

Libraries

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Libraries

1.1 Amiga® RKM Libraries: 3 Intuition Screens

Intuition screens are the basis of any display Intuition can make. Screens determine the fundamental characteristics of the display such as the resolution and palette and they set up the environment for multiple, overlapping windows that makes it possible for each application to have its own separate visual context. This chapter shows how to use existing screens and how to create new screens.

Types of Screens	Overscan and the Display Clip
Screen Data Structures	Intuition Screens and the Graphics Library
Custom Screen Functions	Advanced Screen Programming
Public Screen Functions	Other Screen Functions
DrawInfo and the 3D Look	Function Reference

1.2 3 Intuition Screens / Types of Screens

Screens are important because they determine the basic resolution and maximum number of colors in the display. Once a screen is set up, these attributes cannot be changed so any graphics work done on a given screen is restricted to that screen's resolution and number of colors. Hence, the type of screen used is a basic design decision.

With Intuition screens, a video display can be created in any one of the many Amiga display modes. The basic parameters of the video display such as resolution, total size, frame rate, genlock compatibility, support of screen movement and number of colors are defined by these modes. There are currently four basic modes available on all Amiga models. These basic modes work with conventional monitors (15 kHz scan rate) and older versions of the operating system.

Table 3-1: Basic Amiga Display Modes

Basic Amiga Display Modes	Resolution NTSC	Maximum PAL	Supports Colors	HAM/EHB*
------------------------------	--------------------	----------------	--------------------	----------

-----	-----	-----	-----	-----
Lores	320x200	320x256	32 of 4096	Yes
Lores-Interlaced	320x400	320x512	32 of 4096	Yes
Hires	640x200	640x256	16 of 4096	No
Hires-Interlaced	640x400	640x512	16 of 4096	No

* HAM and EHB modes provide for additional colors with some restrictions.

With Release 2 of the operating system, many other display modes are available (these usually require a special monitor or ECS). All these display modes, including the specialized modes, are integrated through the graphics library display database. See the "Graphics Primitives" chapter for a complete list of all Amiga display modes.

Multiple Screens
Public Screens and Custom Screens
Screen Components

1.3 3 / Types of Screens / Multiple Screens

All Intuition display objects (such as windows and menus) take graphical characteristics from the screen. These objects are restricted to the same resolution and maximum number of colors as the screen they operate in. Other characteristics such as the palette, pens and fonts are inherited from the screen (but may be changed on a case by case basis).

This is not too much of a restriction because the Amiga can maintain multiple screens in memory at the same time. In other words, one application can use a high resolution screen (with 16 colors) while another application uses a low resolution screen (with 32 colors) at the same time. Screens typically take up the entire viewing area so only one is usually visible. But screens can be moved up and down or rearranged allowing the user (or application) to move between screens easily.

1.4 3 / Types of Screens / Public Screens and Custom Screens

An application may choose to use an existing screen or to create its own screen. For instance, the normal Amiga startup process opens the Workbench screen (Workbench is the Amiga's default user interface). Any application is free to use the Workbench screen instead of opening a new one. Screens that can be shared this way are called public screens.

Public screens are a new feature of Release 2 (V36). In older versions of the OS, only the Workbench screen could be shared. Now any screen may be set up as a public screen so that other applications may use it.

The use of an existing public screen, like the Workbench screen, requires little effort by the application and does not use up any memory. However, using Workbench or another existing public screen means some flexibility

is lost; the resolution, maximum number of colors and other attributes are already set. If the application cannot function under these limitations, it may open its own custom screen.

Custom screens allow for complete control of the display space so an application can get exactly the kind of display it wants. However, since creating a new, custom screen uses up memory, they should only be used when there are no suitable public screens available.

Owners of a custom screen can keep their screen private, or they may allow other applications to share their screen by registering the screen with the operating system as a public screen. See the section on "Public Screen Functions" later in this chapter for more about public screens and Workbench.

1.5 3 / Types of Screens / Screen Components

Screens have very little visual impact, they simply provide a resolution specific area to place other objects such as windows and menus. Screens have no borders. Only the title bar marks the screen limits (specifying the left and top edges, and the width of the screen), and the title bar may be hidden, or obscured by graphics or windows.

The title bar also serves as the menu bar when the user presses the menu button on the mouse. The menu bar area is shared by all applications operating within the screen.

Within the title bar, there are two gadgets: a screen drag gadget and a depth-arrangement gadget. The screen drag gadget allows the screen to be moved up and down. The depth-arrangement gadget allows the screen to be placed in front or behind all other screens.

Figure 3-1: An Intuition Screen (Workbench)

Screens are always rectangular, and the areas at the sides and bottom of the display that are not within the screen's limits are filled with the background color. The area above all visible screens is filled with the background color of the highest screen. These areas surrounding the screen (normally unused) are known as the overscan area. The Amiga display system allows the overscan area to be used for graphics under special circumstances (see the section on "Overscan and the Display Clip" later in this chapter).

1.6 3 Intuition Screens / Screen Data Structures

The Amiga uses color registers and bitplane organization as its internal representation of display data. Screens require a color table and display raster memory for each bitplane. This is the memory where imagery is rendered and later translated by the hardware into the actual video display. This information is contained in data structures from the Amiga's graphics library.

A ViewPort is the main data structure used by the graphics library to represent a screen. Pointers to each of the screen's bitplanes are stored in the graphics library BitMap structure. Color table information is stored in a graphics structure called a ColorMap. And the screen's drawing and font information is stored in the RastPort structure.

The graphics RastPort structure is a general-purpose handle that the graphics library uses for drawing operations. Many Intuition drawing functions also take a RastPort address as a parameter. This makes sense since the RastPort structure contains drawing variables as well as a pointer to the BitMap telling where to draw. See the "Graphics Primitives" chapter for more information on these structures and how they are used.

The Intuition Screen Data Structure Other Screen Data Structures

1.7 3 / Screen Data Structures / The Intuition Screen Data Structure

The structures mentioned above are unified along with other information in Intuition's Screen data structure defined in the include file <intuition/screens.h>. Notice that the Screen structure contains instances of a ViewPort, RastPort and BitMap.

```
struct Screen
{
    struct Screen *NextScreen;
    struct Window *FirstWindow;
    WORD LeftEdge, TopEdge, Width, Height;
    WORD MouseY, MouseX;
    UWORD Flags;
    UBYTE *Title, *DefaultTitle;
    BYTE BarHeight, BarVBorder, BarHBorder, MenuVBorder, MenuHBorder;
    BYTE WBotTop, WBotLeft, WBotRight, WBotBottom;
    struct TextAttr *Font;
    struct ViewPort ViewPort;
    struct RastPort RastPort;
    struct BitMap BitMap;
    struct Layer_Info LayerInfo;
    struct Gadget *FirstGadget;
    UBYTE DetailPen, BlockPen;
    UWORD SaveColor0;
    struct Layer *BarLayer;
    UBYTE *ExtData, *UserData;
};
```

In general, applications don't need to access the fields in the Screen structure directly; they use Intuition functions to manipulate the screen instead. Likewise, applications do not set up the Screen themselves; they use one of the OpenScreen() calls. Here is a description of some of the more interesting members of the Screen structure (it is not meant to be a complete description of all the fields).

LeftEdge, TopEdge

The `LeftEdge` and `TopEdge` variables give the position of the screen relative to the upper left corner of the monitor's visible display (as set by the user in the Overscan preferences editor). If it is positioned down or to the right, the values are positive. If the screen is positioned up or to the left, the values are negative. The values are in screen resolution pixels. In systems prior to V36, `LeftEdge` positioning is ignored and negative `TopEdge` positions are illegal.

The screen position may be set when the screen is opened or later by calling the `MoveScreen()` function. Note that the screen's actual display position may not exactly equal the coordinates given in the `LeftEdge` and `TopEdge` fields of the `Screen` structure. This can cause a window which is opened in the visible part of the screen to be incorrectly positioned by a few pixels in each direction. This complication is due to hardware constraints that limit the fineness of screen positioning. For instance, high resolution screens can only be positioned in low resolution pixel coordinates, yet the values in the `LeftEdge` and `TopEdge` use high resolution pixel coordinates. So when the screen is displayed, its position is rounded to a position available for the monitor.

`MouseX`, `MouseY`

Position of the mouse with respect to the upper left corner of the screen.

`ViewPort`, `RastPort`, `BitMap`, `LayerInfo`

Actual instances of the graphics library data structures associated with this screen (not pointers to structures). For normal use of custom screens, these structures may be ignored.

`BarLayer`

A pointer to the `Layer` structure for the screen's title bar.

`WBorTop`, `WBorLeft`, `WBorRight`, `WBorBottom`

Window border values, see the "Intuition Windows" chapter for information on pre-calculating the size of window borders for windows that open in this screen.

`Font`

The default screen font, this can be used to pre-calculate the size of the window borders for windows that open in this screen.

`UserData`

Free for application use.

Other `Screen` structure members provide information on the title bar layer, and attributes of menus and windows opened in the screen. Of particular interest are the values that allow precalculation of window border size. These variables will be discussed in the chapter "Intuition Windows".

1.8 3 / Screen Data Structures / Other Screen Data Structures

In addition to the `Screen` structure, Intuition uses some other supporting structures defined in the include file `<intuition/screens.h>` and in

<utility/tagitems.h>. (See the Amiga ROM Kernel Reference Manual: Includes and Autodocs for a complete listing.)

Table 3-2: Data Structures Used with Intuition Screens

Structure Name	Description	Defined in Include File
Screen	Main Intuition structure that defines a screen (see above)	<intuition/screens.h>
DrawInfo	Holds the screen's pen, font and aspect data for Intuition	<intuition/screens.h>
TagItem	General purpose parameter structure used to set up screens in V36	<utility/tagitem.h>
NewScreen	Parameter structure used to create a screen in V34	<intuition/screens.h>
ExtNewScreen	An extension to the NewScreen structure used in V37 for backward compatibility with older systems	<intuition/screens.h>

As previously mentioned, there is an Intuition Screen structure (and a corresponding graphics ViewPort) for every screen in memory. Under Release 2, whenever a new screen is created, Intuition also creates an auxiliary data structure called a DrawInfo.

The DrawInfo structure is similar to a RastPort in that it holds drawing information. But where a RastPort is used at the lower graphics level, the DrawInfo structure is used at the higher Intuition level. Specifically, DrawInfo contains data needed to support the New Look of Intuition in Release 2. (For more information see the section below, "DrawInfo and the 3D Look".)

Another new feature of Release 2 is tag items. A TagItem is a general purpose parameter structure used to pass arguments to many of the functions in the Release 2 system software. Each tag consists of a LONG tag ID (ti_Tag) and a LONG tag data value (ti_Data). With screens, tag items are used to describe the attributes an application wants for a new, custom screen. Tag items replace the NewScreen structure, the set of parameters used in older versions of the OS to set up a screen.

Applications may wish to use tag items to set up a new screen instead of the NewScreen structure since tag items are often more convenient. For the sake of backwards compatibility, the ExtNewScreen structure is available. ExtNewScreen combines the NewScreen method used to define screens in older versions of the OS with the tag item method used in Release 2. The examples listed in the next section show how these various data structures can be used to set up a new screen.

1.9 3 Intuition Screens / Custom Screen Functions

All applications require a screen to work in. This can be an existing, public screen or a new, custom screen created by the application itself. To create a new, custom screen to work with, you call `OpenScreen()` or one of its variants.

Table 3-3: Custom Screen Functions

<code>OpenScreenTags()</code>	Create a new, custom screen from a tag list.
<code>OpenScreenTagList()</code>	Use either one of these with Release 2 (V36) or later versions of the OS.
<code>OpenScreen()</code>	Create a new, custom screen from an <code>ExtNewScreen</code> structure. Use this if your application must be compatible with 1.3 (V34) or earlier versions of the operating system.
<code>CloseScreen()</code>	Close a custom screen and free the memory it used.

Creating A New Custom Screen Screen Attributes

1.10 3 / Custom Screen Functions / Creating A New Custom Screen

There are three functions you can use to open a custom screen: `OpenScreen()`, `OpenScreenTags()` or `OpenScreenTagList()`. Prior to Release 2 (V36), `OpenScreen()` was used to create a new screen. With V36 and later versions of the operating system, this call is superseded by `OpenScreenTagList()` and `OpenScreenTags()`.

```
struct Screen *OpenScreen( struct NewScreen *)
struct Screen *OpenScreenTagList( struct NewScreen * , struct TagItem *)
struct Screen *OpenScreenTags( struct NewScreen *, ULONG, ULONG, ... )
```

The old `OpenScreen()` call relied on a fixed size data structure (`NewScreen`) which made little allowance for extensions and growth. The new calls are tag based, allowing for the addition of new features without modification of existing structures and applications. The "Screen Attributes" section below contains a complete list of all the tag options available for setting up an Intuition screen. For a general description of tag items, see the "Utility Library" chapter.

A Custom Screen Example

Creating A Custom Screen that Works With Older Systems

Return Values from `OpenScreenTagList()`

Closing the Screen

1.11 3 // Creating A New Custom Screen / A Custom Screen Example

There are so many tag options available with screens it can be a bit overwhelming. Before discussing more details, it may be helpful to look at a simple example. The code below opens a new, custom screen using the `OpenScreenTags()` call. The example uses just two tag items (`SA_Depth` and `SA_Pens`) which provide the minimum attributes needed to make a screen that uses the new 3D look of Intuition available in Release 2. (See the section on "DrawInfo and the 3D Look" below for more information.)

```
newlookscreen.c
```

The example above runs only under Release 2 (V36) and later versions of the OS. To make a custom screen that works under both Release 2 and earlier versions of the operating system, use the original `OpenScreen()` function.

The `NewScreen` structure used with `OpenScreen()` has been extended with a tag list in V36 to form an `ExtNewScreen`. This is done by setting the `NS_EXTENDED` bit in the `Type` field of the `NewScreen` structure and adding a pointer to an array of tags to the end of the structure. The `NS_EXTENDED` bit is ignored in older versions of the operating system, so the tags can be transparently added to existing applications and the features will appear when executed in a system running V36 or greater. See the `OpenScreen()` Autodocs and the include file `<intuition/screens.h>` for more information on `NS_EXTENDED` and the `ExtNewScreen` structure.

1.12 3 /// Creating A Custom Screen that Works With Older Systems

Here's an example of how to use the old `OpenScreen()` call with an `ExtNewScreen` structure to make a new, custom screen under any version of the Amiga operating system. If the version is V36 or later, additional Release 2 features specified via tags, in this case the new 3D look of Intuition, will be incorporated in the window.

```
screen34to37.c
```

As you can see from the examples above, there are many ways to create a new, custom screen. Further references to "`OpenScreenTagList()`" in this manual are referring to any one of the three calls: `OpenScreenTagList()`, `OpenScreenTags()`, or `OpenScreen()` used with tags in an `ExtNewScreen` as shown above.

1.13 3 // Creating Custom Screen / Return Values from `OpenScreenTagList()`

`OpenScreenTagList()` and its variants return a pointer to a `Screen` structure on the successful creation of a new screen and `NULL` on failure. With V36, the call now supports extended error codes on failure. The error returns provide information on the type of failure, giving the application a greater chance of recovery. To get the extended error code, you need to use the `SA_ErrorCode` tag; the code itself will be placed into the `LONG` pointed to by the `TagItem.ti_Data` field. Here are the codes:

OSERR_NOMONITOR

The monitor needed to display the requested mode is not available. An example of this error would be opening a Productivity mode screen on a system without a VGA or multisync monitor.

OSERR_NOCHIPS

Newer custom chips are required for this screen mode. For instance, the ECS Denise is required for the productivity modes.

OSERR_NOMEM

Could not allocate enough memory.

OSERR_NOCHIPMEM

Could not allocate enough Chip memory.

OSERR_PUBNOTUNIQUE

Could not create public screen--name already used. The system requires that public screen names be unique.

OSERR_UNKNOWNMODE

Display mode requested was not recognized. The system does not understand the value specified with the SA_DisplayID tag.

1.14 3 // Creating A New Custom Screen / Closing the Screen

When an application has finished using a screen, the memory that the screen occupied should be returned to the system by calling `CloseScreen()`. Normally, an application should close only those screens that it created. Under V34 and earlier versions of the OS, `CloseScreen()` returns no values. Under Release 2, `CloseScreen()` returns a boolean value, `TRUE` for success and `FALSE` for failure. `CloseScreen()` can fail if the screen is public and another task is still using the screen.

1.15 3 / Custom Screen Functions / Screen Attributes

The sections above discuss only the basic functions and screen types that Intuition programmers need to understand to create a custom screen. Intuition supports an astonishing number of additional display features and options. In this section and the sections to follow, the finer points of screen attributes and the functions that control them are presented.

Screen attributes are specified using the tag item scheme described in the "Utility Library" chapter. Therefore, the screen attributes are listed here by tag values. (In V34, the `NewScreen` structure was used to set screen attributes so many of the tag options listed here have a corresponding flag in `NewScreen`.) In general, specifying a tag overrides the corresponding flag or field in the `NewScreen` structure if you supply one.

SA_ErrorCode

Extended error code. Data is a pointer to a long which will contain

the error code on return if `OpenScreenTagList()` returns `NULL`. The error codes are described above.

`SA_Left, SA_Top`

Initial screen position (left edge and top edge). Data is a long, signed value. Offsets are relative to the text overscan rectangle.

If `SA_Left` is not specified and a `NewScreen` structure is not passed in the `OpenScreenTags/TagList()` call and `SA_Width` is not specified or is specified as `STDSCREENWIDTH`, then the left edge of the screen will default to the left edge of the actual display clip of the screen. If the other conditions are met but some explicit `SA_Width` is specified, then the left edge defaults to zero (text overscan rectangle left edge). Likewise, the top edge may, independent of the left edge value, default to zero or to the top edge of the actual display clip. If `SA_Top` is not specified and a `NewScreen` structure is not passed in the `OpenScreenTags/TagList()` call and `SA_Height` is not specified or specified as `STDSCREENHEIGHT`, then the top edge of the screen will default to the top edge of the actual display clip of the screen. If the other conditions are met but some explicit `SA_Height` is specified, then the top edge defaults to zero (text overscan rectangle top edge). Prior to V36, left edge positioning is ignored and negative top edge positions are illegal.

When opening a full sized overscan screen, `SA_Left` should be set to the `MinX` value of the display clip `Rectangle` used for the screen and `SA_Top` should be set to the `MinY` value of the display clip. This may be taken from the defaults, as explained above, or explicitly set by the application. See the section below "Overscan and the Display clip" and the `OpenScreen()` Autodoc for more details.

If your screen is larger than your display clip, you may wish to set the `SA_Left` and `SA_Top` to values less than your display clip `MinX` and `MinY` in order to center a large screen on a smaller display. For an example of how to open a centered overscan screen, see `module/screen.c` in the IFF Appendix of the Amiga ROM Kernel Reference Manual: Devices.

`SA_Width, SA_Height`

Screen dimensions. Data is a long, unsigned value. These may be larger, smaller or the same as the dimensions of the display clip `Rectangle`. The use of `STDSCREENWIDTH` and `STDSCREENHEIGHT` will make the screen size equal to the display clip size.

To calculate the width of the display clip `Rectangle`, subtract the `MinX` value from the `MaxX` value plus one. Similarly, the height of the display clip may be calculated by subtracting the `MinY` value from the `MaxY` value plus one.

`SA_Depth`

Screen bitmap depth. Data is a long, unsigned value. The depth of the screen determines the number of available colors. See the "Graphics Primitives" for more information on hardware limitations of the display. Do not set the depth to a value greater than that supported by the specific display mode. This information is available to the application through the graphics library display database. The default is one bitplane.

SA_DisplayID

Extended display mode key for the screen. Data is a long, unsigned value. By using Release 2 DisplayIDs and the display database, applications can open a screen in any display mode available on a user's system, including PAL and NTSC modes. See the discussion of the display database in the "Graphics Primitives" chapter and the include file <graphics/displayinfo.h> for more information.

SA_Pens

Pen specification for the screen. Data is a pointer to a UWORD array terminated with ~0, as found in the DrawInfo structure. Specifying the SA_Pens tag informs the system that the application is prepared to handle a screen rendered with the new 3D look of Intuition. See the section below on "DrawInfo and the 3D Look". Omitting this tag produces a screen with a flat look, but whose color usage is more backwards compatible.

SA_DetailPen

Detail pen for the screen. Data is a long, unsigned value. Used for rendering details in the screen title bar and menus. Use SA_Pens beginning with V36 for more control of pen specification. If SA_Pens is not specified, the screen will not get the new 3D look of Intuition available in Release 2. Instead this value will be used as the detail pen.

SA_BlockPen

Block pen for the screen. Data is a long, unsigned value. Used for rendering block fills in the screen title bar and menus. Use SA_Pens beginning with V36 for more control of pen specification. If SA_Pens is not specified, the screen will not get the new 3D look and this value will be used as the block pen.

SA_Title

Default screen title. Data is a pointer to a character string. This is the title displayed when the active window has no screen title or when no window is active on the screen.

SA_Colors

Specifies initial screen palette colors. Data is a pointer to an array of ColorSpec structures, terminated by a ColorSpec structure with ColorIndex=-1. Screen colors may be changed after the screen is opened with the graphics library functions SetRGB4() and LoadRGB4(). ColorSpec colors are right-justified, four bits per gun.

SA_FullPalette

Initialize color table to entire preferences palette (32 colors beginning with V36), rather than the subset from V34 and earlier, namely pens 0-3, 17-19, with remaining palette as returned by GetColorMap(). Data is a boolean value (use TRUE to set the flag). Defaults to FALSE.

SA_Font

Data is a pointer to a TextAttr structure (defined in <graphics/text.h>) which specifies the font, size and style to use for the screen. Equivalent to NewScreen.Font.

SA_SysFont

Alternative to SA_Font. Selects one of the preferences system fonts. Data is a long, unsigned value, with the following values defined:

- 0 Open screen with the user's preferred fixed width font (the default).
- 1 Open screen with the user's preferred font, which may be proportional.

The Workbench screen is opened with {SA_SysFont , 1}. Table 3-4 summarizes how the font selected at OpenScreen() time effects subsequent text operations in screens and windows.

Table 3-4: Intuition Font Selection Chart

What you tell OpenScreen() -----	Screen font -----	Window.RPort font -----
A. NewScreen.Font=myfont	myfont	myfont
B. NewScreen.Font=NULL	GfxBase->DefaultFont	GfxBase->DefaultFont
C. {SA_Font, myfont}	myfont	myfont
D. {SA_SysFont, 0}	GfxBase->DefaultFont	GfxBase->DefaultFont
E. {SA_SysFont, 1}	Font Prefs Screen text	GfxBase->DefaultFont

Notes:

- * A and B are the options that existed in V34 and earlier OS versions.
- * C and D are tags in Release 2 equivalent to A and B respectively.
- * E is a new option for V36. The Workbench screen uses this option.
- * For 'myfont', any font may be used including a proportional one. This is true under all releases of the OS.
- * GfxBase->DefaultFont is always monospace. (This is the "System Default Text" from Font Preferences.)
- * Font Prefs Screen text (the "Screen Text" choice from Font Preferences) can be monospace or proportional.

The screen's font may not legally be changed after a screen is opened. The menu bar, window titles, menu items, and the contents of a string gadget all use the screen's font. The font used for menu items can be overridden in the menu item's IntuiText structure. Under V36 and higher, the font used in a string gadget can be overridden through the StringExtend structure. The font of the menu bar and window titles cannot be overridden.

The Window.RPort font shown above is the initial font that Intuition sets in your window's RastPort. It is legal to change that subsequently with SetFont(). IntuiText rendered into a window (either through PrintIText() or as a gadget's GadgetText) defaults to the window's RastPort font, but can be overridden using its ITextFont field. Text rendered with the graphics library call Text() uses the window's RastPort font.

SA_Type

Equivalent to the SCREENTYPE bits of the NewScreen.Type field. Data is a long, unsigned value which may be set to either CUSTOMSCREEN or PUBLICSCREEN (WBENCHSCREEN is reserved for system use). See the tags

SA_BitMap, SA_Behind, SA_Quiet, SA_ShowTitle and SA_AutoScroll for the other attributes of the NewScreen.Type field.

SA_BitMap

Use a custom bitmap for this screen. Data is a pointer to a BitMap structure. This tag is equivalent to NewScreen.CustomBitMap and implies the CUSTOMBITMAP flag of the NewScreen.Type field. The application is responsible for allocating and freeing the screen's bitmap.

SA_Behind

Open this screen behind all other screens in the system. Data is a boolean value (TRUE to set flag). This tag is equivalent to the SCREENBEHIND flag of the NewScreen.Type field.

SA_Quiet

Disable Intuition rendering into screen. Data is a boolean value (TRUE to set flag). This tag is equivalent to the SCREENQUIET flag of the NewScreen.Type field. The screen will have no visible title bar or gadgets, but dragging and depth arrangement still function. In order to completely prevent Intuition from rendering into the screen, menu operations must be disabled for each window in the screen using WFLG_RMBTRAP.

SA_ShowTitle

Setting this flag places the screen's title bar in front of any backdrop windows that are opened on the screen. Data is a boolean value (TRUE to set flag). This tag is equivalent to the SHOWTITLE flag of the NewScreen.Type field. The title bar of the screen is always displayed behind any non-backdrop windows on that screen. This attribute can be changed after the screen is open with the ShowTitle() function.

SA_AutoScroll

Setting this flag will enable autoscroll for this screen when it is the active screen. (Currently, the screen may only be made active by activating a window in that screen either under user or application control.) Data is a boolean value (TRUE to set flag). This tag is equivalent to the AUTOSCROLL flag of the NewScreen.Type field.

Autoscroll means that screens larger than the visible display will automatically scroll when the user moves the mouse to the edge of the screen. Without this tag, the user moves the screen either by using the screen drag bar, or by pressing the mouse select button anywhere within the screen while holding down the left Amiga key and moving the mouse.

SA_PubName

Presence of this tag means that the screen is to be a public screen. Data is a pointer to a string. The string is the name of the public screen which is used by other applications to find the screen. This tag is order dependent, specify before SA_PubSig and SA_PubTask.

SA_PubSig, SA_PubTask

Task ID (returned by FindTask()) and signal for notification that the last window has closed on a public screen. Data for SA_PubSig is a long, unsigned value. Data for SA_PubTask is a pointer to a Task

structure. These two tags are order dependent, and must be specified after the tag SA_PubName.

SA_Overscan

Set to one of the OSCAN_ specifiers to use a system standard overscan display clip and screen dimensions (unless otherwise specified). Data is a long, unsigned value. Do not specify this tag and SA_DClip. SA_Overscan is used to get one of the standard overscan dimensions, while SA_DClip is for custom dimensions. If a display clip is not specified with either SA_Overscan or SA_DClip, the display clip defaults to OSCAN_TEXT. See the section below on "Overscan and the Display Clip" for more information.

SA_DClip

Custom display clip specification. Data is a pointer to a Rectangle structure that defines the screen display clip region.

1.16 3 Intuition Screens / Public Screen Functions

Public screens are a new feature of Release 2 (V36). A public screen allows multiple applications to share a single screen thus saving memory. If your application opens a public screen, then other applications will be able to open their windows on your screen. In older versions of the operating system, only the Workbench screen could be shared so applications had to live within its limitations or use up Chip memory creating their own private, custom screens.

Now the system allows any screen to be set up as a public screen so there may be many public screens in memory at once, not just Workbench. This permits the power user to set up different work environments that multiple applications can share in a way that is memory efficient (each one with a display mode appropriate to a particular job).

Workbench is a special case public screen because it is the initial default public screen. The default public screen is the screen applications will get when they ask for a public screen but don't specify a name. Under normal conditions, Workbench is the default public screen and is created by the system at startup time. However, keep in mind that the default public screen can be changed (it's not always guaranteed to be Workbench).

Screens for the Novice.

If you're not sure what kind of screen to use, then use the default public screen. Under Release 2, you can open a window on the default public screen without doing any screen set-up work. See the "Intuition Windows" chapter for more details.

Generally, it is much easier to use an existing, public screen than to set up one of your own. Here are the basic functions you use to work with an existing public screen.

Table 3-5: Public Screen Functions

LockPubScreen()	Find Workbench or any other public screen; prevent it from closing while a window is opened or its attributes copied.
UnlockPubScreen()	Release the lock allowing the screen to later be closed.
SetDefaultPubScreen()	Establishes a given public screen as the default.
GetDefaultPubScreen()	Copies the name of the default screen to a user supplied buffer for use by the screen manager utility (the name is not needed by normal applications, use LockPubScreen(NULL) instead).
PubScreenStatus()	Converts a screen to private or public status.
SetPubScreenModes()	Controls the public screen global mode bits.

By using an existing public screen, an application is no longer responsible for setting up the display, however, it also loses flexibility and control. It can no longer set the palette or depth, and it cannot write directly into screen memory without cooperation from the owner of the public screen. (If these limitations are too confining, the application can create a new screen instead.)

Accessing a Public Screen by Name

The Default Public Screen and Workbench

Taking a New Custom Screen Public

Searching the Public Screen List

1.17 3 / Public Screen Functions / Accessing a Public Screen by Name

The main calls for accessing an existing public screen are LockPubScreen() and UnlockPubScreen(). To use these functions you need to know the name of the public screen you want to access. If you do not know the name of the public screen or if you are not sure, you can lock the default public screen with LockPubScreen(NULL).

```
struct Screen *LockPubScreen( UBYTE * )
VOID          UnlockPubScreen( UBYTE * , struct Screen *)
```

These calls enable the application to determine that a public screen exists, and to ensure its continued existence while opening a window on it. This function also serves as an improvement over the old GetScreenData() function from V34 by returning a pointer to the Screen structure of the locked screen so that its attributes can be examined.

Be sure to unlock the public screen when done with it. Note that once a window is open on the screen the program does not need to hold the screen

lock, as the window acts as a lock on the screen. The pointer to the screen structure is valid as long as a lock on the screen is held by the application, or the application has a window open on the screen.

Locks should not be held without reason. Holding unnecessary locks on screens may prevent the user from closing a public screen that has no apparent activity. Keep in mind that as long as you have a window open on a public screen, the window acts as a lock preventing the screen from closing.

Shown here is a simple example of how to find the Workbench public screen using `LockPubScreen()` and `UnlockPubScreen()`.

```
pubscreenbeep.c
```

1.18 3 / Public Screen Functions / The Default Public Screen and Workbench

As mentioned earlier, Workbench is a special case public screen because it is the initial default public screen. There are other reasons Workbench has a special status. Normally, it's the first thing the user sees because it is the default user interface on all Amiga computers. Many older applications written for V34 and earlier versions of the OS expect to run in the Workbench screen. Also, Workbench is currently the only public screen supported by system Preferences and the only screen Intuition can automatically open.

Because of its close ties with the operating system, there are some extra functions available to manipulate the Workbench screen. One function which controls both Workbench and other public screens is `SetPubScreenModes()`. This function controls the global public screen mode bits, `SHANGHAI` and `POPPUBSCREEN`. If the `SHANGHAI` mode bit is set, older applications which expect to open on the Workbench screen will open instead on the default public screen (which may or may not be the Workbench screen). The `POPPUBSCREEN` bit controls whether public screens will be popped to the front when a window is opened. These modes are documented in the "Intuition Windows" chapter in the section on "Windows and Screens".

Other functions which control the Workbench screen are listed in the table below.

Table 3-6: Workbench Public Screen Functions

<code>WBenchToBack()</code>	Move the Workbench screen behind all other screens.
<code>WBenchToFront()</code>	Move the Workbench screen in front of all other screens.
<code>OpenWorkBench()</code>	Open the Workbench screen. If the screen is already open, this call has no effect. This call will re-awaken the Workbench application if it was active when <code>CloseWorkBench()</code> was called.

1.20 3 / Public Screen Functions / Searching the Public Screen List

To access an existing public screen the application may take one of three approaches. To get a lock on the default public screen, either `LockPubScreen(NULL)` or `{WA_PubScreenName, NULL}` may be used.

If the name of the screen is known, the application may use `LockPubScreen()` to gain a lock on the screen as shown in the example above (or use `OpenWindowTagList()` with the `WA_PubScreenName` tag as described in the "Intuition Windows" chapter). Failure to lock the screen or open the window probably indicates that the screen does not exist.

A third approach is to search the public screen list for a screen that meets the requirements of the application. These requirements may be related to the name or attributes of the screen. Here are the functions to use with the public screen list maintained by Intuition.

Table 3-7: Public Screen List Functions

<code>LockPubScreenList()</code>	Lock the public screen list maintained by Intuition so that it may be quickly copied.
<code>UnlockPubScreenList()</code>	Release the lock on the public screen list.
<code>NextPubScreen()</code>	Find the next screen in the public screen list.

The main function used to access the public screen list is `LockPubScreenList()`. This function, intended for use by the public screen manager utility, locks the list to allow data from it to be quickly copied. The list is stored in an Exec List structure, with each node in the list being a `PubScreenNode` structure. See `<intuition/screens>` for details.

Do not interpret the list while in a locked state, instead, copy any values required to local variables and release the lock. All required data must be copied, including the name of the screen which is not part of the structure. Pointers that reference the list or structures attached to the list are not valid after releasing the lock. Once the lock is released, the screen pointers in the list (`psn_Screen`) may be tested for equality against other screen pointers, but referencing any part of the screen structure from this pointer is strictly illegal. After the lock is released with `UnlockPubScreenList()`, the application may access the data in the screen structure by obtaining a lock on the screen using `LockPubScreen()` with the name of the screen.

The application should only require accessing three fields in the `PubScreenNode`, these are `ln_Name`, `psn_Screen` and `psn_Flags`. The name of the public screen is maintained in the `ln_Name` field of the Node (`psn_Node`) structure. Access to other information on the screen may be done by getting a lock on this name and reading the data from the Screen

structure. The screen pointer (`psn_Screen`) may only be used for testing against other screen pointers, never reference the screen structure from this value. Finally, the public screen flags are maintained in `psn_Flags`. Currently, only `PSNF_PRIVATE` is defined for this field. `PSNF_PRIVATE` indicates that the screen is not currently public.

Remember that all information in the public screen list is transitory, that is, it may change at any time. Do not rely on the values in the list. The only way to ensure the existence or mode of a screen is to lock it, either directly with `LockPubScreen()` or by opening a window on the screen. To update the copy of the list, lock it and copy the data again. Don't forget to release the lock when finished.

As an alternative to dealing with the public screen list, `NextPubScreen()` can be used. This call takes the name of a public screen as its argument and returns the name of the next screen in the public screen list. This helps an application move a window through the entire rotation of public screens. Repeated calls to `NextPubScreen()` could be used to get the names of all public screens one at a time. Keep in mind though that the list of public screens is subject to sudden change; the task that owns a public screen might close it after you obtain the name, but before you access the screen.

Always use `LockPubScreen()` to access screen information after scanning the public screen list.

1.21 3 Intuition Screens / DrawInfo and the 3D Look

In Release 2, whenever a new screen is created, Intuition also creates an auxiliary data structure called a `DrawInfo`. The `DrawInfo` structure provides information Intuition uses to support the new 3D look of Release 2 and specifies graphical information for applications that use the screen. The information includes such items as aspect ratio (resolution), font, number of colors and drawing pens.

```
struct DrawInfo
{
    UWORD        dri_Version;        /* will be DRI_VERSION          */
    UWORD        dri_NumPens;        /* guaranteed to be >= numDrIPens */
    UWORD        *dri_Pens;         /* pointer to pen array          */

    struct TextFont *dri_Font;      /* screen default font          */
    UWORD        dri_Depth;         /* (initial) depth of screen bitmap */

    struct { /* from DisplayInfo database for initial display mode */
        UWORD    X;
        UWORD    Y;
    } dri_Resolution;

    ULONG        dri_Flags;         /* defined below                */
    ULONG        dri_Reserved[7];   /* avoid recompilation ;^)      */
};
```

Before an application uses fields in the DrawInfo structure, it should check the version of the structure to ensure that all fields are available. If the field dri_Version is greater than or equal to the constant DRI_VERSION that the application was compiled with, it can be assured that all fields in DrawInfo that it knows about are being supported by Intuition.

The Pen Specification in DrawInfo
The Font Specification in DrawInfo
Cloning a Public Screen (Workbench)

1.22 3 / DrawInfo and the 3D Look / The Pen Specification in DrawInfo

The drawing pen specification in DrawInfo.dri_Pens allows applications to use appropriate colors for graphic operations such as drawing text, shading 3D objects and filling items selected by the user.

Intuition has two default sets of pens, one for multi-bitplane screens and one for single bitplane screens. In addition, there is a special compatibility mode for screens that do not specify the SA_Pens tag.

New 3D Look

This is the full 3D look as found by default on the Workbench screen in Release 2. Objects are drawn so that light appears to come from the upper left of the screen with shadows cast to the lower right giving them a three-dimensional look.

Monochrome New Look

It is impossible to produce the full 3D look in a single bitplane (two color) screen. Intuition provides a fallback pen specification that is used in monochrome screens with no loss of information.

Compatible New Look

Custom screens that do not provide the SA_Pens tag are assumed to have no knowledge of the pen array. They are rendered in a special version of the monochrome new look, which uses the screen's DetailPen and BlockPen to get its colors. This is provided for compatibility with V34 and older versions of the operating system.

It is very easy for an application to use the default pen specification. Simply specify an empty pen specification (in C, {~0}), and Intuition will fill in all of the values with defaults appropriate for the screen. This technique is demonstrated in the first two examples (newlookscreen.c and screen34to37.c) listed earlier in this chapter.

For certain applications, a custom pen specification is required. A custom pen specification is set up when the screen is opened by using the SA_Pens tag and a pointer to a pen array. Currently, Intuition uses nine pens to support the 3D look. The application can specify all of these, or only a few pens and Intuition will fill in the rest. Intuition will only fill in pens that are past the end of those specified by the application, there is no facility for using default values for "leading" pens (those at the beginning of the array) without using the defaults for the rest of the pens.

Using the pen specification of an existing public screen is a bit more involved. First, the application must get a pointer to the screen structure of the public screen using the `LockPubScreen()` call. A copy of the screen's `DrawInfo` structure may then be obtained by calling `GetScreenDrawInfo()`. The `DrawInfo` structure contains a copy of the pen specification for the screen that can be used in the `OpenScreenTagList()` call with the `SA_Pens` tag. The pen array is copied to the data structures of the new screen (it is not kept as a pointer to the information passed), so the application may immediately call `FreeScreenDrawInfo()` and `UnlockPubScreen()` after the new screen is open.

`publicscreen.c`

Beginning with V36, the pen specification for the Workbench screen happens to match the Intuition default specification, however, this is not required and may change in the future. To create a screen that uses the pens defined in the Workbench screen, the application must get a copy of the pen array from the Workbench screen and use this copy with the `SA_Pens` tag as described above.

Here is a list of the pens defined under V36 that support the 3D look along with their uses. To read the value of a particular pen, use `UWORD penvalue = myDrawInfo->dri_Pens[PENNAME]`, where `myDrawInfo` is a pointer to a `DrawInfo` structure and `PENNAME` is taken from the list below:

DETAILPEN

Pen compatible with V34. Used to render text in the screen's title bar.

BLOCKPEN

Pen compatible with V34. Used to fill the screen's title bar.

TEXTPEN

Pen for regular text on `BACKGROUNDPEN`.

SHINEPEN

Pen for the bright edge on 3D objects.

SHADOWPEN

Pen for the dark edge on 3D objects.

FILLPEN

Pen for filling the active window borders and selected gadgets.

FILLTEXTPEN

Pen for text rendered over `FILLPEN`.

BACKGROUNDPEN

Pen for the background color. Currently must be zero.

HIGHLIGHTTEXTPEN

Pen for "special color" or highlighted text on `BACKGROUNDPEN`.

1.23 3 / DrawInfo and the 3D Look / The Font Specification in DrawInfo

Font information for a screen comes from a number of different places.

SA_Font

The application may specify the font to be used in a screen by providing the SA_Font tag with a TextAttr structure. In this case, the font will be used by the screen and will be the default font for the RastPort of any window opening in the screen.

SA_SysFont, 0

If the application requests the user's preferred monospace font, it is taken from GfxBase->DefaultFont. Any window's RastPorts are also initialized to use this same font.

SA_SysFont, 1

The screen font selected by the user from the Preferences font editor may be used for the screen by using the SA_SysFont tag. This font, the "preferred screen font", may be proportional. For compatibility reasons, if this font is specified for the screen, the window's RastPort will be initialized to GfxBase->DefaultFont (a non-proportional font).

To access information on an open screen's font, the application may reference Screen.Font or DrawInfo.dri_Font. These fonts are identical, the DrawInfo structure simply provides an alternate method of accessing the information. Note that Screen.Font is a pointer to a TextAttr structure and that DrawInfo.dri_Font is a pointer to a TextFont structure. The application may use whichever form is best suited to its requirements.

It is illegal to change the screen's font after the screen is opened. This means that the font specified in the Screen and DrawInfo structures is guaranteed to remain open as long as the screen is open.

The menu bar, window titles, menu items, and the contents of a string gadget all use the screen's font. The font used for menu items can be overridden in the menu item's IntuiText structure. Under V36 and higher, the font used in a string gadget can be overridden through the StringExtend structure. The font of the menu bar and window titles cannot be overridden.

For more information on screen fonts, see the description of the SA_Font and SA_SysFont tags in the "Screen Attributes" section above.

1.24 3 / DrawInfo and the 3D Look / Cloning a Public Screen (Workbench)

User preferences for screen attributes are generally reflected in the Workbench screen or in the default public screen. In some cases it may be useful to create a new screen with the same attributes.

Under V34, information on a screen was available through the GetScreenData() call. Due to extensions in V36 screen and graphics capabilities, this call is no longer sufficient to completely describe the display. Applications should now use a variety of calls; the specific call depends on the information required.

LockPubScreen() returns a pointer to the Screen structure of a specific screen. GetScreenDrawInfo() returns rendering information on the screen, such as the pen array and font used. QueryOverscan() returns the overscan information of a specific display mode (for more information, see the section on "Overscan and the Display Clip").

The example below shows how to use GetScreenDrawInfo() to examine the attributes of the Workbench screen so that a new screen with the same attributes can be created.

```
struct DrawInfo *GetScreenDrawInfo( struct Screen * )
```

The attributes required to clone an existing screen are its width, height, depth, pens and mode. The pens and screen depth are available through the DrawInfo structure. The width and height may be obtained from the Screen structure. (The width and height may be larger than the overscan area if the screen is scrollable, and autoscroll may always be enabled as it does not effect displays smaller than or equal to the overscan area.)

The screen's display mode can be obtained using the graphics library call GetVPMODEID(). This call returns the display ID of an existing screen which can then be used as the data for the SA_DisplayID tag in OpenScreenTagList(). Note that the example assumes the screen should be open to the user's text overscan preference. If an exact copy of the display clip of the existing screen is required, use the VideoControl() command of the graphics library to access the ViewPortExtra structure.

The colors of the screen may be copied using the graphics library calls GetRGB4(), SetRGB4(), SetRGB4CM() and LoadRGB4(). The example code does not copy the colors.

The example copies the font from the cloned screen. A reasonable alternative would be to use the user's preference font, which may be accessed through the SA_SysFont tag.

```
clonescreen.c
```

1.25 3 Intuition Screens / Overscan and the Display Clip

Screens may be larger or smaller than the defined display area (overscan rectangle or display clip). When a screen is smaller than the display area, the display clip acts as a "container" for the screen. The screen may be moved anywhere within the display clip. When a screen is larger than the display area, the display clip acts as a "window" into the screen. The screen may be moved so that different parts are visible. Each dimension of the screen is independent and may be larger than, the same as, or smaller than the dimensions of the display clip.

The system is very flexible in its specification of screen size. Unless an application fixes its screen size with hard coded values, it should be prepared to handle the possibility that the user has changed the default overscan presets or the default monitor (NTSC/PAL).

Use the constants STDScreenHeight and STDScreenWidth with the SA_Width and SA_Height tags to open a screen the same size as the display clip. These

constants will work with any of the preset overscan values set with SA_Overscan, and with custom overscan values set with SA_DClip.

Preset Overscan Values

1.26 3 / Overscan and the Display Clip / Preset Overscan Values

Four preset overscan dimensions are provided. Applications that support overscan should use these preset values where possible since they will be tailored to each individual system. Avoid using custom values that happen to look good on a specific system. However, be aware that the size and positioning of overscan screens can be different on every system depending on how the user has set Overscan Preferences. These preset values are also dependent on the underlying display mode so keep in mind that both offset and size parameters will change under different screen modes. Overscan presets can be used, among other things, with the SA_Overscan tag to set the size of the screen's display clip or passed as an argument to QueryOverscan() to find their current overscan settings.

OSCAN_TEXT

This overscan region is based on user preference settings and indicates a display that is completely within the visible bounds of the monitor. The View origin is set to the upper left corner of the text overscan rectangle which is the highest leftmost point known to be visible on the physical display. This position is set by the user through the Overscan Preferences editor. All screen positions and display clips are relative to this origin.

OSCAN_STANDARD

The edges of OSCAN_STANDARD display are also based on user preferences and are set to be just outside the visible bounds of the monitor. OSCAN_STANDARD provides the smallest possible display that will fill the entire screen with no border around it. Parts of the display created with OSCAN_STANDARD may not be visible to the user.

OSCAN_MAX

Create the largest display fully supported by Intuition and the graphics library. This is the largest size for which all enclosed sizes and positions are legal. Parts of the display created with OSCAN_MAX may not be visible to the user.

OSCAN_VIDEO

Create the largest display, restricted by the hardware. This is the only legal size and position that is possibly (but not necessarily) larger than OSCAN_MAX. You must use the exact size and position specified. OSCAN_VIDEO does not support variable left edge, top edge positioning. Parts of the display created with OSCAN_VIDEO may not be visible to the user.

If custom clipping is required, a display clip may be explicitly specified using the SA_DClip tag and a Rectangle structure specification. This custom rectangle must fit within the OSCAN_MAX rectangle, offset included. It is not permitted to specify custom rectangles whose values are in between OSCAN_MAX and OSCAN_VIDEO, nor is it permitted to specify rectangles larger than OSCAN_VIDEO. For an example of how to open a

centered overscan screen based on user preferences, see the module/screen.c listing in the IFF Appendix of the Amiga ROM Kernel Reference Manual: Devices.

Use the Graphics library call VideoControl() to find the true display clip of a screen. See the Graphics Autodocs and the chapter "Graphics Primitives" for more information on VideoControl(). The ViewPortExtra structure contains the display clip information.

If any dimension of a screen is not equal to the equivalent display clip dimension, then the screen may be scrolled. If the screen's dimensions are smaller than the display clip, then the screen may be positioned within the display clip. If the screen is larger than the display clip, then it may be positioned such that any part of the screen is visible.

AutoScroll may be activated by setting the tag SA_AutoScroll. Screens will only scroll when they are the active screen. Activate a window in the screen to make the screen active.

About the Default Display Clip.

 The default display clip for a screen is the entire screen, that is, the rectangle starting from the upper left corner of the screen and ending at the lower right corner of the screen. This display clip is only used if the application does not specify SA_Overscan or SA_DClip. When using this default display clip the screen will not scroll as the screen exactly fits into the clipping region.

When opening a window in an overscanned screen, it is often useful to open it relative to the visible part of the screen rather than relative to the entire screen. Use QueryOverscan() to find the overscan region and where the screen is positioned relative to it.

```
LONG QueryOverscan(ULONG displayID,
                  struct Rectangle *rect, WORD overscanType )
```

This example was taken from the chapter "Intuition Windows" in the section "A Display Sized Window Example". The complete example is reproduced there.

```
/* this technique returns the text overscan rectangle of the screen that
** we are opening on. If you really need the actual value set into the
** display clip of the screen, use the VideoControl() command of the
** graphics library to return a copy of the ViewPortExtra structure. See
** the Graphics library chapter and Autodocs for more details.
**
** GetVPModeID() is a graphics call...
*/
```

```
screen_modeID = GetVPModeID(&(pub_screen->ViewPort)))
if (screen_modeID != INVALID_ID)
{
  if ( QueryOverscan(screen_modeID, &rect, OSCAN_TEXT) )
  {
    /* if this screen's origin is up or to the left of the */
    /* view origin then move the window down and to the right */
  }
}
```

```

left = max(0, -pub_screen->LeftEdge);
top  = max(0, -pub_screen->TopEdge);

/* get width and height from size of display clip */
width = rect.MaxX - rect.MinX + 1;
height = rect.MaxY - rect.MinY + 1;

/* adjust height for pulled-down screen (only show visible part) */
if (pub_screen->TopEdge > 0)
    height -= pub_screen->TopEdge;

/* ensure that window fits on screen */
height = min(height, pub_screen->Height);
width  = min(width, pub_screen->Width);

/* make sure window is at least minimum size */
width  = max(width, MIN_WINDOW_WIDTH);
height = max(height, MIN_WINDOW_HEIGHT);
}
}

```

1.27 3 Intuition Screens / Intuition Screens and the Graphics Library

As previously mentioned, an Intuition screen is related to a number of underlying graphics library structures.

Table 3-8: Graphics Data Structures Used with Screens

Structure Name	Description	Defined in Include File
View	Root structure of the graphics display system	<graphics/view.h>
ViewPort	The graphics structure that corresponds to a screen	<graphics/view.h>
BitMap	Contains size and pointers to the screen's bit planes	<graphics/gfx.h>
ColorMap	Contains size and pointer to the screen's color table	<graphics/view.h>
RastPort	Holds drawing, pen and font settings and the BitMap address	<graphics/rastport.h>

These data structures are unified in Intuition's Screen structure (which also incorporates higher level Intuition constructs such as menus and windows). Here's a brief explanation of the graphics library structures used with Intuition.

View

The View is the graphics structure that corresponds to the whole display, including all visible screens. The system has just one View; it's what you see on the monitor. The address of the View may be obtained from any screen by using ViewAddress().

ViewPort

The ViewPort is the underlying graphics structure corresponding to a screen. Every screen has one ViewPort. To get the address of the ViewPort from the Screen structure, use (&my_screen-> ViewPort). From the ViewPort an application may obtain pointers to all the screen's bitplanes and to its color table.

BitMap

The BitMap structure contains pointers to all the bit planes (up to 8) and their sizes. For future compatibility, use (my_screen->RastPort.BitMap) to get the address of the BitMap from the screen rather than (&my_screen->BitMap).

The BitMap.BytesPerRow field specifies the number of bytes that have been allocated for each raster line. This may be larger than the screen width depending on display alignment restrictions. Alignment restrictions may change. Always use this variable, not a hard-coded value.

ColorMap

The ColorMap contains a pointer to the color table, an array of 32 WORDs for the hardware color registers. Use SetRGB4(), GetRGB4(), SetRGB4CM() and LoadRGB4() from the graphics library to access the color table. Do not read or write it directly.

RastPort

A RastPort controls the graphics rendering to any display area (not just screens). Screens have a RastPort to allow direct rendering into the screen. Applications may find the RastPort address of a screen with (&my_screen->RastPort). This generally is not useful since applications normally render into windows.

Changing Screen Colors

Direct Screen Access

Screen Functions That Integrate Intuition and Graphics

Limitations of the Graphics Subsystem

1.28 3 / Intuition Screens and Graphics Library / Changing Screen Colors

Screen colors are set at the time the screen is opened with the SA_Colors tag. If the colors need to be changed after the screen is opened, the graphics library function, LoadRGB4() should be used. To change a single entry in the color table, use SetRGB4() and SetRGB4CM(). See the "Graphics Primitives" chapter for more information on these functions.

1.29 3 / Intuition Screens and the Graphics Library / Direct Screen Access

Sometimes an application may want direct access to the custom screen's bitmap to use with low-level graphics library calls. This may be useful if the application needs to do custom manipulation of the display but also needs Intuition functionality. For instance, an application may want to use the graphics library primitives to perform double buffering then, when detecting user input, switch to Intuition control of the screen so that windows, gadgets and menus may be used to process the user input. If an application chooses to combine these techniques, it must take special care to avoid conflicts with Intuition rendered graphics. An example of how to do this is listed in the next section, "Advanced Screen Programming".

Application programs that open custom screens may use the screen's display memory in any way they choose. However, this memory is also used by Intuition for windows and other high level display components on the screen. Writing directly to the screen memory, whether through direct access or through graphics library calls that access the screen's RastPort, is not compatible with many Intuition constructs such as windows and menus.

Techniques such as this require great care and understanding of the Amiga. If possible, the application should avoid these techniques and only use standard Intuition display and input processing. Directly accessing the screen's bitmap, while possible, is not recommended. A better way to access the screen display is through windows. Windows provide access to the screen through layers which perform clipping and arbitration between multiple drawing areas.

Alternatives to writing directly to a screen, such as using a backdrop window, greatly limit the number of cases where an application must access screen memory. The ShowTitle() function allows the screen's title bar layer to be positioned in front of or behind any backdrop windows that are opened on the screen. Hence, a backdrop window may be created that uses the entire visible area of the monitor. Application programs that use existing public screens do not have the same freedom to access the screen's display memory as they do with custom screens. In general, public screens must be shared through the use of windows and menus rather than directly accessing the screen's display memory.

Use Direct Access Only On Screens You Own.

An application may not steal the bitmap of a screen that it does not own. Stealing the Workbench screen's bitmap, or that of any other public screen, is strictly illegal. Accessing the underlying graphics structures of a screen may only be done on custom screens opened by the application itself.

Do Not Perform Layers Operations Directly.

While layers are not part of the graphics library, it is appropriate to mention them here. Certain types of layers operations are not allowed with Intuition. You may not, for example, call SizeLayer() on a window (use SizeWindow() instead). To access layers library features with screens, use Intuition windows!

A custom screen may be created to allow for modification of the screen's Copper list. The Copper is the display synchronized co-processor that

handles the actual video display by directly affecting the hardware registers. See the Amiga Hardware Reference Manual or the graphics library chapters for more information on programming the Copper.

1.30 3 // Screen Functions That Integrate Intuition and Graphics

These functions, normally used only by the system, integrate high-level Intuition structures with the lower-level constructs used by the graphics library to create the display.

Table 3-9: Screen Functions That Integrate Intuition and Graphics

MakeScreen()	Update a single screen's copper list
RethinkDisplay()	Merge copper lists from all screens to form a View
RemakeDisplay()	Update all screen copper lists then merge them to form a View

Advanced Intuition programmers may use these functions to achieve special screen effects such as double-buffering or dual-playfield Intuition screens. For examples of these see the next section.

MakeScreen() updates, but does not install, a screen's Copper list. This function is the Intuition equivalent of the low-level MakeVPort() graphics library function. MakeScreen() performs the MakeVPort() call, synchronized with Intuition's own use of the screen's ViewPort. Call RethinkDisplay() after MakeScreen() to allow the new Copper list for the screen to take effect. The MakeScreen() function takes one argument, a pointer to the Screen that contains the Copper list to be updated.

RethinkDisplay() combines all the screen's copper lists into a single view. This procedure performs the Intuition global display reconstruction, which includes massaging some of Intuition's internal state data, rethinking all of the Intuition screen ViewPorts and their relationship to one another, and, finally, reconstructing the entire display by merging the new screens into the graphics View structure. Custom screens that handle their own Copper instructions, use this call to install the Copper list previously updated with MakeScreen(). RethinkDisplay() calls lower-level graphics primitives MrgCop() and LoadView() to install the Copper list. This function takes no arguments.

RemakeDisplay() remakes the entire Intuition display. It is equivalent to calling MakeScreen() for each screen in the system, then calling RethinkDisplay(). This routine performs a MakeVPort() (graphics primitive) on every Intuition screen and then calls RethinkDisplay() to recreate the View. It takes no arguments.

Both RemakeDisplay() and RethinkDisplay() take several milliseconds to run and lock out all other tasks while they run. This can seriously degrade

system performance, so do not use these routines lightly.

1.31 3 / Screens and Graphics Lib / Limitations of the Graphics Subsystem

If each of the visible screens does not have the same physical attributes, it may not be possible to display the data in its proper screen mode. Screen coercion is the technique that allows multiple screens with differing physical attributes to be displayed simultaneously. When a coerced screen is visible, its aspect ratio and colors may appear significantly changed. This is normal and the screen will be displayed correctly when it is the frontmost screen.

Hardware restrictions prevent certain types of displays. For instance, screens always use the full width of the display, regardless of the width of the overscan rectangle. This prevents any changes in display mode within a video line. Other modes, such as the VGA modes, require specific revisions of the custom chips and may not be available on all machines. See the "Graphics Primitives" chapter and the Amiga Hardware Reference Manual for more information on Amiga display organization and limitations.

1.32 3 Intuition Screens / Advanced Screen Programming

This section discusses how to perform double-buffering of Intuition screens, how to create a dual-playfield Intuition screen and other advanced topics.

Double Buffering Dual-Playfield Screen Example

1.33 3 / Advanced Screen Programming / Double Buffering

Double buffering of an Intuition screen involves the swapping of bitmaps of the screen, then updating the copper list to install the changes. The trick is that after installing the bitmaps to the screen the display is not updated to access these new bitmaps until the program explicitly updates the copper list. Any rendering performed before the copper list is updated will be rendered into the off-display bitmaps, appearing on the screen in completed form when the copper list is updated.

First, install the alternate bitmaps into the screen.

```
/* switch the bitmap so that we are drawing into the correct place */
screen->RastPort.BitMap          = myBitMaps[toggleFrame];
screen->ViewPort.RasInfo->BitMap = myBitMaps[toggleFrame];
```

Rendering may then take place into the off screen bitmaps by drawing into screen->RastPort.

The copper list of the screen is updated by calling MakeScreen(). This call refreshes the copper list, but does not install it into the system. Call RethinkDisplay() to install the new copper list so that the data is

visible.

```

/* update the physical display to match the newly drawn bitmap. */
MakeScreen(screen); /* Tell intuition to do its stuff.          */
RethinkDisplay();   /* Intuition compatible MrgCop & LoadView  */
/*                                     it also does a WaitTOF(). */

```

Note that it is possible for the user to force the updating of the screen's copper list by dragging or depth-arranging the screen. This may cause information to be displayed before it is complete.

A complete example of double buffering a screen follows.

doublebuffer.c

1.34 3 / Advanced Screen Programming / Dual-Playfield Screen Example

This example shows how to create a dual-playfield display. Note that this technique is only valid for screen modes which support dual-playfield, do not try to convert other modes.

Setting up dual playfield mode in the OpenScreen() call is not the best method of obtaining a dual playfield viewport for a screen. It is better to open a standard screen, passing to Intuition (or letting Intuition create) only one of the playfield bitmaps (the front one). Next allocate and set up a second bitmap, its bitplanes, and a RasInfo structure installing these into the new screen's viewport. Update the viewport modes to include DUALPF and call MakeScreen() and RethinkDisplay(). This method, shown in the example below, keeps Intuition rendering (gadgets, menus, windows) in a single playfield.

dualplayfield.c

1.35 3 Intuition Screens / Other Screen Functions

Other screen functions provided by Intuition control screen depth arrangement, screen movement, the screen title bar and provide a visual "error beep".

- Screen Depth Arrangement
- Screen Movement and Scrolling
- Miscellaneous Screen Functions

1.36 3 / Other Screen Functions / Screen Depth Arrangement

ScreenToFront() and ScreenToBack() make a screen either the frontmost or the backmost screen. If an application needs to render into a screen before the screen becomes visible to the user, the screen may be opened behind all other screens and later moved to the front when ready with ScreenToFront().

```
VOID ScreenToFront( struct Screen * )  
VOID ScreenToBack ( struct Screen * )
```

Depth control of screens is also available through the depth arrangement gadget in the screen's title bar or through keyboard shortcuts. The N key with the Left-Amiga qualifier moves the Workbench screen to front. The M key with the Left-Amiga qualifier moves the frontmost screen to back. Repeated selection of Left-Amiga-M will cycle through available screens. These keys are processed through the keymap and will retain their value even if the key location changes.

1.37 3 / Other Screen Functions / Screen Movement and Scrolling

The MoveScreen() function moves the screen origin by the number of pixels specified in dx and dy.

```
VOID MoveScreen( struct Screen *myscreen, WORD dx, WORD dy )
```

Calls to MoveScreen() are asynchronous; the screen is not necessarily moved upon return of this function. If the calls happen too quickly, there may be unexpected results. One way to pace these calls is to call the function one time for each IDCMP_INTUITICKS event.

Screen movement is also available through the screen's drag gadget in the title bar and through a keyboard/mouse shortcut. Left-Amiga with the select button of the mouse anywhere within the screen will drag the screen (even if the title bar is totally concealed by a window). Dragging a screen down will reveal any screen(s) behind it. Screens are never revealed to the left, right or bottom of another screen.

Additionally, oversized screens may be moved with the new autoscroll feature of Release 2. With autoscroll, the screen is automatically scrolled as the pointer reaches one of the edges of the display. Autoscroll only works on the active screen.

Another screen movement feature added in Release 2 is screen menu snap. When a screen much larger than the viewing area is scrolled such that the upper left corner is not visible (scrolled down or to the right), menus may be out of the visible portion of the screen. To prevent this, menu snap moves the screen to a position where the menus will be visible before rendering them. The screen appears to snap to the home position as the menus are selected, moving back when the operation is complete. If the Left-Amiga qualifier is held when the menus are selected then the screen will remain in the home position when the menu button is released.

The Intuition preferences editor, IControl, allows the user to change a number of Intuition features. Some of these features include the ability to globally disable menu snap, and to change the select qualifier for dragging the screen. See the User's Manual for more information on Preferences editors.

1.38 3 / Other Screen Functions / Miscellaneous Screen Functions

Three other functions used with screens are `DisplayBeep()`, `ShowTitle()` and `GetScreenData()`. `DisplayBeep()` flashes the screen colors to inform the user of an error or problem.

```
VOID DisplayBeep( struct Screen *myscreen )
```

Since not all users will have speakers attached to the system, `DisplayBeep()` can be used to provide a visible bell. `DisplayBeep()` can beep any single screen or, if `myscreen` is set to `NULL`, all screens.

`ShowTitle()` determines whether the screen's title bar will be displayed in front of or behind any backdrop windows on the screen.

```
VOID ShowTitle( struct Screen *myscreen, BOOL infront )
```

By default, the screen's title bar is set to display in front of backdrop windows. Call this function with `infront` set to `FALSE` to put the screen title bar behind backdrop windows. This can also be set when the screen is opened with the `SA_ShowTitle` tag.

Under 1.3 (V34) and earlier versions of the Amiga OS, applications used the `GetScreenData()` to get a copy of the Workbench Screen structure in order to examine its attributes.

```
success = BOOL GetScreenData( APTR buffer, UWORD bufsize,
                             UWORD type, struct Screen *scr)
```

If successful, `GetScreenData()` copies a given Screen structure to a buffer supplied by the application. A copy of the Workbench Screen data can be obtained without knowing its location in memory using `GetScreenData(buf, sizeof(struct Screen), WBENCHSCREEN, NULL)`. However, for Release 2 and later versions of the operating system, this function may return some false information about the Workbench screen. This false screen information helps prevent older applications that used the call from malfunctioning when run in a Release 2 system that has Workbench set up with one of the newer modes.

Applications that want to get information on the Workbench screen should use `GetScreenData()` when run under 1.3 and `LockPubScreen()` when run under Release 2. For more about `LockPubScreen()` and Workbench, see the section on "Public Screen Functions" earlier in this chapter.

1.39 3 Intuition Screens / Function Reference

The following are brief descriptions of the Intuition functions that relate to the use of Intuition screens. See the Amiga ROM Kernel Reference Manual: Includes and Autodocs for details on each function call.

Table 3-10: Functions for Intuition Screens

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Function	Description
OpenScreenTagList()	Open a screen.
OpenScreenTags()	Alternate calling sequence for OpenScreenTagList().
OpenScreen()	Pre-V36 open screen function.
CloseScreen()	Close an open screen.
MoveScreen()	Change the position of an open screen.
ScreenToBack()	Move a screen behind all other screens.
ScreenToFront()	Move a screen in front of all other screens.
ShowTitle()	Show the screen in front of through backdrop windows.
GetScreenDrawInfo()	Get the DrawInfo information for an open screen.
FreeScreenDrawInfo()	Free the DrawInfo information for a screen.
QueryOverscan()	Find overscan information for a specific display type.
LockPubScreen()	Obtain a lock on a public screen.
UnlockPubScreen()	Release a lock on a public screen.
NextPubScreen()	Return the name of the next public screen in the list.
PubScreenStatus()	Make a public screen private or private screen public.
LockPubScreenList()	Lock the public screen list (for a public screen utility).
UnlockPubScreenList()	Unlock the public screen list.
SetDefaultPubScreen()	Change the default public screen.
SetPubScreenModes()	Establish global public screen behavior.
GetDefaultPubScreen()	Copies the name of the default public screen to a buffer.
OpenWorkBench()	Open the Workbench screen, if closed.
CloseWorkBench()	Close the Workbench screen, if possible.
WBenchToBack()	Move the Workbench screen behind all other screens.
WBenchToFront()	Move the Workbench screen in front of all other screens.
GetScreenData()	Pre-V36 way to return information on an open screen.
ViewAddress()	Return the address of a screen's View.
ViewPortAddress()	Use &screen->ViewPort instead.
MakeScreen()	Low level screen handling--rebuild Copper list.
RethinkDisplay()	Low level screen handling--incorporate Copper list changes.
RemakeDisplay()	MakeScreen() for all screens, then RethinkDisplay().