

asl

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Chapter 1

asl

1.1 asl.doc

<code>AllocAslRequest()</code>	<code>AslRequest()</code>	<code>FreeFileRequest()</code>
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1.2 asl.library/AllocAslRequest

NAME

`AllocAslRequest` -- allocate an ASL requester. (V36)
`AllocAslRequestTags` -- varargs stub for `AllocAslRequest()`. (V36)

SYNOPSIS

```
requester = AllocAslRequest(reqType,tagList);
D0                                D0      A0

APTR AllocAslRequest(ULONG,struct TagItem *);

requester = AllocAslRequestTags(reqType,firstTag, ...);

APTR AllocAslRequestTags(ULONG,Tag,...);
```

FUNCTION

Allocates an ASL requester data structure of the specified type.

INPUTS

`type` - type of requester to allocate. Currently defined types are `ASL_FileRequest`, `ASL_FontRequest` and `ASL_ScreenModeRequest`. `ASL_ScreenModeRequest` is available starting with `asl.library` V38 only.

`tags` - pointer to an optional tag list specifying how to initialize the data structure returned by this function. See the documentation for `AslRequest()` for an explanation of how to use the currently defined tags.

RESULT

`requester` - an initialized requester data structure, or `NULL` on failure. The data structure returned corresponds to the

```

    requested type;
    ASL_FileRequest      -> (struct FileRequester *)
    ASL_FontRequest      -> (struct FontRequester *)
    ASL_ScreenModeRequest -> (struct ScreenModeRequester *)

```

WARNING

All ASL requester data structures are READ-ONLY and can only be modified by using tags!

SEE ALSO

AslRequest(), FreeAslRequest()

1.3 asl.library/AllocFileRequest

NAME

AllocFileRequest -- allocates an ASL FileRequester structure. (V36)

SYNOPSIS

```

requester = AllocFileRequest()
D0

```

```

struct FileRequester *AllocFileRequest(VOID);

```

NOTES

This function is obsolete, please use AllocAslRequest() instead.

SEE ALSO

AllocAslRequest()

1.4 asl.library/AslRequest

NAME

AslRequest -- get input from user using an ASL requester. (V36)
 AslRequestTags -- varargs stub for AslRequest(). (V36)

SYNOPSIS

```

result = AslRequest(requester, tags);
D0                A0                A1

```

```

BOOL AslRequest(APTR, struct TagItem *);

```

```

result = AslRequestTags(requester, firstTag, ...);

```

```

BOOL AslRequestTags(APTR, Tag, ...);

```

FUNCTION

Prompts the user for input, based on the specific type of requester and modifying tags. The actions and results are specific to the type of requester, but in general the action is to open a requesting window prompting the user for a specific input. If the user cancels or the system aborts the request, FALSE is returned, otherwise the requester's data structure reflects the

user input.

Note that tag values stay in effect for each use of the requester until they are cleared or modified by passing the same tag with a new value.

INPUTS

requester - requester structure allocated with `AllocAslRequest()`. If this parameter is `NULL`, this function will always return `FALSE` with a `dos.library/IOErr()` result of `ERROR_NO_FREE_STORE`.

tags - pointer to an optional tag list which may be used to control features of the requester.

TAGS

Tags for use with the file requester:

ASLFR_Window (struct Window *) - Parent window of requester. If no ASLFR_Screen tag is specified, the window structure is used to determine on which screen to open the requesting window. (V36)

ASLFR_PubScreenName (STRPTR) - Name of a public screen to open on. This overrides the screen used by ASLFR_Window. (V38)

ASLFR_Screen (struct Screen *) - Screen on which to open the requester. This overrides the screen used by ASLFR_Window or by ASLFR_PubScreenName. (V38)

ASLFR_PrivateIDCMP (BOOL) - When set to `TRUE`, this tells ASL to allocate a new IDCMP port for the requesting window. If not specified or set to `FALSE`, and if ASLFR_Window is provided, the requesting window will share ASLFR_Window's IDCMP port. (V38)

ASLFR_IntuiMsgFunc (struct Hook *) - A function to call whenever an unknown Intuition message arrives at the message port being used by the requesting window. The function receives the following parameters:

A0 - (struct Hook *)
A1 - (struct IntuiMessage *)
A2 - (struct FileRequester *)

(V38)

ASLFR_SleepWindow (BOOL) - When set to `TRUE`, this tag will cause the window specified by ASLFR_Window to be "put to sleep". That is, a busy pointer will be displayed in the parent window, and no gadget or menu activity will be allowed. This is done by opening an invisible Intuition Requester in the parent window. (V38)

ASLFR_UserData (APTR) - A 32-bit value that is simply copied in the `fr_UserData` field of the requester structure. (V38)

ASLFR_TextAttr (struct TextAttr *) - Font to be used for the requesting window's gadgets and menus. If this tag is not provided or its value is `NULL`, the default font of the screen

on which the requesting window opens will be used. This font must already be in memory as ASL calls `OpenFont()` and not `OpenDiskFont()`. As of V38, the font used in the file requester's file list must be monospaced. If the font provided with this tag is not monospaced, then the file list will use the current system default font as chosen in preferences. (V38)

`ASLFR_Locale` (struct `Locale *`) - Locale to use for the requesting window. This determines the language used for the requester's gadgets and menus. If this tag is not provided or its value is `NULL`, the system's current default locale will be used. As of V38, items such as the date format always uses the system default locale. (V38)

`ASLFR_TitleText` (STRPTR) - Title to use for the requesting window. Default is no title. (V36)

`ASLFR_PositiveText` (STRPTR) - Label of the positive gadget in the requester. English default is "OK". Prior to V38, this string could not be longer than 6 characters. (V36)

`ASLFR_NegativeText` (STRPTR) - Label of the negative gadget in the requester. English default is "Cancel". Prior to V38, this string could not be longer than 6 characters. (V36)

`ASLFR_InitialLeftEdge` (WORD) - Suggested left edge of requesting window. (V36)

`ASLFR_InitialTopEdge` (WORD) - Suggested top edge of requesting window. (V36)

`ASLFR_InitialWidth` (WORD) - Suggested width of requesting window. (V36)

`ASLFR_InitialHeight` (WORD) - Suggested height of requesting window. (V36)

`ASLFR_InitialFile` (STRPTR) - Initial contents of the file requester's File text gadget. Default is empty. (V36)

`ASLFR_InitialDrawer` (STRPTR) - Initial contents of the file requester's Drawer text gadget. Default is empty. (V36)

`ASLFR_InitialPattern` (STRPTR) - Initial contents of the file requester's Pattern text gadget. Default is `#?`. (V36)

`ASLFR_Flags1` (ULONG) - Bulk initialization of many of the requester's options. See `<libraries/asl.h>` for the possible flag values. Default is 0. (V36)

`ASLFR_Flags2` (ULONG) - Bulk initialization of many of the requester's options. See `<libraries/asl.h>` for the possible flag values. Default is 0. (V36)

`ASLFR_DoSaveMode` (BOOL) - Set this tag to `TRUE` when the file requester

is being used for saving. Default is FALSE. (V38)

ASLFR_DoMultiSelect (BOOL) - Set this tag to TRUE to let the user select multiple files at once. This tag excludes save mode. Default is FALSE. (V38)

ASLFR_DoPatterns (BOOL) - Set this tag to TRUE to cause a pattern gadget to be displayed. Default is FALSE. (V38)

ASLFR_DrawersOnly (BOOL) - Set this tag to TRUE to cause the requester to only display drawers, and have no File gadget. This is useful to let the user choose a destination directory. Default is FALSE. (V38)

ASLFR_FilterFunc (struct Hook *) - A function to call for each file encountered. If the function returns TRUE, the file is included in the file list, otherwise it is rejected and not displayed. The function receives the following parameters:

A0 - (struct Hook *)

A1 - (struct AnchorPath *)

A2 - (struct FileRequester *)

(V38)

ASLFR_RejectIcons (BOOL) - Set this tag to TRUE to cause the requester not to display Workbench icons. This flag should normally be set. Default is FALSE. (V38)

ASLFR_RejectPattern (UBYTE *) - Specifies an AmigaDOS pattern that is used to reject files. That is, any files with names matching this pattern are not included in the file list. Note that the pattern must have been parsed by dos.library/ParsePatternNoCase(). Default is ~(#?) which matches nothing. (V38)

ASLFR_AcceptPattern (UBYTE *) - Specifies an AmigaDOS pattern that is used to accept files. That is, only files with names matching this pattern are included in the file list. Note that the pattern must have been parsed by dos.library/ParsePatternNoCase(). Default is #? which matches everything. (V38)

ASLFR_FilterDrawers (BOOL) - Set this tag to TRUE if you want the ASLFR_RejectPattern, ASLFR_AcceptPattern, and the Pattern text gadget to also apply to drawer names. Normally, drawers are always displayed. Default is FALSE. (V38)

ASLFR_HookFunc (APTR) - A function that is called if the FRF_FILTERFUNC or FRF_INTUIFUNC flags are specified in the ASLFR_Flags1 tag. The function will be called like so, with the arguments on the stack using the standard C pushing order:

ULONG function(ULONG mask, APTR object,
 struct FileRequester *fr)

The Mask value is a copy of the specific ASLFR_Flags1 value the callback is for, either FRF_FILTERFUNC or FRF_INTUIFUNC; object is a pointer to a data object (a (struct IntuiMessage *) for FRF_INTUIFUNC, and a (struct AnchorPath *) for FRF_FILTERFUNC).

For FRF_FILTERFUNC, the function should return 0 if the file should be added to the list, non-zero if it shouldn't. For FRF_INTUIFUNC, the function should return the original (struct IntuiMessage *) it was passed.

Tags used for the font requester:

ASLFO_Window (struct Window *) - Parent window of requester. If no ASLFO_Screen tag is specified, the window structure is used to determine on which screen to open the requesting window. (V36)

ASLFO_PubScreenName (STRPTR) - Name of a public screen to open on. This overrides the screen used by ASLFO_Window. (V38)

ASLFO_Screen (struct Screen *) - Screen on which to open the requester. This overrides the screen used by ASLFO_Window or by ASLFO_PubScreenName. (V38)

ASLFO_PrivateIDCMP (BOOL) - When set to TRUE, this tells ASL to allocate a new IDCMP port for the requesting window. If not specified or set to FALSE, and if ASLFO_Window is provided, the requesting window will share ASLFO_Window's IDCMP port. (V38)

ASLFO_IntuiMsgFunc (struct Hook *) - A function to call whenever an unknown Intuition message arrives at the message port being used by the requesting window. The function receives the following parameters:
 A0 - (struct Hook *)
 A1 - (struct IntuiMessage *)
 A2 - (struct FontRequester *)
 (V38)

ASLFO_SleepWindow (BOOL) - When set to TRUE, this tag will cause the window specified by ASLFO_Window to be "put to sleep". That is, a busy pointer will be displayed in the parent window, and no gadget or menu activity will be allowed. This is done by opening an invisible Intuition Requester in the parent window. (V38)

ASLFO_UserData (APTR) - A 32-bit value that is simply copied in the fo_UserData field of the requester structure. (V38)

ASLFO_TextAttr (struct TextAttr *) - Font to be used for the requesting window's gadgets and menus. If this tag is not provided or its value is NULL, the default font of the screen on which the requesting window opens will be used. This font must already be in memory as ASL calls OpenFont() and not OpenDiskFont().

(V38)

ASLFO_Locale (struct Locale *) - Locale to use for the requesting window. This determines the language used for the requester's gadgets and menus. If this tag is not provided or its value is NULL, the system's current default locale will be used. (V38)

ASLFO_TitleText (STRPTR) - Title to use for the requesting window. Default is no title. (V36)

ASLFO_PositiveText (STRPTR) - Label of the positive gadget in the requester. English default is "OK". Prior to V38, this string could not be longer than 6 characters. (V36)

ASLFO_NegativeText (STRPTR) - Label of the negative gadget in the requester. English default is "Cancel". Prior to V38, this string could not be longer than 6 characters. (V36)

ASLFO_InitialLeftEdge (WORD) - Suggested left edge of requesting window. (V36)

ASLFO_InitialTopEdge (WORD) - Suggested top edge of requesting window. (V36)

ASLFO_InitialWidth (WORD) - Suggested width of requesting window. (V38)

ASLFO_InitialHeight (WORD) - Suggested height of requesting window. (V38)

ASLFO_InitialName (STRPTR) - Initial contents of the font requester's Name text gadget. Default is none. (V36)

ASLFO_InitialSize (UWORD) - Initial contents of the font requester's Size numeric gadget (fo_Attr.ta_YSize). Default is 8. (V36)

ASLFO_InitialStyle (UBYTE) - Initial setting of the font requester's Style gadget (fo_Attr.ta_Style). Default is FS_NORMAL. (V36)

ASLFO_InitialFlags (UBYTE) - Initial setting of the font requester's fo_Flags field (fo_Attr.ta_Flags). Default is FPF_ROMFONT. (V36)

ASLFO_InitialFrontPen (UBYTE) - Initial setting of the font requester's Front Color gadget (fo_FrontPen). Default is 1. (V36)

ASLFO_InitialBackPen (UBYTE) - Initial setting of the font requester's Back Color gadget (fo_BackPen). Default is 0. (V36)

ASLFO_InitialDrawMode (UBYTE) - Initial setting of the font requester's Mode gadget (fo_DrawMode). Default is JAM1. (V38)

ASLFO_Flags (ULONG) - Bulk initialization of many of the requester's

options. See <libraries/asl.h> for the possible flag values. Default is 0. (V36)

ASLFO_DoFrontPen (BOOL) - Set this tag to TRUE to cause the requester to display the Front Color selection gadget. Default is FALSE. (V38)

ASLFO_DoBackPen (BOOL) - Set this tag to TRUE to cause the requester to display the Back Color selection gadget. Default is FALSE. (V38)

ASLFO_DoStyle (BOOL) - Set this tag to TRUE to cause the requester to display the Style checkboxes. Default is FALSE. (V38)

ASLFO_DoDrawMode (BOOL) - Set this tag to TRUE to cause the requester to display the Mode cycle gadget. Default is FALSE. (V38)

ASLFO_FixedWidthOnly (BOOL) - Set this tag to TRUE to cause the requester to only display fixed-width fonts. Default is FALSE. (V38)

ASLFO_MinHeight (UWORD) - The minimum font height to let the user select. Default is 5. (V36)

ASLFO_MaxHeight (UWORD) - The maximum font height to let the user select. Default is 24. (V36)

ASLFO_FilterFunc (struct Hook *) - A function to call for each font encountered. If the function returns TRUE, the font is included in the font list, otherwise it is rejected and not displayed. The function receives the following parameters:

A0 - (struct Hook *)
A1 - (struct TextAttr *)
A2 - (struct FontRequester *)

(V38)

ASLFO_HookFunc (APTR) - A function that is called if the FOF_FILTERFUNC or FOF_INTUIFUNC flags are specified in the ASLFO_Flags tag. The function will be called like so, with the arguments on the stack using the standard C pushing order:

```
ULONG function(ULONG mask, APTR object,
               struct FontRequester *fr)
```

The Mask value is a copy of the specific ASLFO_Flags value the callback is for, either FOF_FILTERFUNC or FOF_INTUIFUNC; object is a pointer to a data object (a (struct IntuiMessage *) for FOF_INTUIFUNC, and a (struct TextAttr *) for FOF_FILTERFUNC).

For FOF_FILTERFUNC, the function should return 1 if the font should be added to the list, 0 if it shouldn't. For FOF_INTUIFUNC, the function should

return the original (struct IntuiMessage *) it was passed.

ASLFO_ModeList (STRPTR *) - Replacement list of modes to display in Mode cycle gadget. The first string pointer is used as the name of the gadgets, and following strings are used as the different labels of the cycle gadget, until a NULL string pointer which denotes the end of the string pointer array. The first string in this array corresponds to JAM1, the second is JAM2, the third to COMPLEMENT. The array can be early terminated by not providing all entries. English default for the array is "Text" "Text+Field" and "Complement". (V36)

Tags used for the screen mode requester (V38):

ASLSM_Window (struct Window *) - Parent window of requester. If no ASLSM_Screen tag is specified, the window structure is used to determine on which screen to open the requesting window. (V38)

ASLSM_PubScreenName (STRPTR) - Name of a public screen to open on. This overrides the screen used by ASLSM_Window. (V38)

ASLSM_Screen (struct Screen *) - Screen on which to open the requester. This overrides the screen used by ASLSM_Window or by ASLSM_PubScreenName. (V38)

ASLSM_PrivateIDCMP (BOOL) - When set to TRUE, this tells ASL to allocate a new IDCMP port for the requesting window. If not specified or set to FALSE, and if ASLSM_Window is provided, the requesting window will share ASLSM_Window's IDCMP port. (V38)

ASLSM_IntuiMsgFunc (struct Hook *) - A function to call whenever an unknown Intuition message arrives at the message port being used by the requesting window. The function receives the following parameters:
A0 - (struct Hook *)
A1 - (struct IntuiMessage *)
A2 - (struct ScreenModeRequester *)
(V38)

ASLSM_SleepWindow (BOOL) - When set to TRUE, this tag will cause the window specified by ASLSM_Window to be "put to sleep". That is, a busy pointer will be displayed in the parent window, and no gadget or menu activity will be allowed. This is done by opening an invisible Intuition Requester in the parent window. (V38)

ASLSM_UserData (APTR) - A 32-bit value that is simply copied in the sm_UserData field of the requester structure. (V38)

ASLSM_TextAttr (struct TextAttr *) - Font to be used for the requesting window's gadgets and menus. If this tag is not provided or its value is NULL, the default font of the screen

on which the requesting window opens will be used. This font must already be in memory as ASL calls `OpenFont()` and not `OpenDiskFont()`. (V38)

`ASLSM_Locale` (struct `Locale *`) - Locale to use for the requesting window. This determines the language used for the requester's gadgets and menus. If this tag is not provided or its value is `NULL`, the system's current default locale will be used. (V38)

`ASLSM_TitleText` (STRPTR) - Title to use for the requesting window. Default is no title. (V38)

`ASLSM_PositiveText` (STRPTR) - Label of the positive gadget in the requester. English default is "OK". Prior to V38, this string could not be longer than 6 characters. (V36)

`ASLSM_NegativeText` (STRPTR) - Label of the negative gadget in the requester. English default is "Cancel". Prior to V38, this string could not be longer than 6 characters. (V36)

`ASLSM_InitialLeftEdge` (WORD) - Suggested left edge of requesting window. (V38)

`ASLSM_InitialTopEdge` (WORD) - Suggested top edge of requesting window. (V38)

`ASLSM_InitialWidth` (WORD) - Suggested width of requesting window. (V38)

`ASLSM_InitialHeight` (WORD) - Suggested height of requesting window. (V38)

`ASLSM_InitialDisplayID` (ULONG) - Initial setting of the Mode list view gadget (`sm_DisplayID`). Default is 0 (`LORES_KEY`). (V38)

`ASLSM_InitialDisplayWidth` (ULONG) - Initial setting of the Width gadget (`sm_DisplayWidth`). Default is 640. (V38)

`ASLSM_InitialDisplayHeight` (ULONG) - Initial setting of the Height gadget (`sm_DisplayHeight`). Default is 200. (V38)

`ASLSM_InitialDisplayDepth` (UWORD) - Initial setting of the Colors gadget (`sm_DisplayDepth`). Default is 2. (V38)

`ASLSM_InitialOverscanType` (UWORD) - Initial setting of the Overscan Type cycle gadget (`sm_OverscanType`). These values are the `OSCAN_#?` values from `<intuition/screens.h>`. Default is `OSCAN_TEXT`. As of V38, `OSCAN_VIDEO` is not supported. (V38)

`ASLSM_InitialAutoScroll` (BOOL) - Initial setting of the AutoScroll cycle gadget (`sm_AutoScroll`). Default is `TRUE`. (V38)

`ASLSM_InitialInfoOpened` (BOOL) - Whether to open the property information window automatically. Default is `FALSE`.

(V38)

ASLSM_InitialInfoLeftEdge (WORD) - Initial left edge of information window. (V38)

ASLSM_InitialInfoTopEdge (WORD) - Initial top edge of information window. (V38)

ASLSM_DoWidth (BOOL) - Set this tag to TRUE to cause the requester to display the Width numeric gadget. Default is FALSE. (V38)

ASLSM_DoHeight (BOOL) - Set this tag to TRUE to cause the requester to display the Height numeric gadget. Default is FALSE. (V38)

ASLSM_DoDepth (BOOL) - Set this tag to TRUE to cause the requester to display the Colors slider gadget. Default is FALSE. (V38)

ASLSM_DoOverscanType (BOOL) - Set this tag to TRUE to cause the requester to display the Overscan Type cycle gadget. Default is FALSE. (V38)

ASLSM_DoAutoScroll (BOOL) - Set this tag to TRUE to cause the requester to display the AutoScroll checkbox gadget. Default is FALSE. (V38)

ASLSM_PropertyFlags (ULONG) - A mode must have these property flags to appear in the list of modes. Only the bits set in ASLSM_PropertyMask are considered. Default is DIPF_IS_WB. (V38)

ASLSM_PropertyMask (ULONG) - A mask to apply to ASLSM_PropertyFlags to determine which bits to consider. The use of these two values is identical in concept to how Exec uses the two flag parameters in exec.library/SetSignal(). Default is DIPF_IS_WB. (V38)

ASLSM_MinWidth (ULONG) - The minimum display width to let the user choose. Default is 16. (V38)

ASLSM_MaxWidth (ULONG) - The maximum display width to let the user choose. Default is 16368. (V38)

ASLSM_MinHeight (ULONG) - The minimum display height to let the user choose. Default is 16. (V38)

ASLSM_MaxHeight (ULONG) - The maximum display height to let the user choose. Default is 16384. (V38)

ASLSM_MinDepth (UWORD) - The minimum display depth to let the user choose. Default is 1. (V38)

ASLSM_MaxDepth (UWORD) - The maximum display depth to let the user choose. Default is 24. (V38)

ASLSM_FilterFunc (struct Hook *) - A function to call for each mode encountered. If the function returns TRUE, the mode is included in the file list, otherwise it is rejected and not displayed. The function receives the following parameters:

A0 - (struct Hook *)
 A1 - (ULONG) mode id
 A2 - (struct ScreenModeRequester *)
 (V38)

ASLSM_CustomSMList (struct List *) - Custom list of modes to let the user choose from. This is a list of DisplayNode nodes, see <libraries/asl.h> for the definition. (V38)

RESULT

result - FALSE if the user cancelled the requester or if something prevented the requester from opening. If TRUE, values in the requester structure will be set depending on the particular type of requester.

Under V38, If the return value is FALSE, you can look at the result from the dos.library/IOErr() function to determine whether the requester was cancelled or simply failed to open. If dos.library/IOErr() returns 0, then the requester was cancelled, any other value indicates a failure to open. Current possible failure codes are ERROR_NO_FREE_STORE which indicates there was not enough memory, and ERROR_NO_MORE_ENTRIES which indicates no modes were available for display in the screen mode requester (usually because the application filter hook filtered them all away)

WARNING

All ASL requester data structures are READ-ONLY and can only be modified by using tags!

SEE ALSO

AllocAslRequest(), FreeAslRequest()

1.5 asl.library/FreeAslRequest

NAME

FreeAslRequest -- frees resources allocated by AllocAslRequest(). (V36)

SYNOPSIS

```
FreeAslRequest(requester);
      A0
```

```
VOID FreeAslRequest(APTR);
```

FUNCTION

FreeAslRequest() frees any system resources allocated by AllocAslRequest(). Once a requester has been freed, it can no longer be used with other calls to AslRequest().

INPUTS

requester - requester obtained from AllocAslRequest(), or NULL in which case this function does nothing.

SEE ALSO

AllocAslRequest()

1.6 asl.library/FreeFileRequest

NAME

FreeFileRequest -- free file requester structure. (V36)

SYNOPSIS

```
FreeFileRequest(requester);  
A0
```

```
VOID FreeFileRequest(struct FileRequester *);
```

NOTES

This function is obsolete, please use AllocAslRequest() instead.

SEE ALSO

FreeAslRequest()

1.7 asl.library/RequestFile

NAME

RequestFile -- request user to select files. (V36)

SYNOPSIS

```
result = RequestFile(requester);  
D0 A0
```

```
BOOL RequestFile(struct FileRequester *);
```

NOTES

This function is obsolete, please use AslRequest() instead.

SEE ALSO

AslRequest()
