

**GadUtil\_Dev\_History**

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	<i>TITLE :</i> GadUtil_Dev_History		
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<b>REVISION HISTORY</b>
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## Chapter 1

# GadUtil\_Dev\_History

### 1.1 Changes in GadUtil.library

All changes in GadUtil.library  
 ~~~~~

Changes done between 8-Dec-1994 and 25-Jun-1995

|             |             |             |
|-------------|-------------|-------------|
| 08-Dec-1994 | 09-Dec-1994 | 10-Dec-1994 |
| 11-Dec-1994 | 12-Dec-1994 | 13-Dec-1994 |
| 14-Dec-1994 | 15-Dec-1994 | 16-Dec-1994 |
| 17-Dec-1994 | 18-Dec-1994 | 19-Dec-1994 |
| 20-Dec-1994 | 21-Dec-1994 | 22-Dec-1994 |
| 23-Dec-1994 | 24-Dec-1994 | 25-Dec-1994 |
| 04-Jan-1995 | 05-Jan-1995 | 07-Jan-1995 |
| 08-Jan-1995 | 09-Jan-1995 | 10-Jan-1995 |
| 11-Jan-1995 | 12-Jan-1995 | 13-Jan-1995 |
| 15-Jan-1995 | 16-Jan-1995 | 17-Jan-1995 |
| 11-Feb-1995 | 29-Mar-1995 | 08-Apr-1995 |
| 22-Apr-1995 | 23-Apr-1995 | 24-Apr-1995 |
| 25-Apr-1995 | 26-Apr-1995 | 11-Jun-1995 |
| 16-Jun-1995 | 19-Jun-1995 | 25-Jun-1995 |

Summary of all changes from 08-Dec-94 to 25-Jun-95  
 Something to think about when writing new routines...

|                  |              |       |
|------------------|--------------|-------|
| Almost every day | P-O Yliniemi | Later |
|                  | .....        |       |

### 1.2 Changes and tests done almost every day

Almost every day:  
 ~~~~~

- \* Small changes/comments/bug fixes/additions in the test program.
- \* Reassembled with all possible settings on GU\_DEBUG and GU\_LIBRARY
- \* Testing of all external programs that uses gadutil.library.

### 1.3 Changes 08-Dec-1994

941208:

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- \* Uses AllocMem instead of AllocRemember while making the HotKey structure.
- \* GU\_FreeGadgets - New routine that replaces the GadTools FreeGadgets if the layout part of the library isn't used (this routine will be called by GU\_FreeLayoutGadgets otherwise).
- \* IMAGE\_KIND now supports hotkeys. All tags that doesn't belong to GadTools should now be written in the LayoutTags list.
- \* GENERIC (IMAGE\_KIND) TOGGLESELECT now changes status when you press the hotkey for that gadget (only a IDCMP\_GADGETUP was sent before).
- \* GU\_CoordsInGadBox - New routine that checks whether or not a coordinate pair are within a gadgets area.
- \* GU\_SetGadgetAttrsA - Peplacement for GadTools GT\_SetGadgetAttrsA.
- \* GU\_SetGUGadAttrsA - Changes an IMAGE\_KIND gadget's image(s).

### 1.4 Changes 09-Dec-1994

941209:

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- \* Added debug functions for OpenLib (initRoutine). Now we don't have to open a lot of libraries in the beginning of the internal test program...
- \* Added debug functions for Close and Expunge routines. Same reason as above. Expunge does not do a Remove() and FreeMem() on the library when the internal test program is used.
- \* Settings GU\_DEBUG = 0 and GU\_LIBRARY = 0 didn't work. The program was using dosbase (for Delay) and this variable was not in the debug sect.
- \* Wrote a routine that opens libraries in initRoutine. Can skip to check if a library was opened or not and tries to open the next one if one failed.
- \* A small bug fix in GU\_SetGUGadAttrsA:  
    move.l gg\_MutualExclude,d3 -> move.l gg\_MutualExclude(a0),d3
- \* Changed so that the HotKey part uses MutualExclude instead of UserData. The flags in MutualExclude is moved into a longword in the HotKey data structure.

All gadgets that uses the hotkey part, and all IMAGE\_KIND gadgets will now allocate about 40 bytes extra memory for each gadget.

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## 1.5 Changes 10-Dec-1994

941210:

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- \* Uses AllocVec() instead of a new SECTION for the datas in GU\_LayoutGadgetsA. By changing this, the library now consist of two fewer SECTIONS.
- \* Removed all flags for the extra structure from the include file. None of these flags is needed outside the library.
- \* GU\_GetGadgetPtr - New routine that returns the gadget structure for any given gadget ID.
- \* GU\_GadgetArrayIndex - Returns -1 if an error occurs.
- \* .CalculateGadget - Returns -1 and Z=1 if an error occurs.

## 1.6 Changes 11-Dec-1994

941211:

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- \* Made text\_width into a library routine (GU\_TextWidth).
- \* Made get\_locale\_string into a library routine (GU\_GetLocaleStr).
- \* Removed the routine FindTag. It was the same as GU\_FindTag.
- \* GU\_CreateLocMenuA - New routine that creates localized menus in that way that Commodore's Locale tutorial describes.

## 1.7 Changes 12-Dec-1994

941212:

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- \* Tested and bugg fixed GU\_CreateLocMenuA. Wrote a new external test program.

## 1.8 Changes 13-Dec-1994

941213:

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- \* GU\_OpenCatalog - New routine that opens a locale catalog. Uses /--- only two parameters - version and catalog name.  
|  
>-----> Only written so we don't have to open locale.library!  
|  
\--- \* GU\_CloseCatalog - New routine to close a locale catalog. The only difference from the locale.library routine is that this one chechs if locale is opened.

## 1.9 Changes 14-Dec-1994

941214:

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- \* Made the part that created the gadget's label of `create_layout_gadget` into a subroutine. This routine will be used for MX-gadgets.
  - \* Added support for the `GU_GadgetText` to MX gadgets. The text will always be placed above the gadget, at the same side as the gadget's choices. Checked with `WBPattern` & `Serial` prefs to place the texts at the "right" places.
  - \* Fixed an Enforcer-hit in the `GU_GetIMsg` routine. All `SLIDER_KIND` gadgets (`LISTVIEW`, `SLIDER`, `SCROLLER`) requires that you wait for `IDCMP_MOUSEMOVE` messages. A `MOUSEMOVE` message's `IAddress` is a pointer to a gadget if the mouse pointer was above a gadget that requires `IDCMP_MOUSEMOVE` messages and the left mouse button was pressed down when then message arrived. Otherwise, the `IAddress` for a `MOUSEMOVE` message is `NOT NULL (?)`. I found out that the `IAddress` field was the same as `im_IDCMPWindow` if isn't a gadget pointer.
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