

# **EFMUILib**

Andreas Håkansson Fouret

<b>COLLABORATORS</b>
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	<i>TITLE :</i> EFMUILib		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Andreas Håkansson Fouret	June 24, 2025	

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

# Contents

<b>1</b>	<b>EFMUILib</b>	<b>1</b>
1.1	Welcome . . . . .	1
1.2	Introduction . . . . .	2
1.3	Disclaimer . . . . .	2
1.4	Using . . . . .	3
1.5	FAQ . . . . .	3
1.6	Authors . . . . .	4
1.7	Bugs . . . . .	4
1.8	History . . . . .	4
1.9	Future . . . . .	5
1.10	About MUI . . . . .	5
1.11	Vivid Imagination . . . . .	6
1.12	Index . . . . .	7
1.13	MUISetMaximumTags max . . . . .	8
1.14	MUIApplicationTitle title\$ . . . . .	9
1.15	MUIApplicationVersion version\$ . . . . .	9
1.16	MUIApplicationCopyright copyright\$ . . . . .	9
1.17	MUIApplicationAuthor author\$ . . . . .	10
1.18	MUIApplicationDescription description\$ . . . . .	10
1.19	MUIApplicationBase base\$ . . . . .	10
1.20	MUIAddApplicationTags &TagList   Tag,Value [,Tag,Value...] . . . . .	11
1.21	MUICreateApplication . . . . .	11
1.22	MUIRemoveApplication . . . . .	12
1.23	MUIApplicationLoc . . . . .	12
1.24	MUIApplicationObj To MUIObject# . . . . .	13
1.25	MUIAddSubWindow MUIObject# . . . . .	13
1.26	MUIFreeObject MUIObject# . . . . .	13
1.27	MUICreateWindow MUIObject#,title\$ [,id\$ [,MUIObject#] ] . . . . .	14
1.28	MUIOpenWindow MUIObject# . . . . .	14
1.29	MUICloseWindow MUIObject# . . . . .	14

---

1.30	MUICreateMenu MUIObject#,GTMenuItem#,Flags [,TitleUData1 [,...]]	15
1.31	MUISetMenu To MUIObject#,MUIObject#	15
1.32	MUIObjLoc (MUIObject#)	15
1.33	MUIRequest To MUIObject#,Flags,Title\$,Gadgets\$,Format\$ [,Param...]	16
1.34	MUIAddTags MUIObject#, &TagList   Tag,Value [,Tag,Value...]	16
1.35	MUINewObject MUIObject#,Class\$, &TagList   Tag,Value [,Tag,Value...]	16
1.36	MUIMakeObject MUIObject#,Type, &TagList   Tag,Value [,Tag,Value...]	17
1.37	MUIHVSspace MUIObject#	17
1.38	MUIHSpace MUIObject#,x	17
1.39	MUIVSpace MUIObject#,x	17
1.40	MUIString MUIObject#,Contents\$,MaxLen	18
1.41	MUIKeyString MUIObject#,Contents,MaxLen,ControlChar\$	18
1.42	MUICheckMark MUIObject#,Selected	18
1.43	MUIKeyCheckMark MUIObject#,Selected,ControlChar\$	19
1.44	MUISimpleButton MUIObject#,Name\$	19
1.45	MUIKeyButton MUIObject#,Name\$,Key\$	19
1.46	MUICycle MUIObject#, Entry\$ [,Entry\$...]   *Array	20
1.47	MUIKeyCycle MUIObject#,Key\$, Entry\$ [,Entry\$...]   *Array	20
1.48	MUIRadio MUIObject#,Name\$, Entry\$ [,Entry\$...]   *Array	20
1.49	MUIKeyRadio MUIObject#,Key\$,Name\$, Entry\$ [,Entry\$...]   *Array	21
1.50	MUISlider MUIObject#,Min,Max,Level	21
1.51	MUIKeySlider MUIObject#,Min,Max,Level,Key\$	21
1.52	MUILabel MUIObject#,Label\$,Flags	22
1.53	MUINumericButton MUIObject#,Format\$,Min,Max	22
1.54	MUIList MUIObject#,Format\$,Array\$()	22
1.55	MUIListHook OnOff	23
1.56	MUIChangeList MUIObject# [,Array\$(),Position]	23
1.57	MUIListView To MUIObject#,MUIObject#	24
1.58	MUIPopButton MUIObject#,Image	24
1.59	MUIImageButton MUIObject#,Shape#	24
1.60	MUIBalanceObject MUIObject#	25
1.61	MUIBitmapObject MUIObject#,BitMap# [,Palette#]	25
1.62	MUIShapeObject MUIObject#,Shape# [,Palette#]	25
1.63	MUIChangeBitmap MUIObject#,BitMap# [,Palette#]	25
1.64	MUIChangeShape MUIObject#,Shape# [,Palette#]	26
1.65	MUIAddObjHGroup To MUIObject#,MUIObject#	26
1.66	MUICreateHGroup MUIObject#	27
1.67	MUIAddObjVGroup To MUIObject#,MUIObject#	27
1.68	MUICreateVGroup MUIObject#	27

1.69	MUIAddObjPage To MUIObject#,MUIObject# . . . . .	28
1.70	MUICreatePage MUIObject# ,Page1\$ [,Page2\$...]   &Page\$(0) . . . . .	28
1.71	MUIAddObjsHGroup To MUIObject#,MUIObject# [,MUIObject# [,...]] . . . . .	29
1.72	MUIAddObjsVGroup To MUIObject#,MUIObject# [,MUIObject# [,...]] . . . . .	29
1.73	MUIAddObjsPage To MUIObject#,MUIObject# [,MUIObject# [,...]] . . . . .	29
1.74	MUIInsertSingle MUIObject#,Position, Entry\$ [,Entry\$...]   *Array . . . . .	29
1.75	MUIRemoveSingle MUIObject#,Position . . . . .	30
1.76	MUIRedrawSingle MUIObject#,Position . . . . .	30
1.77	MUIListTitle MUIObject#, Title\$ [,Title\$...]   *Array . . . . .	31
1.78	MUISet MUIObject#, &TagList   Attr,Value [,Attr,Value...] . . . . .	31
1.79	MUIGet (MUIObject#,Attribute) . . . . .	31
1.80	MUIRedraw MUIObject#,Flags . . . . .	31
1.81	MUIDoMethod MUIObject#, Method,Tag [,Tag]   &TagList . . . . .	32
1.82	MUINotify MUIObject#,Tag,Value,MUIObject#, Tag [,Tag...]   &TagList . . . . .	32
1.83	MUINotifyApp MUIObject#,Tag,Value,ReturnID . . . . .	33
1.84	MUIEvent . . . . .	33
1.85	MUIWaitEvent . . . . .	34
1.86	MUIFindUDData To MUIObject#,MUIObject#,UserData . . . . .	34

---

# Chapter 1

# EFMUILib

## 1.1 Welcome

```
*****  *****  *****  **  **  *****  **      *****  *****
**      **      ** ** ** ** ** ** ** ** ** ** ** ** **   **   **   **      **   **   **
****   ****   ** ** ** - - - - -   **   **   **      **   ****
**      **      **      ** ** - - - - -   **   **   **      **   **
*****  **      **      **   ****  *****  *****  *****  *****
```

Version 1.4 By Erwan Fouret  
CopyRight ©1997/98 By Vivid Imagination

===== <=>

- Introduction
- Disclaimer
- Using
- FAQ
- Authors
- Bugs
- History
- Future
- About MUI
- Vivid Imagination
  
- Index

- |                       |                           |
|-----------------------|---------------------------|
| MUISetMaximumTags     | MUIApplicationTitle       |
| MUIApplicationVersion | MUIApplicationCopyright   |
| MUIApplicationAuthor  | MUIApplicationDescription |
| MUIApplicationBase    | MUIAddApplicationTags     |
| MUICreateApplication  | MUIRemoveApplication      |
| MUIApplicationLoc     | MUIApplicationObj         |
| MUIAddSubWindow       | MUIFreeObject             |
| MUICreateWindow       | MUIOpenWindow             |
| MUICloseWindow        | MUICreateMenu             |
| MUISetMenu            | MUIObjLoc                 |
| MUIRequest            | MUIAddTags                |
| MUINewObject          | MUIMakeObject             |

MUIHVSpace	MUIHSpace
MUIVSpace	MUIString
MUIKeyString	MUICheckMark
MUIKeyCheckMark	MUISimpleButton
MUIKeyButton	MUICycle
MUIKeyCycle	MUIRadio
MUIKeyRadio	MUISlider
MUIKeySlider	MUILabel
MUINumericButton	MUIListHook
MUIList	MUIChangeList
MUIListview	MUIPopButton
MUIImageButton	MUIBalanceObject
MUIBitmapObject	MUIShapeObject
MUIChangeBitmap	MUIChangeShape
MUIAddObjHGroup	MUICreateHGroup
MUIAddObjVGroup	MUICreateVGroup
MUIAddObjPage	MUICreatePage
MUIAddObjsHGroup	MUIAddObjsVGroup
MUIAddObjsPage	MUIInsertSingle
MUIRemoveSingle	MUIRedrawSingle
MUIListTitle	MUISet
MUIGet	MUIRedraw
MUIDoMethod	MUINotify
MUINotifyApp	MUIEvent
MUIWaitEvent	MUIFindUDData

## 1.2 Introduction

Introduction

This is the complete package to easily develop MUI applications using Blitz Basic 2. ↔

It is as easy to create MUI applications as creating GadTools+Intuition Applications, ↔  
it's even easier!

## 1.3 Disclaimer

Disclaimer

You use this software at your own risk! The authors accept NO responsibility for any damage caused to the user, his hardware or his software.

This is freeware! You can use and distribute it as long as you don't modify the distribution and you don't earn money with it (the price of a disk is a maximum).

If you use this lib in your program, please put our names somewhere in the doc and in the program itself! Thank you!

## 1.4 Using

Using

When you create a MUI application, don't forget to include the resident mui.res (type blitzlibs:mui.res in the resident part of compiler options).

The structure of a standard MUI application is :

```

MUIxxx                                ;create objects

MUIAddObjVGroup #g,#                  ;can be HGroup or Page
or
MUIAddObjsVGroup #g,#,#,...          ;can be HGroup or Page

MUICreateVGroup #g

MUICreateWindow #w,"Title","BASE",#g ;the second number is the first child of ↵
the win

MUIAddSubWindow #w                   ;Don't forget that!

If MUICreateApplication<>True Then End

MUINotifyApp #w,#MUIA_Window_CloseRequest,1,-1
;returns -1 if the user closes the window

MUIOpenWindow #w

Repeat
  ev.l=MUIWaitEvent
Until ev=-1

MUICloseWindow #w

End ;You don't need to use RemoveApplication

```

Watch out! The TRUE value for MUI is not the same as the True value for Blitz! The first is 1 and the second is -1.

## 1.5 FAQ

FAQ

Q. When I compile my program, the window opens well, with the right gadgets, but ↵  
the  
system is blocked, I can't do anything! What's the problem?

A. You should have used WaitEvent instead of MUIWaitEvent.

Q. When I compile my program the window doesn't open, however I use the ↵  
MUIOpenWindow  
with the right number! What can I do?



A. You must have forgotten to add the command `MUIAddSubWindow #`.

Q. Where can I find the autodocs of MUI?

A. Download the archive `mui38dev.lha` (`dev/mui`).

Q. Where can I find the source of the lib and of the installation utilities?

A. They are available on Aminet : `dev/basic/EFMUILibSrc.lha`

Q. The lib doesn't work! However I used the Install script! Why?

A. Unfortunately, the lib must have the number of 8. If this number is already used by one of your lib, download the sources (`dev/basic/EFMUILibSrc.lha`) and change `#bbmuilib=8` by `#bbmuilib=#` (where # is free lib number). Then compile it (don't forget to include the residents `mui.res` and `libmacs.res`, see the `MethodLib` (`dev/basic`) doc for more details on how to compile a lib)

## 1.6 Authors

Authors

The lib : Erwan Fouret (`Erwan.Fouret@wanadoo.fr`)

The examples : Erwan Fouret and Andreas Håkansson (`andy@bjuv.mail.telia.com`)

The docs :

- English version : Erwan Fouret and Andreas Håkansson

- German version : Frank Hartung (`hardy@freeway.shnet.org`)  
=> available on Aminet soon.

IRC : If you want to chat with us, come to DALNet IRC (e.g. server `irc.dal.net` port 6667) on channels `#Amiga(Fr)` and/or `#Blitz`. Our nicks are :

TJoMMe (Andreas Håkansson)

WanOO (Erwan Fouret)

## 1.7 Bugs

Bugs

- Some problems reported with 68060

- Some problems with `MUIChangeShape` and `MUIChangeBitmap`

## 1.8 History

History

Version 1.4 (01.02.98)

---

```

~~~~~
•MUIChangeBitmap and MUIChangeShape added
•MUIRedraw added
•MUIList changed (now works)
•MUIListHook and MUIChangeList added
•MUIShapeObject bug removed
•Max tags sets to 25 by default (was 16)

```

Version 1.3 (22.01.98)

```

~~~~~
•MUIBitmapObject added
•MUIShapeObject added
•MUICreateWindow ID bug removed
•Not released in P.D.

```

Version 1.2 (14.12.97)

```

~~~~~
•MUIBalanceObject added
•MUINotifyApp added
•MUIAddObjsHGroup added
•MUIAddObjsVGroup added
•MUIAddObjsPage added

```

Version 1.1a (11.12.97)

```

~~~~~
•MUIImageButton : bug fixed.
•Not released in P.D.

```

Version 1.1 (07.12.97)

```

~~~~~
•MUIApplicationxxx bugs removed
•MUIDoMethod is now a command
•Menu support added :
    MUICreateMenu
    MUISetMenu
    MUIFindUDData
•Max objects sets to 50 by default

```

Version 1.0 (24.11.97)

```

~~~~~
•First release

```

## 1.9 Future

Future

- More examples (if necessary)
- More commands (again, if necessary)
- A french doc will be available, and perhaps others languages. If you want to traduce the doc into your language please contact us!

## 1.10 About MUI

---

About MUI

MUI - MagicUserInterface

(c) Copyright 1992-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

Support and online registration is available at

<http://www.sasg.com/>

## 1.11 Vivid Imagination

Vivid Imagination

Vivid Imagination is an amiga development group, founded by Andreas Håkansson, and is run by him and his Co-Partner Erwan Fouret. The aim of Vivid Imagination is to produce high quality games and applications for the amiga.

Vivid Imagination is structured in a way, so that each member spends his time doing what he or she is best at, this is so that the result always will be at its best. This is also to keep the group organized, in the way that the rest of the group knows who does what. The way it's structured is so that the Coders only spend their time with the programming of the software, and the graphics artists spend their time doing graphics, etc etc.

---

If you would be interested of joining our team, then you should look at our homepage (<http://vivid.home.ml.org>), on the JOIN US page, to read more about how to join, and what rules you have to follow as a member of Vivid Imagination. We are looking for all kind of people. Story writers (for the storyboards of games etc.), coders (Blitz Basic or Assembler), graphics artists (both 2D and 3D), musicians (preferbly module makers) and people with other skills that may fit into our group.

You can get in touch with the founder (Andreas Håkansson) at [andy@bjuv.mail.telia.com](mailto:andy@bjuv.mail.telia.com)

Sincerly,

- Andreas Håkansson  
Founder of Vivid Imagination

## 1.12 Index

Index

- MUIAddApplicationTags
- MUIAddObjHGroup
- MUIAddObjPage
- MUIAddObjsHGroup
- MUIAddObjsPage
- MUIAddObjsVGroup
- MUIAddObjVGroup
- MUIAddSubWindow
- MUIAddTags
- MUIApplicationAuthor
- MUIApplicationBase
- MUIApplicationCopyright
- MUIApplicationDescription
- MUIApplicationLoc
- MUIApplicationObj
- MUIApplicationTitle
- MUIApplicationVersion
- MUIBalanceObject
- MUIBitmapObject
- MUIChangeBitmap
- MUIChangeList
- MUIChangeShape
- MUICheckMark
- MUICloseWindow
- MUICreateApplication
- MUICreateHGroup
- MUICreateMenu
- MUICreatePage
- MUICreateVGroup
- MUICreateWindow
- MUICycle
- MUIDoMethod
- MUIEvent

```
MUIFindUData
MUIFreeObject
MUIGet
MUIHSpace
MUIHVSpace
MUIImageButton
MUIInsertSingle
MUIKeyButton
MUIKeyCheckMark
MUIKeyCycle
MUIKeyRadio
MUIKeySlider
MUIKeyString
MUILabel
MUIList
MUIListHook
MUIListTitle
MUIListview
MUIMakeObject
MUINewObject
MUINotify
MUINotifyApp
MUINumericButton
MUIObjLoc
MUIOpenWindow
MUIPopButton
MUIRadio
MUIRedraw
MUIRedrawSingle
MUIRemoveApplication
MUIRemoveSingle
MUIRequest
MUISet
MUISetMaximumTags
MUISetMenu
MUIShapeObject
MUISimpleButton
MUISlider
MUIString
MUIVSpace
MUIWaitEvent
```

## 1.13 MUISetMaximumTags max

MUISetMaximumTags

Modes : Amiga  
Syntax : MUISetMaximumTags max

Function : Set the maximum tags that will be allocated on objects creations.

Example :

```
MUISetMaximumTags 40
```

See also :    MUIAddTags  
             MUINewObject

## 1.14 MUIApplicationTitle title\$

MUIApplicationTitle

Modes        : Amiga  
Syntax       : MUIApplicationTitle title\$

Function : Sets the title of the MUI Application.

Example    :

```
MUIApplicationTitle "My OWN Application"
```

See also :    MUIApplicationVersion  
             MUIApplicationCopyright  
             MUIApplicationAuthor  
             MUIApplicationDescription  
             MUIApplicationBase

## 1.15 MUIApplicationVersion version\$

MUIApplicationVersion

Modes        : Amiga  
Syntax       : MUIApplicationVersion version\$

Function : Sets the version of the MUI Application.

Example    :

```
MUIApplicationVersion "$VER: MyApp Version 1.0 (17.11.97)"
```

See also :    MUIApplicationTitle  
             MUIApplicationCopyright  
             MUIApplicationAuthor  
             MUIApplicationDescription  
             MUIApplicationBase

## 1.16 MUIApplicationCopyright copyright\$

MUIApplicationCopyright

Modes        : Amiga  
Syntax       : MUIApplicationCopyright copyright\$

Function : Sets the copyright of the MUI Application.

---

Example :

```
MUIApplicationCopyright "(c)1997 by Me"
```

See also :    MUIApplicationTitle  
             MUIApplicationVersion  
             MUIApplicationAuthor  
             MUIApplicationDescription  
             MUIApplicationBase

## 1.17 MUIApplicationAuthor author\$

MUIApplicationAuthor

Modes        : Amiga  
Syntax       : MUIApplicationAuthor author\$

Function : Sets the author of the MUI Application.

Example :

```
MUIApplicationAuthor "Me, of course"
```

See also :    MUIApplicationTitle  
             MUIApplicationVersion  
             MUIApplicationCopyright  
             MUIApplicationDescription  
             MUIApplicationBase

## 1.18 MUIApplicationDescription description\$

MUIApplicationDescription

Modes        : Amiga  
Syntax       : MUIApplicationDescription description\$

Function : Sets the description of the MUI Application.

Example :

```
MUIApplicationDescription "This is a test application"
```

See also :    MUIApplicationTitle  
             MUIApplicationVersion  
             MUIApplicationCopyright  
             MUIApplicationAuthor  
             MUIApplicationBase

## 1.19 MUIApplicationBase base\$

MUIApplicationBase

Modes : Amiga

Syntax : MUIApplicationBase base\$

Function : Sets the base of the MUI Application.

Example :

```
MUIApplicationBase "MYAPPLICATION"
```

See also :   MUIApplicationTitle  
              MUIApplicationVersion  
              MUIApplicationCopyright  
              MUIApplicationAuthor  
              MUIApplicationDescription

## 1.20 MUIAddApplicationTags &TagList | Tag,Value [,Tag,Value...]

MUIAddApplicationTags

Modes : Amiga

Syntax : MUIAddApplicationTags &TagList | Tag,Value [,Tag,Value...]

Function : Adds some tags to the application.

Example :

```
MUIAddApplicationTags #MUIA_Application_SingleTask,0
```

See also :   MUICreateApplication

## 1.21 MUICreateApplication

MUICreateApplication

Modes : Amiga

Syntax : MUICreateApplication

Function : Creates the MUI application. Returns True (-1) if the application has been successfully created.

Example :

```
If MUICreateApplication<>True Then End
```

See also :   MUIAddApplicationTags  
              MUIRemoveApplication  
              MUIApplicationLoc  
              MUIApplicationObj

---



## 1.22 MUIRemoveApplication

MUIRemoveApplication

Modes : Amiga  
Syntax : MUIRemoveApplication

Function : Removes the MUI Application.

Example :

```
MUIRemoveApplication
```

See also : MUICreateApplication

## 1.23 MUIApplicationLoc

MUIApplicationLoc

Modes : Amiga  
Syntax : =MUIApplicationLoc

Function : Returns the address of the application structure.  
This structure is the same as others MUIObjects :

```
NEWTYPED.MUIObject
    adr.l          ;00 : Address of the object
    kind.w         ;04 : Kind of the object
    tagl.l         ;06 : Address of the taglist
    tagp.w         ;10 : Pointer of the taglist
    size.w         ;12 : Size of the taglist
    special.l      ;14 : Special Info
    spesize.w      ;18 : Special info size
    spe2.l         ;20 : Special Info 2 (Hook)
    spe2size.w     ;24 : Special Info 2 size
End NEWTYPE      ;26 : SizeOf
```

Where kind is :

```
#kind_noting=-1    ;Nothing
#kind_app=0        ;Application Object
#kind_win=1        ;Window Object
#kind_menu=2       ;Menu Object (not available)
#kind_gadget=3     ;Gadget Object
#kind_label=4      ;Label Object
#kind_other=5      ;Other Object
```

Example :

```
*app.MUIObject=MUIApplicationLoc
```

See also : MUICreateApplication  
MUIApplicationObj

## 1.24 MUIApplicationObj To MUIObject#

MUIApplicationObj

Modes : Amiga  
Syntax : MUIApplicationObj To MUIObject#

Function : Puts the application object into the MUIObject#.

Example :

```
MUIApplicationObj 11
MUINotify 10, #MUIA_Window_CloseRequest, 1, 11, #MUIM_Application_ReturnID, -1
```

N.B. : This not very useful now, use MUINotifyApp instead.

See also : MUICreateApplication  
          MUIApplicationLoc  
          MUINotify

## 1.25 MUIAddSubWindow MUIObject#

MUIAddSubWindow

Modes : Amiga  
Syntax : MUIAddSubWindow MUIObject#

Function : Adds the window MUIObject# to the application.

Note : The Application must not be created when using this function ↔  
.

Example :

```
MUIAddSubWindow 10
```

See also : MUICreateWindow

## 1.26 MUIFreeObject MUIObject#

MUIFreeObject MUIObject#

Modes : Amiga  
Syntax : MUIFreeObject MUIObject#

Function : Frees the MUIObject#.

Note : Freeing an object will free all children of this object.  
e.g. freeing the application (using MUIRemoveApplication or using ↔  
End)  
will free ALL objects.

Example :

```
MUIFreeObject 0
```

See also :

## 1.27 MUICreateWindow MUIObject#,title\$ [,id\$ [,MUIObject#] ]

MUICreateWindow

Modes : Amiga

Syntax : MUICreateWindow MUIObject#,title\$ [,id\$ [,MUIObject#] ]

Function : Creates a MUI window. The second MUIObject# is the first child of the window (it's often a group).

Example :

```
MUICreateWindow 10,"My Window","MYWI",0
```

See also :    MUIOpenWindow  
            MUIAddSubWindow

## 1.28 MUIOpenWindow MUIObject#

MUIOpenWindow

Modes : Amiga

Syntax : MUIOpenWindow MUIObject#

Function : Opens the specified window.

Example :

```
MUIOpenWindow 10
```

See also :    MUICloseWindow  
            MUICreateWindow

## 1.29 MUICloseWindow MUIObject#

MUICloseWindow

Modes : Amiga

Syntax : MUICloseWindow MUIObject#

Function : Closes the specified window.

Example :

```
MUICloseWindow 10
```

---

See also :    MUIOpenWindow  
             MUICreateWindow

### 1.30 MUICreateMenu MUIObject#,GTMenuList#,Flags [,TitleUData1 [...]]

MUICreateMenu

Modes        : Amiga  
Syntax       : MUICreateMenu MUIObject#,GTMenuList#,Flags [,TitleUData1 [...]]

Function : Creates a menu from the GTMenuList specified.

Bugs        : There is a bug with SubItem shortcuts, due to a problem into  
             the RIGTMenuLib.

Example     :

```
MUICreateMenu 20,0,0,#MEN_PROJECT
```

See also :    MUISetMenu

### 1.31 MUISetMenu To MUIObject#,MUIObject#

MUISetMenu

Modes        : Amiga  
Syntax       : MUISetMenu To MUIObject#,MUIObject#

Function : Sets a menu to a window.

Example     :

```
MUISetMenu 10,20
```

See also :    MUICreateMenu

### 1.32 MUIObjLoc (MUIObject#)

MUIObjLoc

Modes        : Amiga  
Syntax       : =MUIObjLoc (MUIObject#)

Function : Returns the address of the specified object if created or 0 if not.

Example     :

```
*obj.l=MUIObjLoc(0)
```

See also :

---

### 1.33 MUIRequest To MUIObject#,Flags,Title\$,Gadgets\$,Format\$ [,Param...]

MUIRequest

Modes : Amiga  
 Syntax : MUIRequest To MUIObject#,Flags,Title\$,Gadgets\$,Format\$ [,Param...]

Function : Opens a MUI Request in the window MUIObject#.

Example :

```
MUIRequest 10,0,"Infos","OK|Yes|Yeah","We have a=%ld",a
```

See also : MUICreateWindow

### 1.34 MUIAddTags MUIObject#, &TagList | Tag,Value [,Tag,Value...]

MUIAddTags

Modes : Amiga  
 Syntax : MUIAddTags MUIObject#, &TagList | Tag,Value [,Tag,Value...]

Function : Adds tags before the creation of an object.

Example :

```
MUIAddTags 0,#MUIA_Frame,#MUIV_Frame_Group
```

See also : MUINewObject  
 MUISetMaximumTags

### 1.35 MUINewObject MUIObject#,Class\$, &TagList | Tag,Value [,Tag,Value...]

MUINewObject

Modes : Amiga  
 Syntax : MUINewObject MUIObject#,Class\$, &TagList | Tag,Value [,Tag,Value ↵  
 ...]

Function : Creates an object of the specified class.

Example :

```
MUINewObject 1,"Balance.mui",#MUIA_CycleChain,1
```

See also : MUIMakeObject  
 MUIAddTags  
 MUISetMaximumTags

## 1.36 MUIMakeObject MUIObject#,Type, &TagList | Tag,Value [,Tag,Value...]

MUIMakeObject

Modes : Amiga  
Syntax : MUIMakeObject MUIObject#,Type, &TagList | Tag,Value [,Tag,Value ↵  
...]

Function : Makes an object of the specified type.

Example :

```
MUIMakeObject 2, #MUIO_HBar, 10
```

See also : MUINewObject

## 1.37 MUIHVSpace MUIObject#

MUIHVSpace

Modes : Amiga  
Syntax : MUIHVSpace MUIObject#

Function : Creates a simple horizontal and vertical space.

Example :

```
MUIHVSpace 3
```

See also : MUIHSpace  
MUIVSpace

## 1.38 MUIHSpace MUIObject#,x

MUIHSpace

Modes : Amiga  
Syntax : MUIHSpace MUIObject#,x

Function : Creates a simple horizontal space of the specified size.

Example :

```
MUIHSpace 3, 10
```

See also : MUIHVSpace  
MUIVSpace

## 1.39 MUIVSpace MUIObject#,x

---

## MUIVSpace

Modes : Amiga  
Syntax : MUIVSpace MUIObject#,x

Function : Creates a simple vertical space of specified size.

Example :

```
MUIVSpace 3,10
```

See also : MUIHVSpace  
MUIHSpace

## 1.40 MUIString MUIObject#,Contents\$,MaxLen

### MUIString

Modes : Amiga  
Syntax : MUIString MUIObject#,Contents\$,MaxLen

Function : Creates a String object.

Example :

```
MUIString 4,"This is a text",150
```

See also : MUIKeyString

## 1.41 MUIKeyString MUIObject#,Contents,MaxLen,ControlChar\$

### MUIKeyString

Modes : Amiga  
Syntax : MUIKeyString MUIObject#,Contents\$,MaxLen,ControlChar\$

Function : Creates a String object. When the users press the key, the string is activated.

Example :

```
MUIKeyString 4,"This is a text",150,"s"
```

See also : MUIString

## 1.42 MUICheckMark MUIObject#,Selected

MUICheckMark MUIObject#,Selected

---

Modes : Amiga  
Syntax : MUICheckMark MUIObject#,Selected  
  
Function : Creates a CheckMark object. If selected is set to true (1), the checkmark will be activated.  
  
Example :  
  
MUICheckMark 4,1  
  
See also : MUIKeyCheckMark

### 1.43 MUIKeyCheckMark MUIObject#,Selected,ControlChar\$

MUIKeyCheckMark

Modes : Amiga  
Syntax : MUIKeyCheckMark MUIObject#,Selected,ControlChar\$  
  
Function : Creates a CheckMark object. If selected is set to true (1), the checkmark will be activated. When the user press the key, the ↵ checkmark toggles.  
  
Example :  
  
MUICheckMark 4,1,"c"  
  
See also : MUICheckMark

### 1.44 MUISimpleButton MUIObject#,Name\$

MUISimpleButton

Modes : Amiga  
Syntax : MUISimpleButton MUIObject#,Name\$  
  
Function : Creates a simple button.  
  
Example :  
  
MUISimpleButton 4,"Button1"  
  
See also : MUIKeyButton

### 1.45 MUIKeyButton MUIObject#,Name\$,Key\$

MUIKeyButton MUIObject#,Name\$,Key\$  
  
Modes : Amiga

---



Syntax : MUIKeyButton MUIObject#,Name\$,Key\$

Function : Creates a simple button. When the user presses the key, the button is activated.

Example :

```
MUIKeyButton 4,"Button1","b"
```

See also : MUISimpleButton

## 1.46 MUICycle MUIObject#, Entry\$ [,Entry\$...] | \*Array

MUICycle

Modes : Amiga

Syntax : MUICycle MUIObject#, Entry\$ [,Entry\$] | \*Array

Function : Creates a cycle object.

Example :

```
MUICycle 5,"One","Two","Three","..."
```

See also : MUIKeyCycle

## 1.47 MUIKeyCycle MUIObject#,Key\$, Entry\$ [,Entry\$...] | \*Array

MUIKeyCycle

Modes : Amiga

Syntax : MUIKeyCycle MUIObject#,Key\$, Entry\$ [,Entry\$] | \*Array

Function : Creates a cycle object. When the users presses the key, the gadget cycles.

Example :

```
MUIKeyCycle 5,"c","One","Two","Three","..."
```

See also : MUICycle

## 1.48 MUIRadio MUIObject#,Name\$, Entry\$ [,Entry\$...] | \*Array

MUIRadio

Modes : Amiga

Syntax : MUIRadio MUIObject#,Name\$, Entry\$ [,Entry\$] | \*Array

Function : Creates a radio object.

---

Example :

```
MUIRadio 5, "My Radio", "One", "Two", "Three", "..."
```

See also :     MUIKeyRadio

## 1.49 MUIKeyRadio MUIObject#,Key\$,Name\$, Entry\$ [,Entry\$...] | \*Array

MUIKeyRadio

Modes : Amiga

Syntax : MUIKeyRadio MUIObject#,Key\$,Name\$, Entry\$ [,Entry\$] | \*Array

Function : Creates a radio object. When the users presses the key, the gadget cycles.

Example :

```
MUIKeyRadio 5, "r", "My Radio", "One", "Two", "Three", "..."
```

See also :     MUIRadio

## 1.50 MUISlider MUIObject#,Min,Max,Level

MUISlider

Modes : Amiga

Syntax : MUISlider MUIObject#,Min,Max,Level

Function : Creates a slider object. "level" indicates the actual level of the slider.

Example :

```
MUISlider 5,0,100,99
```

See also :     MUIKeySlider

## 1.51 MUIKeySlider MUIObject#,Min,Max,Level,Key\$

MUIKeySlider

Modes : Amiga

Syntax : MUIKeySlider MUIObject#,Min,Max,Level,Key\$

Function : Creates a slider object. "level" indicates the actual level of the slider. When the user presses the key, the level is changed.

Example :

```
MUIKeySlider 5,0,100,99,"s"
```

See also :    MUISlider

## 1.52 MUILabel MUIObject#,Label\$,Flags

MUILabel

Modes        : Amiga  
Syntax       : MUILabel MUIObject#,Label\$,Flags

Function : Creates a label. The flags are defined in the autodoc  
          file MUI\_Label.doc.

Example    :

```
MUILabel 6,"My Label",#MUIO_Label_Centered
```

See also :    MUIKeySlider

## 1.53 MUINumericButton MUIObject#,Format\$,Min,Max

MUINumericButton

Modes        : Amiga  
Syntax       : MUINumericButton MUIObject#,Format\$,Min,Max

Function : Creates a Numeric Button. Format\$ must contain something like :  
          "%ld"    : Standard mong decimal format  
          "%4ld"   : Only 4 figures  
          "%x"     : In Hexadecimal

Example    :

```
MUINumericButton 6,"Rating : %3ld %%",95,250
```

See also :

## 1.54 MUIList MUIObject#,Format\$,Array\$()

MUIList

Modes        : Amiga  
Syntax       : MUIList MUIObject#,Format\$,Array\$()

Function : Creates a simple list object that can be used in a listview.  
          Format\$ indicates things like the width of the columns... See the  
          autodoc MUI\_List.doc.

---

Example :

```
Dim entries$(10)
entries$(0)="Hello"
entries$(1)="World"
entries$(2)="!!!"

MUIListHook Off
MUIList 6,"WEIGHT=150",entries$()
MUIListView 7,6
```

See also :     MUIListHook  
                  MUIChangeList  
                  MUIListview  
                  MUIInsertSingle  
                  MUIRemoveSingle  
                  MUIRedrawSingle  
                  MUIListTitle  
                  For Multi-columns lists, see the EFListMulti example.

## 1.55 MUIListHook On|Off

MUIListHook

Modes        : Amiga  
 Syntax      : MUIListHook On|Off

Function : Should be called before lists creation to  
             specify if a Display Hook should or not be installed.  
 Note : for a multi-columns list, a Hook is required.  
 By default, MUIListHook is Off.

Example :

```
MUIListHook On
```

See also :     MUIList  
                  For Multi-columns lists, see the EFListMulti example.

## 1.56 MUIChangeList MUIObject# [,Array\$(),Position]

MUIChangeList

Modes        : Amiga  
 Syntax      : MUIChangeList MUIObject# [,Array\$(),Position]

Function : Clear (if no parameters after MUIObject#) or change  
             the contents of the list. If speicified, Position should normally  
             be #MUIV\_List\_Insert\_Bottom.

Example :

MUIChangeList 6

See also : MUIList

## 1.57 MUIListview To MUIObject#,MUIObject#

MUIListview

Modes : Amiga

Syntax : MUIListview To MUIObject#,MUIObject#

Function : Creates a listview using the list specified.

Example :

MUIListview 7,6

See also : MUIList

## 1.58 MUIPopButton MUIObject#,Image

MUIPopButton

Modes : Amiga

Syntax : MUIPopButton MUIObject#,Image

Function : Creates a pop button of the image specified (MUII\_xxx).

Example :

MUIPopButton 8,#MUII\_PopFile

See also :

## 1.59 MUImageButton MUIObject#,Shape#

MUIImageButton

Modes : Amiga

Syntax : MUImageButton MUIObject#,Shape#

Function : Creates a button showing the shape specified.

Example :

MUIImageButton 8,0

See also :

---

## 1.60 MUIBalanceObject MUIObject#

MUIBalanceObject

Modes : Amiga  
Syntax : MUIBalanceObject MUIObject#  
  
Function : Creates a simple Balance bar.  
  
Example :  
  
MUIBalanceObject 8

See also : EFBalancing example

## 1.61 MUIBitmapObject MUIObject#,BitMap# [,Palette#]

MUIBitmapObject

Modes : Amiga  
Syntax : MUIBitmapObject MUIObject#,BitMap# [,Palette#]  
  
Function : Creates an object showing the bitmap specified.  
  
Example :  
  
MUIBitmapObject 8,0,0  
  
See also : MUIShapeObject  
MUIChangeBitmap

## 1.62 MUIShapeObject MUIObject#,Shape# [,Palette#]

MUIShapeObject

Modes : Amiga  
Syntax : MUIShapeObject MUIObject#,Shape# [,Palette#]  
  
Function : Creates an object showing the shape specified.  
  
Example :  
  
MUIShapeObject 8,0,0  
  
See also : MUIBitmapObject  
MUIChangeShape

## 1.63 MUIChangeBitmap MUIObject#,BitMap# [,Palette#]

### MUIChangeBitmap

Modes : Amiga

Syntax : MUIChangeBitmap MUIObject#,BitMap# [,Palette#]

Function : Changes the bitmap showed in a BitmapObject.

Example :

```
MUIChangeBitmap 8,1,1
```

Bugs : • The bitmap doesn't change if the object was created with a ↔ palette.

• The palette doesn't change at all!

These bugs seem to come from the Bitmap.mui class, so perhaps ↔ they won't be fixed in a next release of EFMUILib but in a next release of MUI ↔ . (I'm not sure!).

See also : MUIBitmapObject

## 1.64 MUIChangeShape MUIObject#,Shape# [,Palette#]

### MUIChangeBitmap

Modes : Amiga

Syntax : MUIChangeShape MUIObject#,Shape# [,Palette#]

Function : Changes the shape showed in a ShapeObject.

Example :

```
MUIChangeShape 8,1,1
```

Bugs : • The object doesn't redraw itself, you have to use MUIRedraw.

This bug seems to come from the Bitmap.mui class, so perhaps it ↔ won't be fixed in a next release of EFMUILib but in a next release of MUI ↔ . (I'm not sure!).

See also : MUIShapeObject

## 1.65 MUIAddObjHGroup To MUIObject#,MUIObject#

### MUIAddObjHGroup

Modes : Amiga

Syntax : MUIAddObjHGroup To MUIObject#,MUIObject#

Function : Adds the object (MUIObject#) to the Horizontal Group (To MUIObject ← #).

Example :

```
MUIAddObjHGroup 0,5
```

See also : MUICreateHGroup  
MUIAddObjsHGroup

## 1.66 MUICreateHGroup MUIObject#

MUICreateHGroup

Modes : Amiga

Syntax : MUICreateHGroup MUIObject#

Function : Creates an Horizontal Group.

Example :

```
MUIAddObjHGroup 0,5  
MUICreateHGroup 0
```

See also : MUIAddObjHGroup  
MUIAddObjsHGroup

## 1.67 MUIAddObjVGroup To MUIObject#,MUIObject#

MUIAddObjVGroup

Modes : Amiga

Syntax : MUIAddObjVGroup To MUIObject#,MUIObject#

Function : Adds the object (MUIObject#) to the Vertical Group (To MUIObject#).

Example :

```
MUIAddObjVGroup 0,5
```

See also : MUICreateVGroup  
MUIAddObjsVGroup

## 1.68 MUICreateVGroup MUIObject#

MUICreateVGroup

Modes : Amiga



Syntax : MUICreateVGroup MUIObject#

Function : Creates a Vertical Group.

Example :

```
MUIAddObjVGroup 0,5
MUICreateVGroup 0
```

See also : MUIAddObjHGroup  
MUIAddObjsVGroup

## 1.69 MUIAddObjPage To MUIObject#,MUIObject#

MUIAddObjPage

Modes : Amiga

Syntax : MUIAddObjPage To MUIObject#,MUIObject#

Function : Adds the object (MUIObject#) to the Register Page (To MUIObject#).

Example :

```
MUIAddObjPage 0,5
```

See also : MUICreatePage  
MUIAddObjsPage

## 1.70 MUICreatePage MUIObject# ,Page1\$ [,Page2\$...] | &Page\$(0)

MUICreatePage

Modes : Amiga

Syntax : MUICreatePage MUIObject# ,Page1\$ [,Page2\$...] | &Page\$(0)

Function : Creates a Page.

Example :

```
MUIAddObjPage 0,5
MUIAddObjPage 0,6
MUICreatePage 0,"Page1","Page2"
```

or

```
MUIAddObjsPage 0,5,6
MUICreatePage 0,"Page1","Page2"
```

See also : MUIAddObjPage  
MUIAddObjsPage

---

### 1.71 MUIAddObjsHGroup To MUIObject#,MUIObject# [,MUIObject# [...]]

MUIAddObjsHGroup

Modes : Amiga

Syntax : MUIAddObjsHGroup To MUIObject#,MUIObject# [,MUIObject# [...]]

Function : Adds the objects specified to the Horizontal Group (To MUIObject#).

Example :

```
MUIAddObjsHGroup 0,1,2,3,4,5,8
```

See also :    MUICreateHGroup  
             MUIAddObjHGroup

### 1.72 MUIAddObjsVGroup To MUIObject#,MUIObject# [,MUIObject# [...]]

MUIAddObjsVGroup

Modes : Amiga

Syntax : MUIAddObjsVGroup To MUIObject#,MUIObject# [,MUIObject# [...]]

Function : Adds the objects specified to the Vertical Group (To MUIObject#).

Example :

```
MUIAddObjsVGroup 0,1,2,3,4,5,8
```

See also :    MUICreateVGroup  
             MUIAddObjVGroup

### 1.73 MUIAddObjsPage To MUIObject#,MUIObject# [,MUIObject# [...]]

MUIAddObjsPage

Modes : Amiga

Syntax : MUIAddObjsPage To MUIObject#,MUIObject# [,MUIObject# [...]]

Function : Adds the objects specified to the Register Page (To MUIObject#).

Example :

```
MUIAddObjsPage 0,1,2,3,4,5,8
```

See also :    MUICreatePage  
             MUIAddObjPage

### 1.74 MUIInsertSingle MUIObject#,Position, Entry\$ [,Entry\$...] | \*Array

### MUIInsertSingle

Modes : Amiga  
Syntax : MUIInsertSingle MUIObject#,Position, Entry\$ [,Entry\$...] | \*Array

Function : Inserts a line in a list.

Example :

```
MUIInsertSingle 6,5,"Col#1","And #2","Here : #3"
```

See also : MUIList  
MUIRemoveSingle  
MUIRedrawSingle  
MUIListTitle

## 1.75 MUIRemoveSingle MUIObject#,Position

### MUIRemoveSingle

Modes : Amiga  
Syntax : MUIRemoveSingle MUIObject#,Position

Function : Removes a line in a list.

Example :

```
MUIRemoveSingle 6,4
```

See also : MUIList  
MUIInsertSingle  
MUIRedrawSingle  
MUIListTitle

## 1.76 MUIRedrawSingle MUIObject#,Position

### MUIRedrawSingle

Modes : Amiga  
Syntax : MUIRedrawSingle MUIObject#,Position

Function : Redraws a line in a list.

Example :

```
MUIRedrawSingle 6,5
```

See also : MUIList  
MUIInsertSingle  
MUIRemoveSingle  
MUIListTitle

---

## 1.77 MUIListTitle MUIObject#, Title\$ [,Title\$...] | \*Array

MUIListTitle

Modes : Amiga

Syntax : MUIListTitle MUIObject#, Title\$ [,Title\$...] | \*Array

Function : Changes the title(s) of a list.

Example :

```
MUIListTitle 6,"First","Second","Third..."
```

See also :    MUIList  
             MUIInsertSingle  
             MUIRemoveSingle  
             MUIRedrawSingle

## 1.78 MUISet MUIObject#, &TagList | Attr,Value [,Attr,Value...]

MUISet

Modes : Amiga

Syntax : MUISet MUIObject#, &TagList | Attr,Value [,Attr,Value...]

Function : Changes an attribute of an object.

Example :

```
MUISet 4,#MUIA_ShowMe,0
```

See also :    MUIGet

## 1.79 MUIGet (MUIObject#,Attribute)

MUIGet

Modes : Amiga

Syntax : MUIGet (MUIObject#,Attribute)

Function : Returns the value of the attribute.

Example :

```
act.l=MUIGet(6,#MUIA_List_Active)
```

See also :    MUISet

## 1.80 MUIRedraw MUIObject#,Flags

---

**MUIRedraw**

Modes : Amiga  
 Syntax : MUIRedraw MUIObject#,Flags

Function : Redraw the specified object. Flags can be :  
 · #MADF\_DRAWUPDATE to update the object  
 · #MADF\_DRAWOBJECT to draw the object

Example :

```
MUIRedraw 8,#MADF_DRAWUPDATE
```

N.B. : Normally, you don't have to use this since MUI should redraws the objects itself, but in particular cases (see MUICheckShape) you have to use that command.

See also :

## 1.81 MUIDoMethod MUIObject#, Method,Tag [,Tag] | &TagList

**MUIDoMethod**

Modes : Amiga  
 Syntax : MUIDoMethod MUIObject#, Method,Tag [,Tag] | &TagList

Function : Executes the method specified for the object.

Example :

```
MUIDoMethod 10,#MUIM_Window_ToBack
```

See also :

## 1.82 MUINotify MUIObject#,Tag,Value,MUIObject#, Tag [,Tag...] | &TagList

**MUINotify**

Modes : Amiga  
 Syntax : MUINotify MUIObject#,Tag,Value,MUIObject#, Method,Tag [,Tag...] | ↔  
 &TagList

Function : When the value of the tag of the first object is equal to Value, then MUI will executes the Method for the second object.

Example :

```
MUINotify 4,#MUIA_Pressed,0,11,#MUIM_Application_ReturnID,#ID_BUTTON
```

```
Repeat  

  ev.l=MUIWaitEvent
```

```

    If ev=#ID_BUTTON
        MUIRequest 10,"Info","OK","Button has been released"
    EndIf
Until ev=-1

```

N.B. : For this example, MUINotifyApp is better.

See also :    MUIEvent  
              MUIWaitEvent  
              MUINotifyApp

## 1.83 MUINotifyApp MUIObject#,Tag,Value,ReturnID

MUINotifyApp

Modes : Amiga  
 Syntax : MUINotifyApp MUIObject#,Tag,Value,ReturnID

Function : When the value of the tag of the first object is equal to Value,  
 then The ReturnID will be sent to the application.

Example :

```

MUINotifyApp 4,#MUIA_Pressed,0,#ID_BUTTON

Repeat
    ev.l=MUIWaitEvent
    If ev=#ID_BUTTON
        MUIRequest 10,"Info","OK","Button has been released"
    EndIf
Until ev=-1

```

See also :    MUIEvent  
              MUIWaitEvent  
              MUINotify

## 1.84 MUIEvent

MUIEvent

Modes : Amiga  
 Syntax : =MUIEvent

Function : It is the same as Event but for MUI.

Example :

```

    ev.l=MUIEvent

```

See also :    MUIWaitEvent

## 1.85 MUIWaitEvent

MUIWaitEvent

Modes : Amiga  
Syntax : =MUIWaitEvent

Function : It is the same as WaitEvent but for MUI.

Example :

```
ev.l=MUIWaitEvent
```

See also : MUIEvent

## 1.86 MUIFindUDData To MUIObject#,MUIObject#,UserData

MUIFindUDData

Modes : Amiga  
Syntax : MUIFindUDData To MUIObject#,MUIObject#,UserData

Function : Please see the autodoc MUI\_Notify.

Example :

```
MUIFindUDData 21,20,#MEN_PROJECT
```

See also :