

BUTTON.DLL

DLL LOAD "BUTTON"

DLL GET "SHORT BUTTON:Showbutton" [AS *alias*]

DLL GET "VOID BUTTON:Setfocus" [AS *alias*]

DLL GET "VOID BUTTON:Closebutton" [AS *alias*]

[*Variable* = FN]ShowButton(*option,count,width,title,text0,text1,text2,text3,text4,Text5, text6,text7,text8,text9,text10,press*)

Description:

This dll provides a multiple button dialog box that interacts with HTBasic. Values and strings may be passed to and from the dialog to enhance user input. Up to ten buttons may be displayed. Interaction with HTBasic may be via the press parameter, or through the ON SIGNAL command.

This function displays the button dialog box.

Variable

Basic Type: INTEGER

C Type: short

Optional return value can be assigned to a Basic variable.

option

Basic Type: INTEGER

C Type: short

Legal values are 1-3.

1 = modal dialog box. Basic is suspended until the user closes the dialog box or presses a button. The user interaction may be checked with the *press* parameter. Also the user interaction will be assigned to a Basic variable if the optional return variable is provided.

2 = Multithreaded dialog box. Basic regains control as soon as the window opens. User interaction is monitored through the *press* parameter.

3 = Multithreaded dialog box. Basic regains control as soon as the window opens. User interaction is monitored through the *press* parameter and through the Basic ON SIGNAL command. For example when button 1 is pressed Signal 1 will be set.

count

Basic Type: INTEGER
C Type: short

This is the number of buttons that should appear on the dialog box. Valid range is 0 to 10.

width

Basic Type: LONG
C Type: int

This sets the width of the buttons. Adjust this to fit the desired button text.

title

Basic Type: String\$
C Type: char *

Use a literal string or string variable containing the text for the window title.

text0

Basic Type: String\$
C Type: char *

A string containing the text that appears above the buttons.

text1 - text10

Basic Type: String\$
C Type: char *

These are 10 strings, which contain the text for each of the buttons. You must pass 10 strings even if you have less than 10 buttons appearing. For buttons that do not appear the contents of the string is ignored.

Press

Basic Type: INTEGER (by reference)
C Type: short *

This is the variable that will be updated to reflect the user interaction with the dialog box.

Setfocus()

This function brings the dialog box to the top and makes it active. Do not call this function unless the button dialog box is open and running under option 2 or 3.

Closebutton()

This function closes an open multithreaded button dialog box. Do not call this function unless the button dialog box is open and running under option 2 or 3.