

079e21c8-0

Marcel Offermans

COLLABORATORS

	<i>TITLE :</i> 079e21c8-0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Marcel Offermans	July 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	079e21c8-0	1
1.1	EAGUI	1
1.2	Introduction	1
1.3	Requirements	2
1.4	Copyright	2
1.5	Installation	2
1.6	Support for developers	2
1.7	Using EAGUI in your own software	3
1.8	The future	3
1.9	The authors	3
1.10	Development environment	4
1.11	Thanks to	4
1.12	Release history	5
1.13	Index	5

Chapter 1

079e21c8-0

1.1 EAGUI

```
$RCSfile: Complete.guide $
$Revision: 3.2 $
$Date: 1994/11/28 21:47:29 $
    Environment Adaptive Graphic User Interface
```

EAGUI

Contents

```
~Introduction~~~~~
~Requirements~~~~~
~Copyright~~~~~
~Installation~~~~~
~Tutorial~~~~~
~Autodocs~~~~~
~Support~for~developers~~~~~
~Using~EAGUI~in~your~own~software~
~The~future~~~~~
~The~authors~~~~~
~Development~environment~~~~~
~Thanks~to~~~~~
~Release~history~~~~~
```

1.2 Introduction

Introduction

The Environment Adaptive Graphic User Interface (EAGUI) is a system which allows you to build interfaces that, as the name suggests, adapt to the environment they're run in.

It uses normal GadTools and BOOPSI gadgets, and does not modify them in any way. This allows programmers to implement EAGUI in existing applications easily.

It also means that the library itself is very small, since it doesn't have to re-implement all gadgets that are already there.

1.3 Requirements

Requirements

EAGUI needs at least Release 2, because it makes use of a lot of its features. It is Release 3 aware.

1.4 Copyright

Copyright

EAGUI is Copyright © 1993, 1994 by Marcel Offermans and Frank Groen, and may not be disassembled or reverse-engineered in any way. You may use this software at your own risk. We cannot be held responsible for any damage it might do. You may copy the original archive, but you're not allowed to rename it or change its contents (to avoid confusion). Also, you may not charge anything for it, other than the costs of the media it is on.

1.5 Installation

Installation

To install EAGUI, simply run the Install script. [Click here](#) if you want to run the script now.

1.6 Support for developers

Support for developers

We support everybody that uses EAGUI as well as we can. We'll be happy to answer any questions you might have. Currently, we're considering adding some development tools to the system, but a lot will depend on the feedback we get. After all, if nobody uses EAGUI, there's no point in supporting it.

At the moment, we've only used EAGUI to develop applications in C, but there is no reason why it shouldn't work with any other language. If you use it in any other language, and you've written header files for that language, we'd like you to send them to us, so we can distribute them to other developers.

A Modula 2 interface for EAGUI has been written by Stefan Schulz. This interface is now included in this archive. You can contact Stefan by e-mail at the following address: schulz@rhrk.uni-kl.de

1.7 Using EAGUI in your own software

Using EAGUI in your own software

If you're a programmer, and you want to use EAGUI, please keep the following in mind. Depending on the type of software you write, the conditions under which you may use EAGUI differ. Basically, if you don't make any money out of your program, we don't expect you to pay us in any way.

If you use it in any Public Domain or FreeWare software, you may use EAGUI for free. The only thing we want you to do, is keep us informed of the fact that you've used EAGUI.

If you use it in any ShareWare software, you must first contact us, to obtain some kind of licence. Usually we'll settle for a free registration, or something like that.

If you use it in any Commercial software, you must first contact us. We will then work out a deal.

1.8 The future

The future

Like most developers, we hope that these kinds of tools will some day be integrated into the operating system. When designing EAGUI, we've tried to anticipate what Commodore will do in future releases of the AmigaOS. As soon as the new owners of the Amiga release a similar system, we encourage you to use that instead, and will try to make a release of EAGUI that simple interfaces to this system.

1.9 The authors

The authors

We've tried to provide clear, readable documentation. Although it is not our native language, we've chosen to write everything in english, because that seems to be the de facto standard for most development documentation. If you find parts of these documents difficult to understand, or if you discover any type of mistakes, please report them to us. Also, we're always willing to answer any questions you might have. If you've found a bug, please state as clearly as possible how we can reproduce it, or under what circumstances the bug surfaced, and what your system looks like (computer model, Kickstart version, Workbench version, any programs running in the background). The more detailed your bug report is, the better the chance we can fix it quickly. We're also always looking for ways to enhance the system, so if you have any suggestions, please mail them to us. Finally, if you don't like EAGUI, please tell us what you think is wrong with it: we always listen to constructive criticism.

To contact us, write to:

Marcel Offermans
fidonet: 2:281/614.1
e-mail : M.F.Offermans@WbMT.TUdelft.NL
IRC : Marrs (you can usually find me on the #amiga channel)

Frank Groen
e-mail : fgroen@tudw03.tudelft.nl

We understand the following languages:

nederlands
english
deutsch

1.10 Development environment

Development environment

EAGUI is developed and tested under Release 3 only, simply because we don't have any Amiga that uses Release 2 anymore. This does not mean that you need Release 3 however. It does mean that there just might be bugs that surface only under Release 2.

EAGUI is compiled using the excellent SAS/C® 6.51 compiler.

1.11 Thanks to

Thanks to

Commodore-Amiga Inc. for producing this excellent mix of hard- and software which we've learned to appreciate so much over the years.

Anybody that will pick up the Amiga technology and make it even better!

SAS Institute Inc. for their excellent compiler.

Everybody who contributes to The Amiga Developers Domain (TADD), which is the best BBS we know.

Guns N' Roses, Pearl Jam, Rage Against The Machine, Aerosmith, The Cult, Lenny Kravitz, Nirvana, Tom Petty, U2, Pink Floyd, Soundgarden, Bob Marley, Jimi Hendrix, Temple of the Dog.

The following persons for bug reports, suggestions and moral support:

Paul van der Valk
Arnout Grootveld
Roy van der Woning
Leon Makkink
Sigurd Lerstad
Patrick van Beem
Stefan Schulz

1.12 Release history

Release history

Releases are always made available on TADD, from where the archive can be freq'ed. You can use the magic filename EAGUI, which will always get you the latest release. TADD (2:281/614) can be reached at +31-15-157954 or +31-15-144825. Releases will also appear on AmiNet sites (in the dev/gui directory) from where you can FTP them. They will also be announced on comp.sys.amiga.announce shortly afther they appear on AmiNet.

1.0 - First release.

1.1 - Corrected a lot of small mistakes in the documentation and sources, and added a full example source (and executable), together with an IFF picture file, which explains the relation between object border dimensions, offsets and sizes. Also fixed a bug in ea_LayoutObjects(): Under certain circumstances, object sizes weren't calculated correctly, and another bug which caused a lot of Enforcer BYTE read hits. Furthermore, the "EAGUI_protos.h" file was added. You need it to compile.

2.0 - There were a few spelling errors in the documentation. They're corrected now. Furthermore, the rendering method is now fully supported, which allows you to design and use custom imagery (such as labels).

2.1 - Bugfix. The GadTools button minsize method was broken. This release fixes that.

2.2 - Bugfix. There was a small mistake in the minsize method of Cycle gadgets. Furthermore, for some GadTools gadgets, EAGUI got the default position for the label wrong, which caused some strange results. Another important modification is the roundoff error correction. Most of you won't notice the difference, but some people complained about the method that was used. It is now perfectly legal to use groups of objects where no object has a weight. Furthermore, fixed size objects will never grow larger, not even a pixel! :-)

2.3 - Bugfix. I've corrected a mistake in the FD file. SAS/C's fd2pragmas program ignored it, but perhaps other compilers don't. Reported by Norbert Pueschel. Furthermore, checking the version of the library finally works completely. For other library writers that use the SAS/C startup code and SLink to link their libraries please note that the LIBID keyword must be specified, and that it must at least contain "<name> <version>.<revision>" to work. Installer for example checks only this version indication.

This version was never released except for the library itself, which was part of the Mandy distribution.

3.0 - Updated the distribution and modernized the documentation and installation process. Furthermore, the concept of default values for classes has been added to the library. To show the flexibility of EAGUI, we've also added another example, which shows how to create the concept of pages.

1.13 Index

Index

A

~authors, ~the~
~autodocs~

C

~C~
~copyright~

D

~developers, ~support~for~
~development~environment~

F

~Frank~Groen~
~future, ~the~

H

~history, ~release~

I

~installation~
~introduction~

M

~Marcel~Offermans~
~Modula~2~

R

~release~history~
~requirements~

S

~SAS/C~
~Stefan~Schulz~
~support~for~developers~

T

~thanks~to~
~The~Amiga~Developers~Domain~ (TADD) ~
~tutorial~

U

~using~EAGUI~in~your~own~software~
