethods ()
NewDTObjectA ()
ObtainDataTypeA ()
PrintDTObjectA ()
RefreshDTObjectA ()
ReleaseDataType ()
RemoveDTObject ()
SetDTAttrsA ()
```

1.2 datatypes.library/--background--

PURPOSE

The datatypes.library provides transparent data handling abilities to applications. Application developers can register their data format with datatypes.library and provide a class library for handling their data within other applications.

OVERVIEW

- * Object Oriented

datatypes.library implementation is object oriented, using the boopsi functions of Intuition. Each data class is implemented as a shared system library.

- * Embedded Objects

`datatypes.library` provides the ability to embed different object types within an application. For example, an application can embed an picture object or even an AmigaGuide document browser within their application's window. Objects can also be embedded within other objects.

* Gadget-like

Embedded objects are actually boopsi gadgets. That means that input handling is done on Intuition's task. Time intensive operations, such as layout when the window size changes, are off-loaded to a sub-process. Printing, clipboard operations, file read/write are also off-loaded to a separate process on an as-needed basis.

* Trigger Methods

Sometimes it is necessary for an application to provide additional controls for navigating through an object. For example, with an AmigaGuide object it is necessary to have controls for "Contents", "Index", "Browse >", "Browse <". Each class implements a method that returns the trigger methods, and the appropriate labels, that a class supports.

* Format Conversion

As long as the objects are sub-classes of the same class, data from one format can be written out as another format. For example, it is possible to read in an ILBM file and write out a JPEG file, since both data types are sub-classes of PICTURE.

* Future Compatible

Each class implements a method that returns the supported methods within a class. This way an application can ask an object if it is capable of any particular method, such as `DTM_WRITE` for example.

* Data Type Detection

`datatypes.library` provides the ability to examine a file or the clipboard to determine what type of data it contains.

1.3 `datatypes.library/--rexxhost--`

HOST INTERFACE

`datatypes.library` provides an ARexx function host interface that enables ARexx programs to take advantage of the features of data types. The functions provided by the interface are directly related to the functions described herein, with the differences mostly being in the way they are called.

The function host library vector is located at offset -30 from the library. This is the value you provide to ARexx in the

AddLib() function call.

FUNCTIONS

ExaminedT(FILENAME/A,VARIABLENAME,STEM/S,VAR/S)

EXAMPLE

```
/* datatypes.rexx */
PARSE ARG fname
OPTIONS RESULTS

/* Load the datatypes.library as a function host */
IF ~SHOW('L','datatypes.library') THEN
  CALL ADDLIB('datatypes.library',0,-30)

IF fname="" THEN DO
  SAY "Usage:"
  SAY "  rx datatypes <filename>"
  EXIT
END

SAY 'var test'
type = ExaminedT(fname,,VAR)
SAY type

SAY 'stem test'
CALL ExaminedT(fname,dtstem.,STEM)

SAY '      Disk Key:' dtstem.DiskKey
SAY 'Dir Entry Type:' dtstem.DirEntryType
SAY '      File Name:' dtstem.FileName
SAY '      Protection:' dtstem.Protection
SAY '      Entry Type:' dtstem.EntryType
SAY '      Size:' dtstem.Size
SAY '      Blocks:' dtstem.NumBlocks
SAY '      Date:' dtstem.Date
SAY '      Comment:' dtstem.Comment
SAY '      Type:' dtstem.BaseType
SAY '      File Type:' dtstem.DataType
SAY '      Base Name:' dtstem.BaseName
EXIT
```

1.4 datatypes.library/AddDTObject

NAME

AddDTObject - Add an object to a window or requester. (V39)

SYNOPSIS

```
realposition = AddDTObject (window, requester, object, position);
d0              a0          a1          a2          d0
```

```
LONG AddDTObject (struct Window *, struct Requester *,
                  Object *, LONG);
```

FUNCTION

This function adds a single object to the gadget list of the given

window or requester at the position in the list specified by the position argument.

When the object is added to the gadget list, the object will receive a GM_LAYOUT message with the gpl_Initial field set to one.

INPUTS

window - Pointer to the window.

requester - Must be NULL.

object - Pointer to an object as returned by NewDTObjectA().

position - Integer position in the list for the new gadget.
-1 to add to the end of the list.

RETURNS

Returns the position of where the object was actually added.

SEE ALSO

RemovedTObject(), intuition.library/AddGLList()

1.5 datatypes.library/DisposeDTObject

NAME

DisposeDTObject - Delete a data type object. (V39)

SYNOPSIS

```
DisposeDTObject (o);  
                a0
```

```
VOID DisposeDTObject (Object *);
```

FUNCTION

This function is used to dispose of a data type object that was obtained with NewDTObjectA().

INPUTS

o - Pointer to an object as returned by NewDTObjectA().
NULL is a valid input.

SEE ALSO

NewDTObjectA()

1.6 datatypes.library/DoAsyncLayout

NAME

DoAsyncLayout - Call the DTM_ASYNC_LAYOUT method on a separate process. (V39)

SYNOPSIS

```
retval = DoAsyncLayout (object, gpl);
d0          a0          a1
```

```
ULONG DoAsyncLayout (Object *, struct gpLayout *);
```

FUNCTION

This function is used to asynchronously perform the object's DTM_ASYNC_LAYOUT method. This is used to offload the layout method from input.device.

The DTM_ASYNC_LAYOUT method must exit when SIGBREAKF_CTRL_C signal is set. This indicates that the data has become obsolete and the DTM_ASYNC_LAYOUT method will be called again.

INPUTS

object - Pointer to the data types object.
gpl - Pointer to a gpLayout message.

RETURNS

SEE ALSO

1.7 datatypes.library/DoDTMethodA

NAME

DoDTMethodA - Do a datatypes method. (V39)

SYNOPSIS

```
retval = DoDTMethodA (o, win, req, msg);
d0          a0 a1    a2    a3
```

```
ULONG DoDTMethodA (Object *, struct Window *,
                  struct Requester *, Msg);
```

```
retval = DoDTMethod (o, win, req, data, ...);
```

```
ULONG DoDTMethod (Object *, struct Window *,
                  struct Requester *, ULONG, ...);
```

FUNCTION

This function is used to perform a datatypes method.

INPUTS

o - Pointer to an object as returned by NewDTObjectA().
win - Window that the object is attached to.
req - Requester that the object is attached to.
msg - The message to send to the object.

RETURNS

Returns the value returned by the method.

SEE ALSO

```
intuition.library/DoGadgetMethod()
```

1.8 datatypes.library/GetDTAttrsA

NAME

GetDTAttrsA - Obtain attributes for an object. (V39)

SYNOPSIS

```
retval = GetDTAttrsA (o, attrs);  
d0          a0  a2  
  
ULONG GetDTAttrsA (Object *, struct TagItem *);  
  
retval = GetDTAttrs (o, tag1, ...);  
  
ULONG GetDTAttrs (Object *, Tag tag1, ...);
```

FUNCTION

This function is used to get the attributes of a data type object.

INPUTS

o - Pointer to an object as returned by NewDTObjectA().

attrs - Attributes to get, terminated with TAG_DONE. The data element of each pair contains the address of the storage variable.

RETURNS

retval - Contains the number of attributes the system was able to obtain.

SEE ALSO

SetDTAttrsA(), intuition.library/GetAttr()

1.9 datatypes.library/GetDTMethods

NAME

GetDTMethods - Obtain methods an object supports. (V39)

SYNOPSIS

```
methods = GetDTMethods (object);  
d0          a0  
  
ULONG GetDTMethods (Object *);
```

FUNCTION

This function is used to obtain a list of methods that an object supports.

INPUTS

object - Pointer to an object as returned by NewDTObjectA().

RETURNS

Returns a pointer to a ~0 terminated ULONG array. This array is only valid until the object is disposed off.

SEE ALSO

GetDTTriggerMethods()

1.10 datatypes.library/GetDTString

NAME

GetDTString - Obtain a DataTypes string. (V39)

SYNOPSIS

```
str = GetDTString (id);  
d0          d0  
  
STRPTR GetDTString (ULONG id);
```

FUNCTION

This function is used to obtain a pointer to a localized DataTypes string.

INPUTS

id - ID of the string to obtain.

RETURNS

A pointer to a NULL terminated string.

SEE ALSO

1.11 datatypes.library/GetDTTriggerMethods

NAME

GetDTTriggerMethods - Obtain trigger methods supported by an object (V39)

SYNOPSIS

```
methods = GetDTTriggerMethods (object);  
d0          a0  
  
struct DTMethods *GetDTTriggerMethods (Object *);
```

FUNCTION

This function is used to obtain a list of trigger methods that an object supports. This is so that an application can provide the appropriate controls for an object. For example, an AmigaGuide object needs controls for "Contents", "Index", "Retrace", "Browse <", and "Browse >",

INPUTS

object - Pointer to an object as returned by NewDTObjectA().

RETURNS

Returns a pointer to a NULL terminated DTMethod list. This list is only valid until the object is disposed off.

EXAMPLE

To call the method:

```
DoMethod (object, DTM_TRIGGER, dtm[button]->dtm_Method);
```

SEE ALSO

GetDTMethods()

1.12 datatypes.library/NewDTObjectA

NAME

NewDTObjectA - Create an data type object. (V39)

SYNOPSIS

```
o = NewDTObjectA (name, attrs);
d0                d0    a0
```

```
Object *NewDTObjectA (APTR, struct TagItem *);
```

```
o = NewDTObject (name, tag1, ...);
```

```
Object *NewDTObject (APTR, Tag tag1, ...);
```

FUNCTION

This is the method for creating datatype objects from 'boopsi' classes. Boopsi' stands for "basic object-oriented programming system for Intuition".)

You further specify initial "create-time" attributes for the object via a TagItem list, and they are applied to the resulting datatype object that is returned.

INPUTS

name - Name of the data source. Usually an existing file name.

attrs - Pointer to a taglist containing additional arguments.

TAGS

DTA_SourceType - Specify the type of source data; such as coming from a file or clipboard (defaults to DTST_FILE). If source type is clipboard, then the name field contains the numeric clipboard unit.

DTA_Handle - Can optionally be used instead of the name field. Must be a valid FileHandle if DTA_SourceType is DTST_FILE. Must be a valid IFFHandle if DTA_SourceType is DTST_CLIPBOARD.

DTA_DataType - Specify the class of data. Data is a pointer to a valid DataType. This is only used when attempting to create a new object that doesn't have any source data.

DTA_GroupID - Specify that the object must be of this type, or NewDTObject() will fail with IoErr() of ERROR_OBJECT_WRONG_TYPE.

GA_Left, GA_RelRight, GA_Top, GA_RelBottom, GA_Width, GA_RelWidth, GA_Height, GA_RelHeight - Specify the placement of the object within the destination window.

GA_ID - Specify the object ID.

GA_UserData - Specify the application specific data for the object.

RETURNS

A boopsi object, which may be used in different contexts such as a gadget or image, and may be manipulated by generic functions. You eventually free the object using DisposeDTObject().

A NULL return indicates failure. Use IoErr() to get error value. Following is a summary of the error number used and there meaning as it relates to DataTypes.

ERROR_REQUIRED_ARG_MISSING - Indicates that a required attribute wasn't passed in.

ERROR_BAD_NUMBER - An invalid group ID was passed in.

ERROR_OBJECT_WRONG_TYPE - Object data type doesn't match DTA_GroupID.

ERROR_NO_FREE_STORE - Not enough memory.

DTEERROR_UNKNOWN_DATATYPE - Unable to open the class library associated with the data type.

DTEERROR_COULDNT_OPEN - Unable to open the data object.

ERROR_NOT_IMPLEMENTED - Unknown handle type.

NOTES

This function invokes the OM_NEW "method" for the class specified.

EXAMPLE

```
STRPTR fileName = "s:startup-sequence"
Object *o;

/* Simplest use is to just open an existing file */
if (o = NewDTObject ((APTR)fileName, NULL))
{
    /* Free the object when we are done with it */
    DisposeDTObject (o);
}
```

SEE ALSO

AddDTObject(), DisposeDTObject(), RemovedDTObject(), intuition.library/NewObjectA()

1.13 datatypes.library/ObtainDataTypeA

NAME

ObtainDataTypeA - Examines a handle and return its DataType.
(V39)

SYNOPSIS

```
dtn = ObtainDataTypeA (type, handle, attrs);
d0          d0      a0      a1

struct DataType *ObtainDataTypeA (ULONG, APTR, struct TagItem *);

dtn = ObtainDataType (type, handle, tag1, ...);

struct DataType *ObtainDataType (ULONG, APTR, Tag tag1, ...);
```

FUNCTION

This function examines the data that the handle points to, and returns a DataType record that describes the data.

INPUTS

type - Type of handle.

handle - Handle to examine.
For DTST_FILE, handle must be BPTR lock.
For DTST_CLIPBOARD, handle must be struct IFFHandle *.

attrs - Additional attributes (currently none are defined).

NOTES

The datatypes.library maintains a sorted list of all the DataType descriptors. The descriptor can consist of a function, a data mask for the first 64 bytes of the data, and a name pattern.

The sort order for the list is:

- Descriptors with a function and no mask or name pattern.
- Descriptors with a function and a mask or name pattern.
- Descriptors with no function and a mask or name pattern.

Within each group, they are also sorted in descending priority and descending mask length.

RETURNS

Success returns a pointer to a DataType. You must call FreeDataType() when you are done with the handle.

A NULL return indicates failure. Use IoErr() to get error value. Following is a summary of the error number used and there meaning as it relates to DataTypes.

- ERROR_NO_FREE_STORE - Not enough memory.
- ERROR_OBJECT_NOT_FOUND - Unable to open the data object.
- ERROR_NOT_IMPLEMENTED - Unknown handle type.

SEE ALSO

FreeDataType()

1.14 datatypes.library/PrintDTObjectA

NAME

PrintDTObjectA - Call the DTM_PRINT method on a separate process.
(V39)

SYNOPSIS

```
retval = PrintDTObjectA (object, window, requester, msg);
d0          a0          a1          a2          a3

ULONG PrintDTObjectA (Object *, struct Window *, struct Requester *,
                     struct dtPrint *);

retval = PrintDTObject (object, window, requester, data, ...);

ULONG PrintDTObject (Object *, struct Window *, struct Requester *,
                     ULONG, ...);
```

FUNCTION

This function is used to asynchronously perform the object's DTM_PRINT method.

Once the application has performed the PrintDTObjectA() function, it must not manipulate the printerIO union until it receives a IDCMP_IDCMPUPDATE message that contains the DTA_PrinterStatus tag.

To abort a print, the application sends the DTM_ABORTPRINT method to the object. This in turn signals the print process with a SIGBREAKF_CTRL_C.

INPUTS

object - Pointer to the DataTypes object.
window - Pointer to the window that the object has been added to.
requester - Pointer to the requester that the object has been added to.

RETURNS

Returns TRUE if successful, FALSE on error.

SEE ALSO

1.15 datatypes.library/RefreshDTObjectA

NAME

RefreshDTObjectA - Refresh a datatypes object. (V39)

SYNOPSIS

```
RefreshDTObjectA (object, window, req, attrs)
                  a0          a1          a2    a3

VOID RefreshDTObjectA (Object *, struct Window *,
                     struct Requester *, struct TagItem *);
```

```
RefreshDTObject (object, window, req, tag1, ...);
```

```
VOID RefreshDTObject (Object *, struct Window *,
                      struct Requester *, Tag tag1, ...);
```

FUNCTION

Refreshes the specified object, by sending the GM_RENDER method to the object.

INPUTS

object - Pointer to an object as returned by NewDTObjectA().

window - Pointer to the window.

req - Must be NULL.

attrs - Additional attributes (currently none are defined).

SEE ALSO

AddDTObject(), RemoveDTObject(), intuition.library/RefreshGList()

1.16 datatypes.library/ReleaseDataType

NAME

ReleaseDataType - Release a DataType structure. (V39)

SYNOPSIS

```
ReleaseDataType (dtn);
                a0
```

```
VOID ReleaseDataType (struct DataType *);
```

FUNCTION

This function is used to release a DataType structure obtained by ObtainDataTypeA().

INPUTS

dtn - DataType structure returned by ObtainDataTypeA(). NULL is a valid input.

SEE ALSO

ObtainDataTypeA()

1.17 datatypes.library/RemoveDTObject

NAME

RemoveDTObject - Remove an object from a window. (V39)

SYNOPSIS

```
position = RemoveDTObject (window, object);
d0                a0      a1
```

```
LONG RemovedDTObject (struct Window *, Object *);
```

FUNCTION

Removes the object from the window's object list. This will wait until the AsyncLayout process is complete. The object will receive a DTM_REMOVEDTOBJECT message to inform the object it has been removed.

INPUTS

window - Pointer to the window.

object - Pointer to an object as returned by NewDTObjectA().

RETURNS

Returns the ordinal position of the removed object. If the object wasn't found in the appropriate list then a -1 is returned.

SEE ALSO

AddDTObject(), intuition.library/RemoveGList()

1.18 datatypes.library/SetDTAttrsA

NAME

SetDTAttrsA - Set attributes for an object. (V39)

SYNOPSIS

```
retval = SetDTAttrsA (o, win, req, attrs);
d0          a0  a1  a2  a3
```

```
ULONG SetDTAttrsA (Object *, struct Window *, struct Requester *,
                  struct TagItem *);
```

```
retval = SetDTAttrs (o, win, req, tag1, ...);
```

```
ULONG SetDTAttrs (Object *, struct Window *, struct Requester *,
                  Tag tag1, ...);
```

FUNCTION

This function is used to set the attributes of a data type object.

INPUTS

o - Pointer to an object as returned by NewDTObjectA().

win - Window that the object has been added to.

attrs - Attributes to set, terminated with TAG_DONE.

TAGS

see <datatypes/datatypesclass.h> for tags.

SEE ALSO

GetDTAttrsA(), intuition.library/SetGadgetAttrsA()